ABOUT « BABYLON »

Three reasons guided the writing of this script :

First is the colossal development of virtual worlds and three-dimensional video games in our modern societies, the apparent subject of the movie ;

Second is that Babylon myth, buried in the collective memory, gives to the game an interesting resonance, able to generate a great curiosity ;

Third is that, behind this facade, I address the question of dependence on the imaginary, pointing out the immaturity of the contemporary world and reflect on the meaning of a society only based on recognition the winners... The real subject of the movie.

Babylon is a myth in the head of an immensity of people who consider this vanished city as the symbol of a beauty and grandeur forever gone. The movie could be an opportunity to revive this allegory in total immersion. Images of the city alone would surely create a wonderful fascination for millions of spectators. Games have also always fascinated humans. Therefore the combination of these represents a challenge that is not only motivating but promising !

Moreover, the existential questions related to the worry of seeing the reality behind the virtual are very present in our contemporary world. They accompany the incessant development of virtual universes, adopted by an increasingly significant number of humans. The cinema has not only the duty to illustrate this phenomenon but also to feed reflection, to propose answers so that humans do not get carried away by their delusions.

This is what this script proposes by revealing through a intense adventure, the main risks inherent to immersive universes. He points to selfishness, withdrawal, madness of the imaginary and greed that lead Martin Lessort to his sinking. And the viewer with him.

The action takes place in the neo-babylonian era in the capital of Mesopotamia in 539 BC, at the dawn of the Persian invasion of Cyrus. The symbol of beauty that contained two of the "wonders" of the ancient world brings us back to the early days of learned Humanity. Writing has just been born, knowledge is growing, religion is adorned with a thousand riches. Magnificent treasures are spread at the feet of the monumental legends of stones, dragons and winged bulls,

which guide the visitor... The future Tower of Babel, source of all confusions, shines by its splendid adornments.

The movie shows the human species, since an eternity buried in its prehistory, at the moment when its great history begins. It leads, 2500 years later, to an empty and brutal world, a world whose god is called "Technology", where hope is found in the virtual. A world that is already entering its post-history.

What has happened in the meantime, what have we done throughout this common history to achieve such a disaster ? May be the movie, through Martin's stubbornness, the defeatism of Loumia, the dream magic in front of life difficulties, sums up this tragic abandonment of living ?

Obviously, this movie has a very Hollywood style but there are non happy end. No, its moral is cruel but deeply humanist, this slams in the last sequence like the slap of an intransigent consciousness.

Nevertheless, nothing prevents us from thinking big. "Babylon" can become a cultural phenomenon if we aim this target. It can lead to the creation of a real video game taking the different stages of the movie. A good marketing operation can fuel a real fashion around collectibles, board games, clothing... etc.

For any questions, do not hesitate to contact me via the form linked to my account.

Thank you for your time.

The text is available in French

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