



# *Lost God*

*a feature film  
directed by WILL LAMBORN*



*What makes us who we are?*

*Are we merely the sum of our actions,  
...or is there something more?*






**Lost God** is the story of a man who wakes up  
in the desert with no memory of who he is,  
where he's from, or how he got there.

As he struggles to remember himself and his past,  
he slowly realizes that he had died  
and has come back to life.





A wide-angle, low-angle shot of a person standing in a vast, flat, dry landscape, likely a salt flat or desert. The person is silhouetted against the bright, hazy light of the sun, which is low on the horizon. The ground is cracked and textured, reflecting the light. In the far distance, a range of mountains is visible under a pale sky. The overall mood is one of isolation and contemplation.

*Now he must discover why.*



THE WORLD

**LOST GOD** is inspired by several artistic traditions.

In the style of Absurdist playwrights Samuel Beckett, Tom Stoppard, and Eugene Ionesco, the world of **LOST GOD** is mysterious, evocative, and dangerous.

It teeters between reality and a dream, between heaven and hell.  
It's a purgatory, a Sisyphean trap, a puzzle without an answer.







Thematically, **Lost God** draws upon the films of David Lynch, Luis Bunuel, the Coen Brothers, and post-modern cinema for its narrative and visual aesthetics.

As a contained thriller, **Lost God** builds on the style of Noir films such as Chinatown, The Usual Suspects, Les Diaboliques, The Conversation, and others.





# PRODUCTION DESIGN

*Art design, set dressing, and props will have a classic feel.  
This is a world that has been passed over by modernity.  
It's a timeless place,  
suspended in animation,  
trapped in limbo.*







## LOCATIONS

Filming will take place in the Mojave desert.  
With its authentic and stark buildings, it offers  
both stunning backdrops and eerie architecture.







## VISUAL STYLE

*The composition, color, and lighting of **Lost God** will work in concert with the narrative to create a visual language for the film.*





*Outdoor scenes will have vast panoramas and deep backgrounds.  
They will feature a cooler palette of blues and greys.*







*Interiors will use limited space, perspective, and framing to restrict the world.  
They will feature warmer colors and softer palates.*







*Civilization will offer comfort  
but it will imprison you.*



*Nature will offer freedom  
but it will make you suffer.*





## CHARACTERS

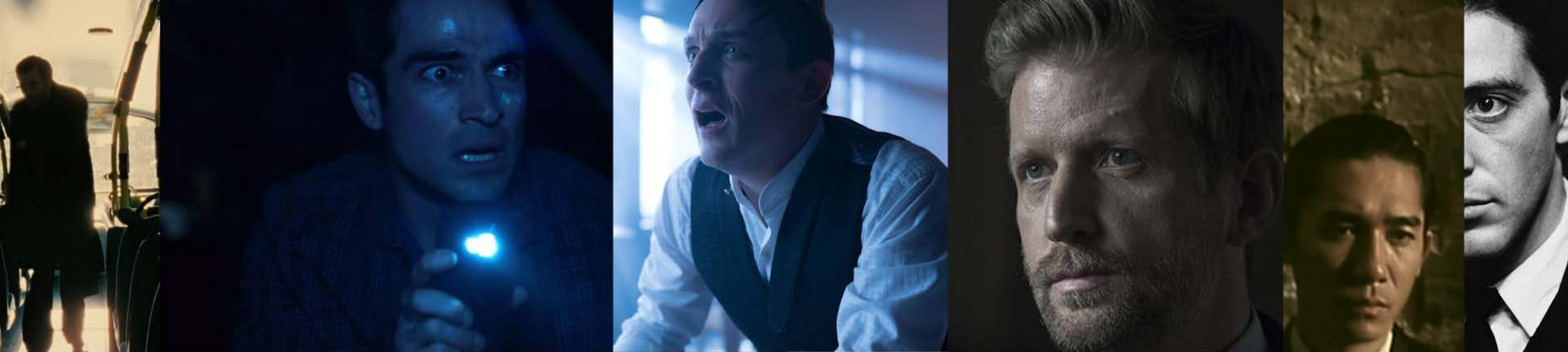
The heart of **LOST GOD** lies in its characters. Character is story, and **LOST GOD** is populated by characters who defy simplistic definition.

They are multi-dimensional, relatable, conflicted, and above all - human.

They are not heroes, they are not villains. They are flawed & imperfect, driven & reluctant; broken products of a broken world.

Each is searching for peace within the chaos.





## VICTOR

*The audience experiences **Lost God** through the perspective of Victor –a man thrust into a world he cannot understand. With no memory of his past, Victor slowly unravels the tangled web of who he is, and who he was.*

*He challenges us to consider what makes a man a sinner, what makes a man a saint, what makes a man human.*



## **LEROY**

*A deputy on a vendetta driven by his own guilt and pain, Leroy presents an existential threat to Victor.*

*But behind the thin veneer of his anger is a man wracked with heartache and regret - a victim of fate which robbed him of everything he held dear.*





# ERICA

*Like Leroy, Erica's life was torn apart by pitiless fate, leaving her shattered and alone. But she chooses to embrace compassion instead of vengeance.*

*In spite of her pain she still believes in redemption, to put faith in humanity, to believe that we are the better parts of ourselves, not the lessor.*







## **HENRY**

*Henry is Victor's only friend.  
He's also his tormentor, his protector,  
his nemesis, and his one hope for escape.*



*Henry represents the fallout of Victor's past life,  
Shattered and hopeless, alone and abandoned.*



*Henry is intent, Victor is lost.  
Henry is driven, Victor is searching.  
Henry is guilt-stricken, Victor is guilty.*





## THEMES

*Lost God* is a mystery that the audience solves along with the protagonist.  
It examines the nature of guilt & innocence, isolation & connection.







## THE DIRECTOR

Originally from Colorado, WILL LAMBORN is a Los Angeles based filmmaker with an MFA in film production from the University of Southern California.

He produced, shot, & edited the short film *SONGBIRD* which premiered at the Sundance Film Festival. Will also wrote & directed *OUT OF NOWHERE* which premiered at the South by Southwest Film Festival.

The script for **LOST GOD** was shortlisted for the Sundance Screenwriting Lab. It was also a quarter-finalist for the Nicholl Fellowship, hosted by the Academy of Motion Picture Arts and Sciences.



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# THE PRODUCERS

*Alex Fazeli is an Iranian-American Writer, Director, Actor and Producer. He trained as an actor at the New Actors Workshop under George Morrison, Paul Sills and Mike Nichols, before earning his BFA in live-action film directing from California Institute of the Arts.*

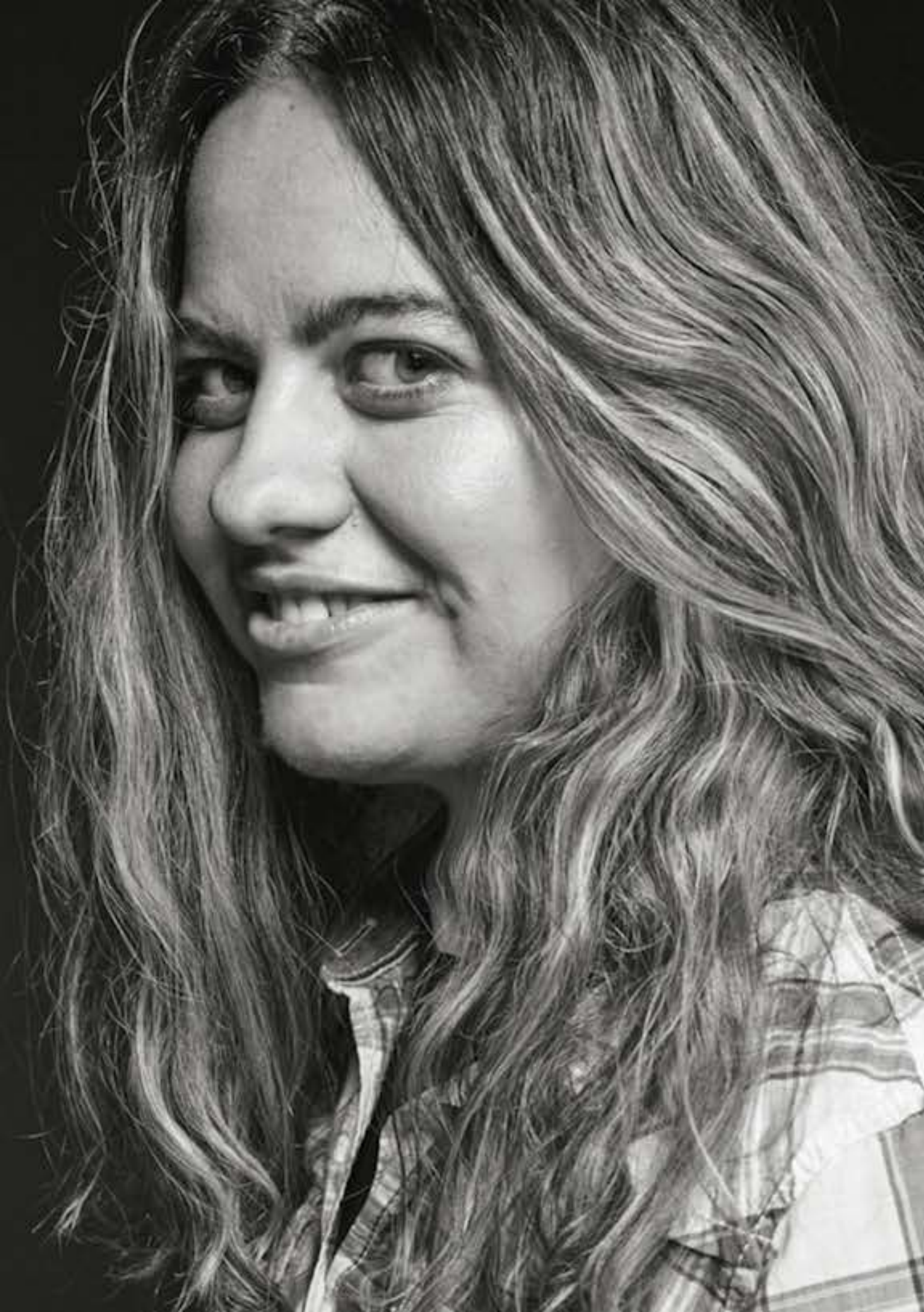
*He went on to earn his MFA from the Peter Stark Producing Program at the University of Southern California's School of Cinematic Arts.*

*Alex is the founder and CEO of Rebel Rouser Studios, LTD. A Film & Television production company headquartered in Austin, TX with offices in Los Angeles and Toronto, Canada.*

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## THE PRODUCERS

*MirrorWater Entertainment (MWE) is a global film development and production company based in Germany and part of the new Hollyworld Movement. The company is led by Christina Rose, an award-winning American-German director and producer and former executive at the European network Sky.*

*MWE produced the documentary Walking Points, about Cancer Detection Dogs, which sold internationally. In distribution is the sequel, Cancer Free Recipe, and the documentary series Empowered; InGenius, an eye-opening look at today's innovators, in collaboration with Lani Evans is currently in production as well as the upcoming sci-fi series Isolation, and the mini-series The Bird, about former professional baseball pitcher Mark Fidrych.*

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# REBELROUSER

STUDIOS



[lostgodmovie.com](http://lostgodmovie.com)



## DIRECTOR'S STATEMENT

As far back as I can remember, I've always wanted to be a filmmaker. It's the only calling I've ever had. It's been etched into my DNA since I was a 4 year old watching "Raiders of the Lost Ark" for the 100th time.

In particular I've always been fascinated with movies that build worlds, that show us realities we cannot otherwise experience, that ask questions that challenge us and change us.

When my grandmother fell ill with cancer, I drove out to Illinois to visit her. I was alone on the road for hours on end. My mind began to wander, and I imagined a world where a man threw a trashcan through a store window and fled. When he circled around the block and returned, no one remembered he was the culprit - not even himself.

I began to think about the choices we make, how they make us; whether we exist in spite of or because of our decisions. I thought of my grandmother, and I began to think about what defines life, what defines being, what makes a soul, what makes us... us.

And that was when **LOST GOD** was born.

I have been working towards **LOST GOD** my entire career, and this film is the culmination of that lifetime of experience. I want to thrill the audience, I want them to work to unravel the mystery of this world. I want to challenge them.



A wide landscape featuring a range of low, rolling mountains in the background. The sky is filled with soft, grey clouds. The foreground is a flat, light-colored expanse, possibly a dry lake bed or a field. The overall tone is muted and atmospheric.

*...and I want you to join us on this adventure.*

**Thank you** *for your consideration.*