



**The Bend Call** is an Australian Sci-Fi Short film released in 2018.

It narrates the story of a father who accidentally travels to the future and – finding himself in trouble – places a “time bending call” to his son in the past.

**Produced by:** JC Bits Production (Contact: +61407595425 or [Joseph.crepaldi@crescendopartners.com.au](mailto:Joseph.crepaldi@crescendopartners.com.au))

**Written by:** Joseph Crepaldi – Joseph is an corporate entrepreneur. He owns a strategy consulting firm, writes a blog and has several interests in the creative arts through his production company (JC Bits). The Bend Call is his first film script and the representation of a dream he had years ago

**Directed by:** Ben Bryan and Cait Bryan of Hearken

Ben and Cait are a brother and sister duo based in Melbourne Australia

A full list of credits for cast and crew is available on the movie website ([www.thebendcall.com](http://www.thebendcall.com)) and on the related IMDb entry.

### Possible further developments:

**Full Feature Film:** a script for a full feature film has been designed and it can be developed with the appropriate partner. The full feature would expand on the same storyline as the short film, but add the following elements:

- More exploration of the emotional journey of the son
- More events happening to the father in the future
- More thorough explanation of the time travel theory and mechanics occurring in the film

**TV Series:** The first six episodes of a possible TV series have already been conceptualised, with episode by episode plots as well as a couple of intra-episodes story-lines. In the Tv series, the focus is more on the evolution of the UN Time travel agency and two main characters appearing only as support in the short film (Tara and Pogo).

The TV series follows their travels into the past (ie our present day) and see them confronting a series of situation and paradoxes. They need to defend from time related threats to the world and at simultaneously cope with the challenges in their private lives, especially with regards to the mystery of their birth and their selection as time travel agents.



## Q&A with Joseph Crepaldi (Writer and executive producer)

**Q:** How did you come up with the idea for the film?

**A:** The fundamental idea for the Bend Call comes from a very vivid dream I had many years ago. It was about me traveling to the future and calling my son, giving him an appointment 20 years later. In that dream, he came to save me. I had not thought about that dream for a long time since another dream emerged, that is the idea to making it into a movie

**Q:** In the film, why doesn't the son travel himself to the past to save his father?

**A:** Underlying the plot of The Bend Call, there is a actually quite a sophisticated theory of time travel, which I elaborated with a mathematician friend. It is hard to explain in a short answer, but fundamentally the theory predicates that co-existence is impossible. The son cannot travel back to the past because he already existed there and he cannot exist twice in the same time

**Q:** Why are you also acting in the movie?

**A:** This was totally unplanned. The night before the start of shooting, the selected main actor had to pull out for family reasons. The directors and I spoke and we had no choice other than to cast myself to the role; at least I had created it, so I knew the lines already...

**Q:** What did you learn in making this movie?

**A:** I learnt how difficult it is to manage such a project in time. I learned how important the crew is in a successful production. In fact, they are often the unsung heroes of the industry. I learnt patience. And I had a lot of fun

**Q:** What would you like the audience to think about the Bend Call?

**A:** I would hope they enjoy watching it. It is about 16 minutes long, and the best outcome would be that they find the story reasonable and entertaining.

**Q:** How do you define success for the Bend Call ?

**A:** Success is defined as been screened at least in one film festival. Past that, maybe someone wishes to collaborate with me to further develop the idea into a full feature film or a TV series



## Q&A with Ben and Cait Bryan (Directors)

**Q:** How did you come up with the idea for the film?

**Ben** A primary school friend asked me whether I'd be happy to meet with a work colleague of his who wanted to make a film, I said "sure, why not". The deciding factors for me were the personal nature of the story, the genre (I love Sci-Fi) and Joseph's readiness to collaborate with us to get the film made.

**Cait:** Directing *The Bend Call* was an opportunity that I could not miss. It presented me with the challenge of a unique collaboration, of taking another person's vision and helping to bring it to life, testing my storytelling ability while also allowing me to explore the sci-fi genre for the first time

**Q:** What do you like the most about *The Bend Call*:

**Cait:** Despite the lofty sci-fi premise, I love the sweet simplicity of the story; of a father trying to reach out to his son. *The Bend Call* has heart, it's a fun adventure and hopefully very entertaining to watch.

**Ben:** *The Bend Call* is a really charming film to me, it's entertaining but also has a heartwarming touch of sincerity that I'm not sure would have been as noticeable if Joseph wasn't forced to act in his own story.

**Q:** You are a brother and sister duo, how do you work together and each contribute to directing:

**Cait:** I think Ben and I work together well because we communicate in the same way, Although we have a similar vision we also have slightly different strengths, which makes us a better team.

**Ben:** Being related has its advantages, obviously we've known each other for a long time and have a similar sense when it comes to the logic of storytelling. Cait has a natural eye for story and also how things will come together in the edit, when she has a strong opinion about something - she's usually right.

**Q:** What future projects are in store for your company, Hearken?

**Ben and Cait :** Hearken has a number of projects in development, our biggest aim is to get a feature up in the next year or so and there's a few scripts we're working on. Making a science fiction feature would be nice.

# Stills and Behind the scenes

