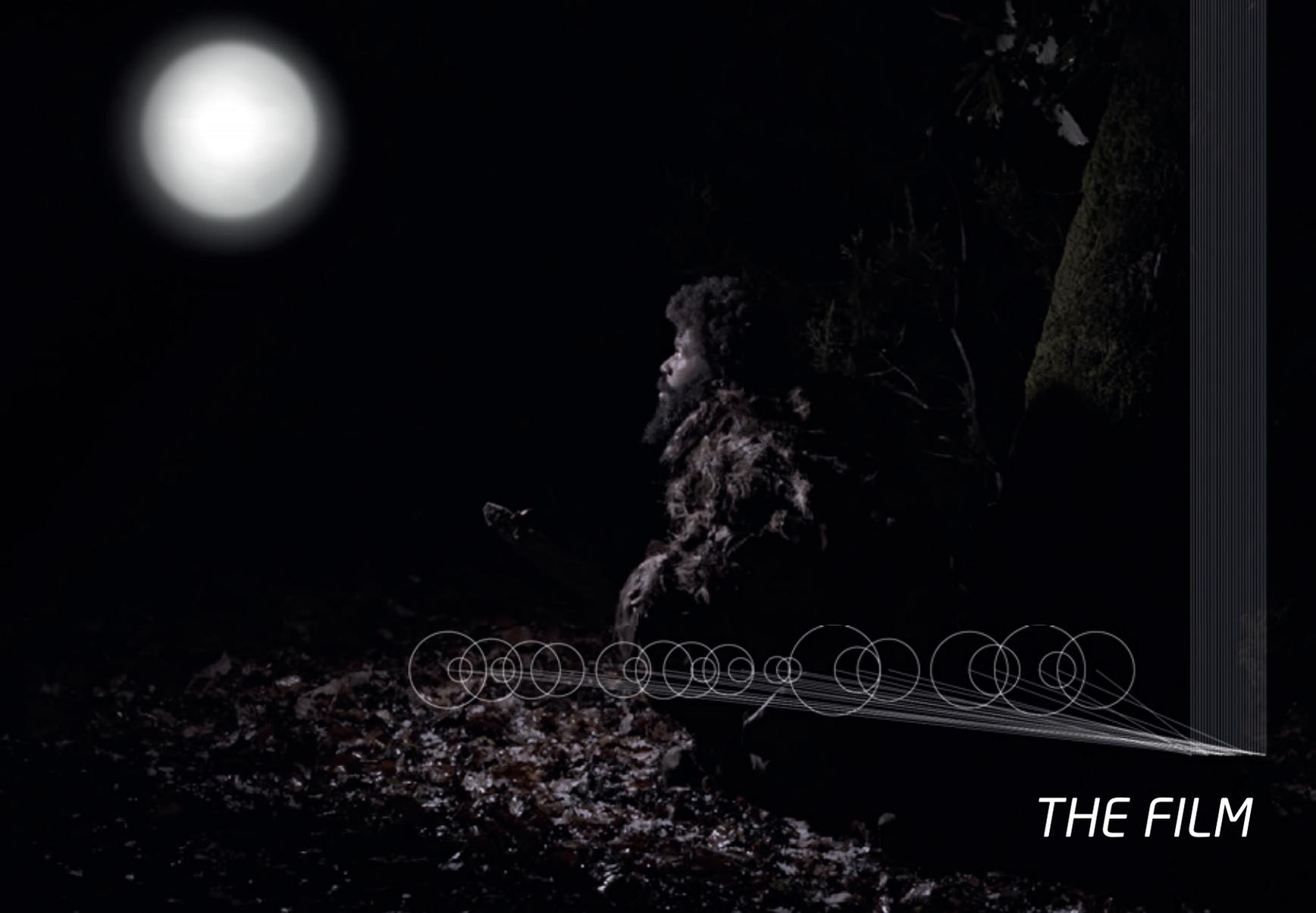




آخر واحد فينا
The Last Of Us

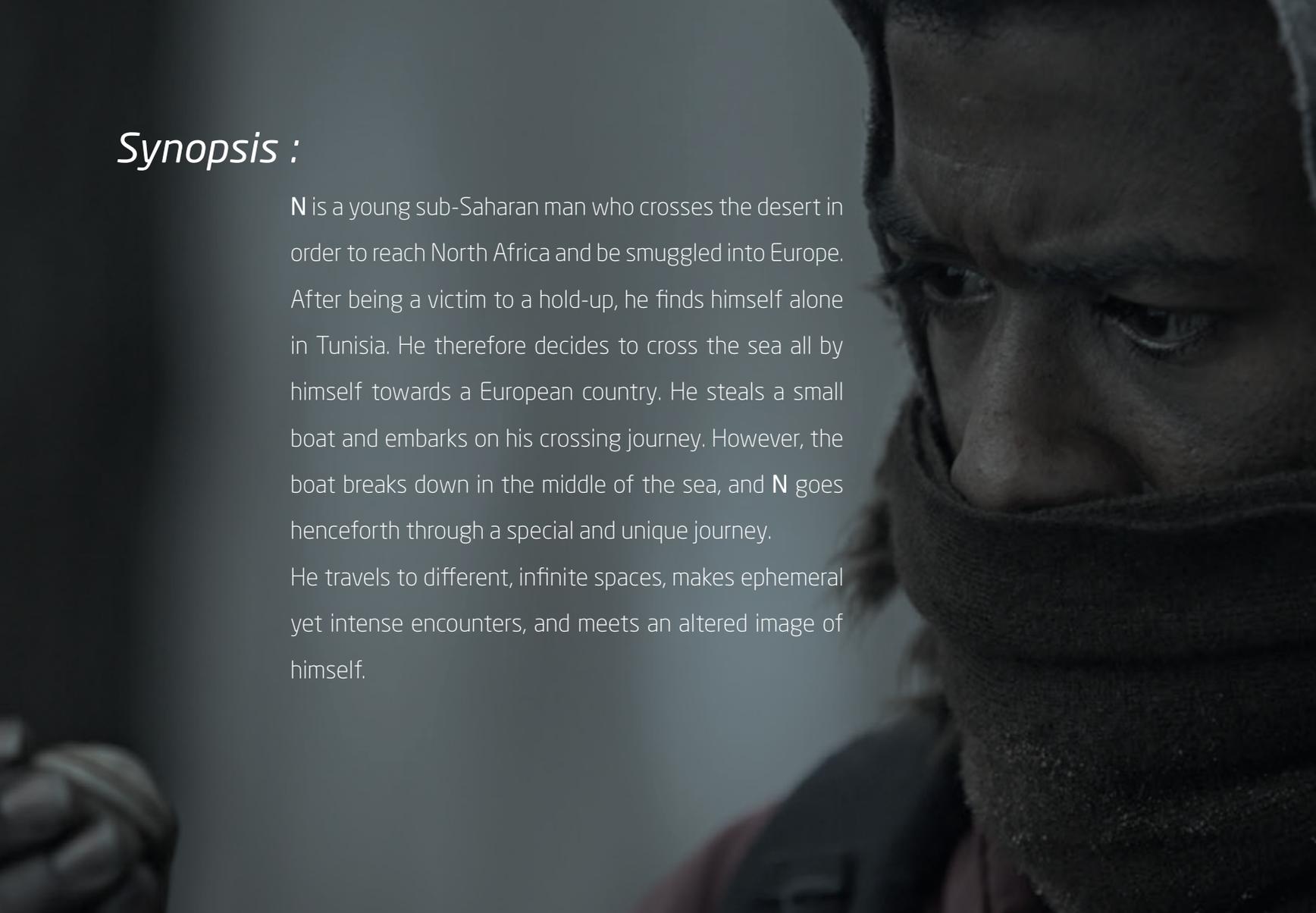
A FILM BY ALA EDDINE SLIM



THE FILM

Synopsis :

N is a young sub-Saharan man who crosses the desert in order to reach North Africa and be smuggled into Europe. After being a victim to a hold-up, he finds himself alone in Tunisia. He therefore decides to cross the sea all by himself towards a European country. He steals a small boat and embarks on his crossing journey. However, the boat breaks down in the middle of the sea, and **N** goes henceforth through a special and unique journey. He travels to different, infinite spaces, makes ephemeral yet intense encounters, and meets an altered image of himself.



Technical File:

Country, Year: *Tunisia 2016*

Coproduction countries: *Qatar, UAE*

Running time: *94 min*

Aspect ratio: *1.85*

Colour: *colour*

Sound mix: *Dolby 5.1*

Screening format: *DCP*

Production companies: *Exit Productions, Inside Productions, Madbox Studios*

Coproduction companies: *SVP*

Contributors: *SANAD Abu Dhabi Film Fund - Doha Film Institute - AFAC (Arab Fund for Arts and Culture) - Hubert Bals Fund*

Cast: *Jawhar Soudani, Fathi Akkari & Jihed Fourti*

Writer, Editor and Director: *Ala Eddine Slim*

First Assistant Director: *Ali Hassouna*

Director of Photography: *Amine Messadi*

Camera Assistant: *Rana Ferchichi*

Data Manager: *Ala Eddine Larbi*

Sound Engineer: *Moncef Taleb*

Production Designer: *Malek Gnaoui*



Property Master: *Lassaad Bensghaier*
Key Make-up Artist: *Nadia Ayed*
Costume Designer: *Rahma Ben Thayer*
Production Manager: *Chawki Knis*
Location Manager: *Slim Mami*
Manager: *Wael Omrani*
Executive Producer: *Mohamed Ismail Louati*
Animal Technicians: *Mohamed Attia and Aymen Kharroubi*
Decor and Management Support: *Chafik and Nizar Aridhi*
Unit Still Photographers: *Belhassen Handous and Yosra Nafti*
Postproduction Supervisor: *Chawki Knis*
Postproduction Consultant: *Mohamed Sahbi Kraiem*
Image Editor: *Ala Eddine Slim*
Colour Grading by: *Hamza Ksontini and Amine Messadi*
Sound Editor: *Yazid Chabbi*
Re-recording Mixer: *Yazid Chabbi*
Original Soundtrack by: *Tarek Louati*
Visual Effects by: *Tarak El Ouaer*
Graphic Art by: *Haythem Zakaria*

Associate Producers :

Ali Hassouna
Amine Messadi
Moncef Taleb
Fawzi Jamal

Co-produced by:

Omar Ben Ali

Produced by:

Mohamed Ismail Louati
Kamel Laaridhi
Chawki Knis
Ala Eddine Slim



The Author's Statement of Intent

The project *The Last of Us* is a sequel of my previous films. It is a continuity of research in the themes that are of importance to me: the problems of borders, imaginary territories, contemporary solitude, vagrancy, the issues of crossing and of the human nature in all its facets. The project tackles the realm of magical realism, of the ephemeral, and of disappearance and mutation.

The problem of illegal sea crossings towards the northern end of the Mediterranean has existed for many years. During these travels, many people die at sea, and others succeed in reaching the other side. Moreover, there are those who go missing and whose bodies are never found. N, the leading character in *The Last of Us*, is a missing body.

The film is divided into two parts: the pre-crossing stage, and the post-crossing stage.

The first filmic space is a desert, and the first shot is focused on the shining sun. N is present through his ghostly shape; he is already condemned to undergo mutation. Borders do not exist. There is only one territory to be shared: that of imagination.

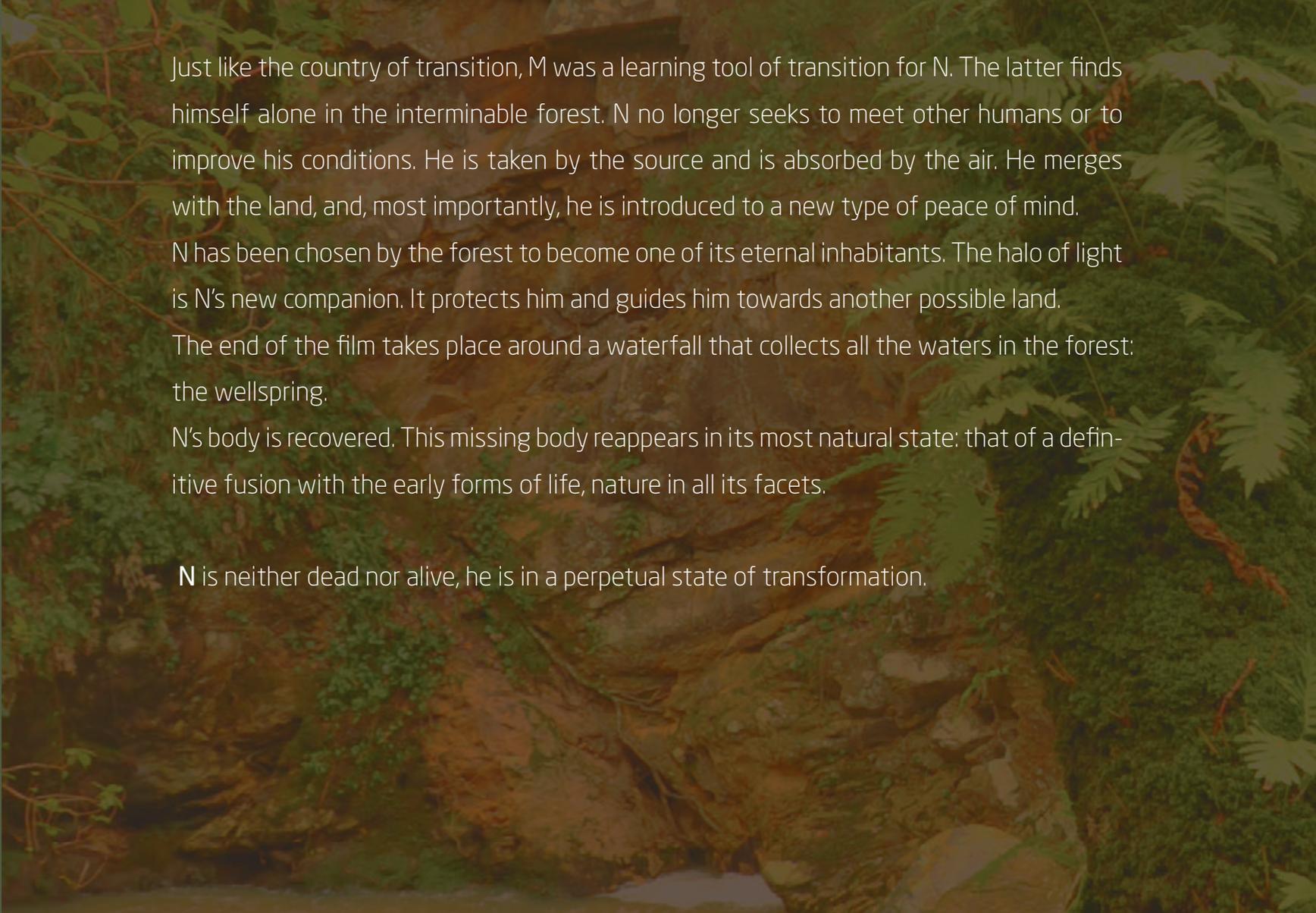
Having been through a long journey, N finds himself in a country whose language and people he ignores. This country is a sort of transitional bridge and the situation turns out to be more complicated than he thought it would be.

N is separated from his companion during a hold-up by a group of smugglers, and he finds himself alone in an unknown country.

The second filmic space is the city of Tunis, a small capital. Its night life is quite dark and it takes place in alleys or behind closed doors. The city is characterized by a unique type of coldness. It is marked by very special encounters and devastating waves of indiscriminate consumption. Screens, board signs, shopping windows are everywhere to take people away and project them into a plastic, soulless universe.

N continues his solitary journey and tries to cross the sea illegally all by himself, towards a future in a European country that he imagines is better. In the second part of the film, events take a rather surrealist turn and N makes special encounters with one man, animals, nature, and corpses. He rediscovers his body and his relationship with a primary nature. A certain balance between the human face and the wild landscape is achieved throughout the forest.

The encounter between N and the second character, M, is crucial and decisive. It is an altered encounter between two men. M has lived in the forest for years; he has adjusted to that type of life and has learned to live in it despite the dangers and hardships. However, he is confronted with hostile forces that want to control the territory: the wolves. N watches from afar the endless war between M and the wolves, until the day M is defeated. The demise of the temporary guide M compels N to resume his journey alone.



Just like the country of transition, M was a learning tool of transition for N. The latter finds himself alone in the interminable forest. N no longer seeks to meet other humans or to improve his conditions. He is taken by the source and is absorbed by the air. He merges with the land, and, most importantly, he is introduced to a new type of peace of mind. N has been chosen by the forest to become one of its eternal inhabitants. The halo of light is N's new companion. It protects him and guides him towards another possible land. The end of the film takes place around a waterfall that collects all the waters in the forest: the wellspring. N's body is recovered. This missing body reappears in its most natural state: that of a definitive fusion with the early forms of life, nature in all its facets.

N is neither dead nor alive, he is in a perpetual state of transformation.



Author's Biography

Ala Eddine Slim was born in 1982. He is the co-founder of Exit Productions company. He has carried out several trainings at different workshops and made several short films. His 2007 short film *Autumn* is the piece of work that has inspired his full-length feature film *The Last of Us*. During his summer 2008 stay at La Fémis, the French state film school, he made his short film *One of Those Nights*, and in 2010 he made *The Stadium*. These first short films clearly reveal the themes that inspire Ala Eddine and which he addresses in his following works. Ala Eddine's short films were selected in several festivals and broadcast in many artistic places in the world (Clermont-Ferrand 2008 Lab Competition, Tabakalera Art Center programme, etc.)

In the midst of the December 2010 revolution, Ala Eddine was one of the rare filmmakers to create a work of fiction inspired from the then ongoing events. He started a unique project of a four-video series which he wrote, filmed, edited and broadcast on the internet on a daily basis, and in which he himself played a role. Moreover, his work *Diary of an Important Man* was broadcast at Pompidou Center, was edited on DVD by the Parisian label Lowave, and was followed by *Diary of an Important Woman* a few months later.

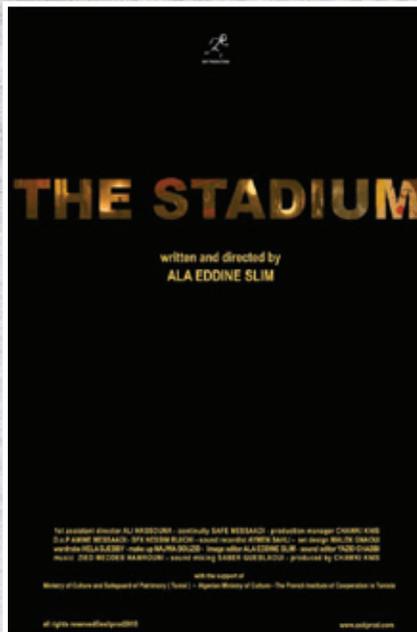
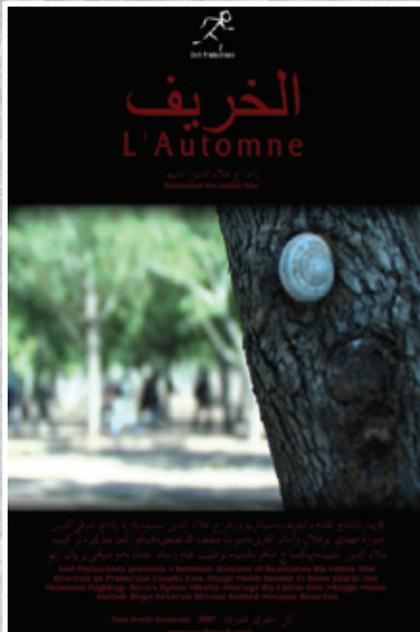
Babylon, the film, marks a turning point in Ala Eddine's career. Co-directed with Youssef Chebbi and Ismael and shot at the Tunisian-Libyan borders in 2012, this film is a free portrait of refugees at Choucha Camp in the Tunisian South. Babylon is an atypical film in the Tunisian film industry. It is a film without a leading character and rather around the birth and disappearance of a temporary camp. It is without subtitles, transcending the borders between fiction and documentary films. Directed by 3 people, with a small technical team and very limited financial resources, Babylon is a film that draws the attention to issues other than social movements and protests in Tunisia in 2011.

Babylon was awarded the 2012 FID International Film Festival competition prize. The film received many other prizes and was programmed in over 60 film festivals and art sites around the world. Its local release was accompanied by a concert dedicated to the film by Tunisian musician Zied Meddeb Hamrouni.

As a Producer and Chief Editor, Ala Eddine has participated in over a dozen other films directed by emerging Tunisian filmmakers, namely: Hecho en casa, a feature-length documentary by Belhassen Handous, Precipice, a short fiction film by Nadia Touijer, Scilence a medium-length documentary by Karim Souaki, and Ayan Kan, a short film by Ridha Tlili.

In March 2015, Ala Eddine Slim finished the shooting of his first full-length feature film *The Last of Us*. It is one more unique and unconventional project which gathers four production companies that have funded the pre-production and shooting of this piece of work.

Being an important filmmaker of the new generation of directors in Tunisia, Ala Eddine Slim has developed his first feature film in a universe that is unique in his country's cinematography. In his work, themes of marginality, vagrancy, transformation and territories are expressed in an exceptional and innovative cinematic form.

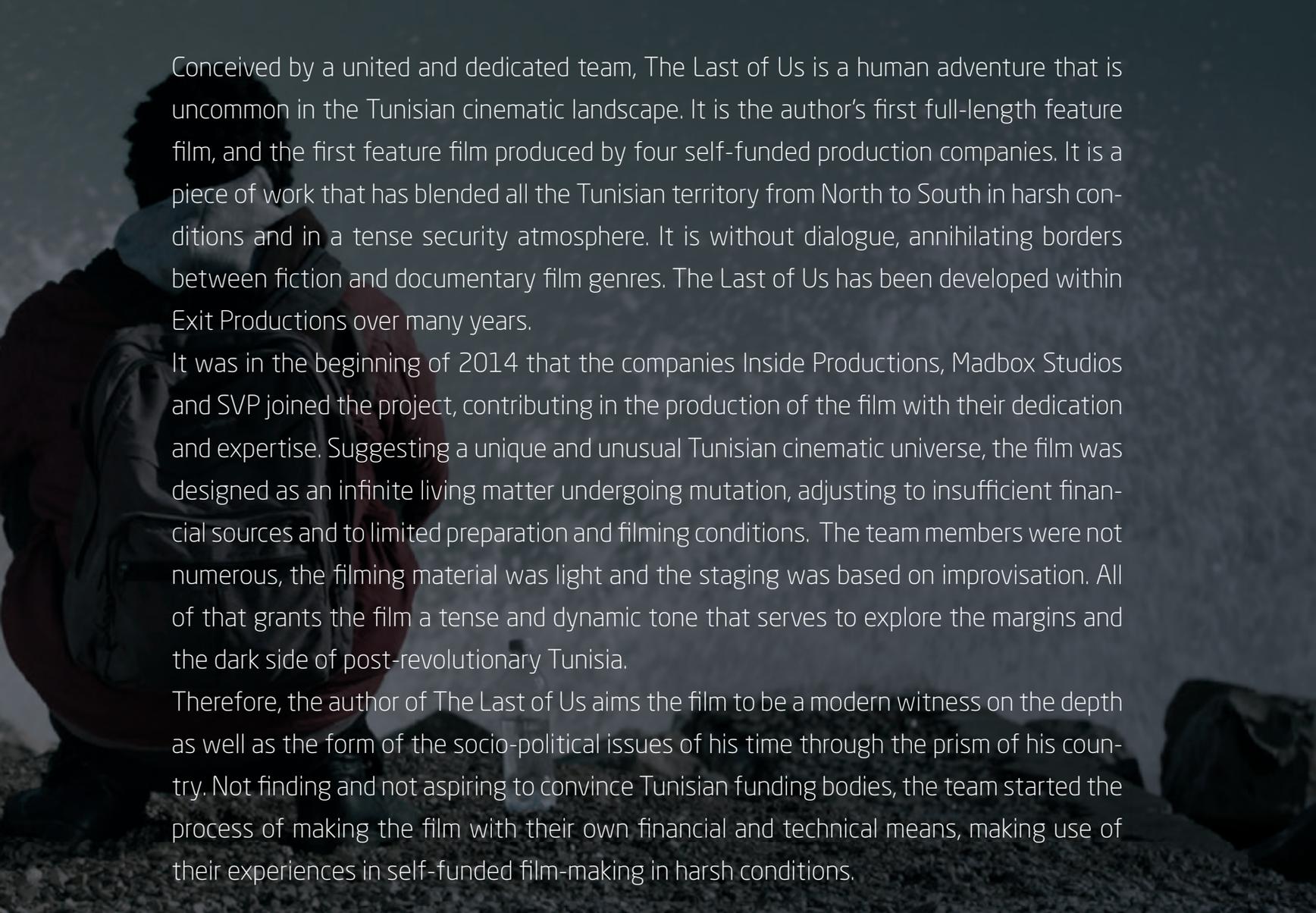


"The project of the film The Last of Us is a logical sequel to my previous films."

ALA EDDINE SLIM



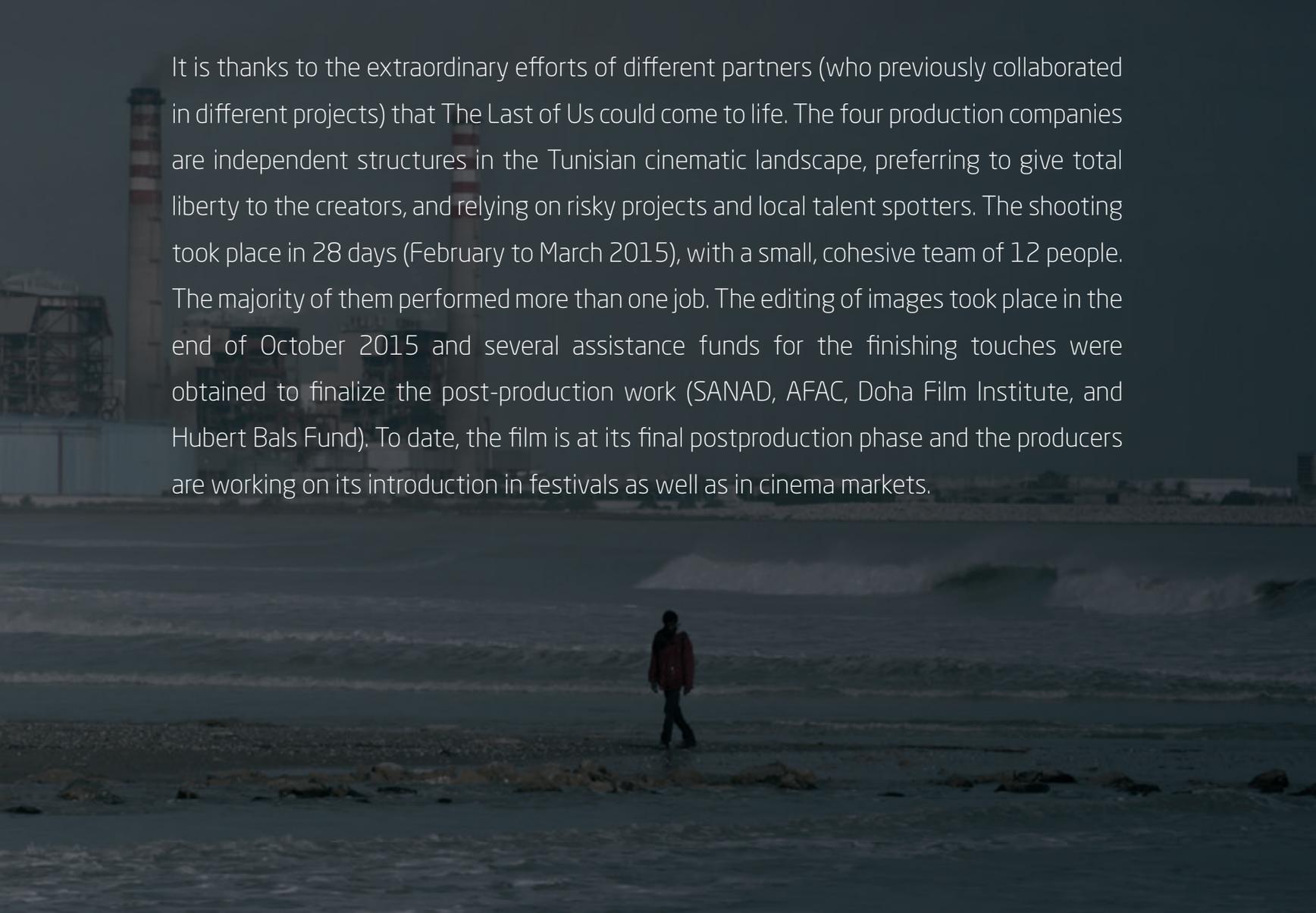
The Project



Conceived by a united and dedicated team, *The Last of Us* is a human adventure that is uncommon in the Tunisian cinematic landscape. It is the author's first full-length feature film, and the first feature film produced by four self-funded production companies. It is a piece of work that has blended all the Tunisian territory from North to South in harsh conditions and in a tense security atmosphere. It is without dialogue, annihilating borders between fiction and documentary film genres. *The Last of Us* has been developed within Exit Productions over many years.

It was in the beginning of 2014 that the companies Inside Productions, Madbox Studios and SVP joined the project, contributing in the production of the film with their dedication and expertise. Suggesting a unique and unusual Tunisian cinematic universe, the film was designed as an infinite living matter undergoing mutation, adjusting to insufficient financial sources and to limited preparation and filming conditions. The team members were not numerous, the filming material was light and the staging was based on improvisation. All of that grants the film a tense and dynamic tone that serves to explore the margins and the dark side of post-revolutionary Tunisia.

Therefore, the author of *The Last of Us* aims the film to be a modern witness on the depth as well as the form of the socio-political issues of his time through the prism of his country. Not finding and not aspiring to convince Tunisian funding bodies, the team started the process of making the film with their own financial and technical means, making use of their experiences in self-funded film-making in harsh conditions.

A person in a red jacket is walking on a beach at dusk. The background features a large industrial building with two tall, red-and-white striped chimneys. The sky is dark, and the water is calm with some ripples. The overall mood is somber and reflective.

It is thanks to the extraordinary efforts of different partners (who previously collaborated in different projects) that *The Last of Us* could come to life. The four production companies are independent structures in the Tunisian cinematic landscape, preferring to give total liberty to the creators, and relying on risky projects and local talent spotters. The shooting took place in 28 days (February to March 2015), with a small, cohesive team of 12 people. The majority of them performed more than one job. The editing of images took place in the end of October 2015 and several assistance funds for the finishing touches were obtained to finalize the post-production work (SANAD, AFAC, Doha Film Institute, and Hubert Bals Fund). To date, the film is at its final postproduction phase and the producers are working on its introduction in festivals as well as in cinema markets.





The Cast



Jawher Soudani / N

Also known under the nickname Vajo, Jawher is a multidisciplinary Tunisian artist. From street art to creating his own clothing brand (Lablabi Store), Jawher keeps accumulating experience and encounters. In 2014, a meeting with film director Ala Eddine Slim gives birth to a successful collaboration in *The Last of Us*. With his leading role of N, and playing for the first time in a film, J. Soudani builds on his distinct professional experience.

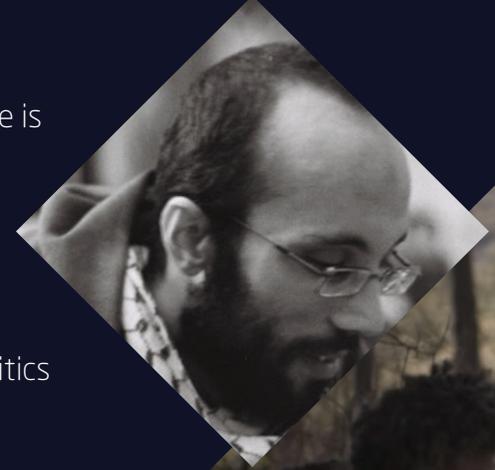


Fathi Akkari / M

Fathi Akkari is a stage director, actor and acting coach. He was one of the founders of the organic theater in the 1980s. Fathi Akkari has participated in several iconic plays, staged over 10 plays and played in several Tunisian as well as foreign films. He has collaborated with Ala Eddine Slim for many years on different film and video projects.

Mohamed Ismail Louati / Line and Executive Producer

Ismail was born in 1981 in Tunis. He is an author, a visual artist and a filmmaker. He is a versatile artist whose work has been exhibited at different cultural centers worldwide, namely at New York Modern Art Museum and the London Contemporary Art Institute. Ismail is the creator of several artistic videos and experimental films. He co-directed different films for which he received awards. He is a real, committed artist, writing poetry and essays, making films and engaging in politics and cyber-activism.



Chawki Knis / Line Producer Production Manager Postproduction Manager

Chawki Knis is a producer at Madbox Studios. He has been a very active member within Exit Productions (from 2007 to 2013) and has produced over 10 films. He is an active member within several professional structures and associations in the filmmaking industry.

C. Knis and A. E. Slim have worked together on many films, including Babylon (FID Marseille International Competition 2012 Grand Prize). At the time being, Chawki Knis is working on several cinematographic projects, namely the new film Fouis.

**Project
Leaders**





Kamel Laaridhi / Line Producer

Kamel Laaridhi is a director and producer at Inside Productions. He has made several films, namely Garsallah, The Seed of God which is a documentary film directed in 2008 and selected for the international competition at Cinéma du Réel Film Festival. In cooperation with Inside Productions, Kamel Laaridhi is preparing his new feature film and other cinematic projects.

Omar Ben Ali / Associate Producer

Omar Ben Ali is a producer at SVP, a production and technical material rental company. Omar aspires to initiate a new spirit within SVP and he is looking for unprecedented and original collaborations.



Ali Hassouna / First Assistant Director

Ali Hassouna is an assistant director, director and founder member of Exit Productions. As an assistant director, Ali Hassouna has participated in the production of many Tunisian and foreign films. His first short film The Bridge was made in 2010, and at the moment he is working on his second short film The Car Park.



Amine Messadi / Director of Photography

Amine Messadi is one of the most talented photography directors of his generation. He ensured images on many short films by different Tunisian film makers of his generation. His professionalism and dedication have given birth to a number of collaborations with international filmmakers (Abderahmane Sissako, Nabil Ayouch, Hakim Belabess, etc.) Amine Messadi was the Director of Photography for Ala Eddine Slim's short film *The Stadium*. He is an active member of professional structures in the Tunisian filmmaking industry.



Moncef Taleb / Sound Engineer

Moncef Taleb has had many filming experiences with several Tunisian and foreign film directors. He worked with Oussama Mohamed, Maher Abi Samra, Fares Naanaa, etc. Moncef Taleb is an active member of professional structures in the Tunisian filmmaking industry.



Malek Gnaoui / Production Designer

Malek Gnaoui is a Tunisian visual artist combining several subjects, ranging from ceramics to video art. Malek Gnaoui is a faithful collaborator of Ala Eddine Slim and their professional relationship exceeds the corporate notion. Both have already worked together on several films and art videos.





Yazid Chabbi / Sound Editor and Re-recording Mixer

Yazid Chabbi is a Tunisian sound editor and re-recording mixer. Coming from the music industry, Yazid Chabbi has accumulated experience working with many Tunisian and international filmmakers. Yazid Chabbi is a faithful collaborator of Ala Eddine Slim.

Tarek Louati / Musician



Tarek Louati (aka KRUX/Dvsn) started as a solo, self-taught artist performing electronic remixes in different projects. Being highly influenced by the musical genre Electronica, his first personal productions pertain to a peculiar sound universe in gestation.

Krux works alongside Zied Meddeb Hamrouni (aka Shinigami San) to establish a bass music culture in Tunisia. His recent productions adopt all these influences and attempt to find the right balance between Bass and Ambient, and complexity and accessibility. In December 2014, he launched Infinite Tapes label, alongside Skander Besbes (aka SKNDR).

Haythem Zakaria / Graphic Artist

Haythem Zakaria currently lives and works in France. His plastic creations are largely pervaded by Sufi spirituality. His work sets up unconventional visual techniques (glitch, meta-image, cine-process) which orient and involve him in experimenting with real-time generative devices. Strictly straightforward, his pieces of work carry meanings that are revealed to only those who patiently take the time to find a specific way towards them.





Exit Productions

Exit Productions is one of the first independent filmmaking structures in Tunisia. The company offers an ideal environment for different emerging artists and multiplies the most innovating film projects. Exit Productions has produced over 15 films that have won awards and have been selected in numerous international film festivals in all categories. The company is currently developing various film projects.

[*www.exitprod.com*](http://www.exitprod.com)



Inside Productions

Inside Productions has been present in the Tunisian film industry for four years. Multiplying projects, this company is one of the most dynamic production structures in Tunisia. Inside Productions is currently developing various film projects.

[*www.inside-prod.com*](http://www.inside-prod.com)

**Production
Companies**





MADBOX

S T U D I O S

Being part of the BOX communication group, Madbox Studios is a new film production company. It has produced two short films and one full-length feature film. Madbox Studios is one of the new key agents in the independent Tunisian film industry.

www.madbox-studios.com



Video Services Production (SVP) is one of the major hire companies that supplies technical material in Tunisia. In recent years, SVP got into cinematic production, aspiring to diversify its areas of activity and accompany the new generation of Tunisian filmmakers.

www.svp-tunisia.com

www.thelastofus-themovie.com

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