

An aerial view of a city at sunset. The sky is filled with dramatic, dark clouds, with a warm orange and red glow from the setting sun. In the center of the city, a tall, slender tower with a spherical observation deck stands out. The city below is a dense grid of buildings, with some domes and spires visible. The overall mood is contemplative and atmospheric.

DE
POSTEXISTENTIAE
BOOK OF EVE

INTRO

De Postexistentiae is a post-apocalyptic sci-fi epic.

A mythological tale that spans two millennia.

How to describe it?

Dune meets The Matrix meets Black Mirror... Meets the Bible.

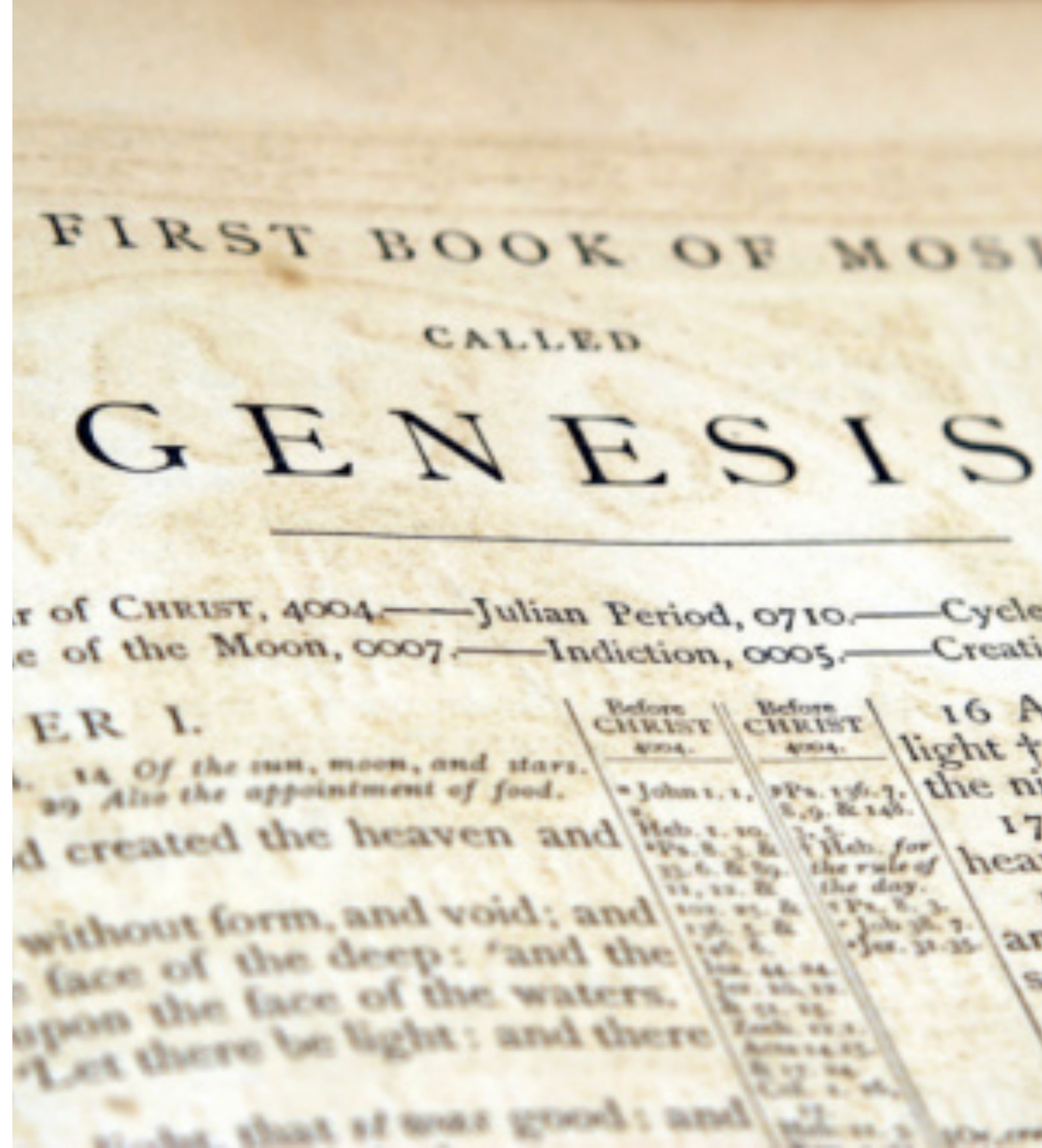
And to a lesser extent, it's 2001: A Space Odyssey, it's Benjamin Button, it's I, Robot, it's A.I. Artificial Intelligence, and it's Game of Thrones.

Encompassing the entire world, it's a story that will appeal to all demographics and all peoples regardless of their background. Why? Because it tells the story of all of us as it uses the world history we all share; the history of all humans, of all races, of our past and present, and with that, creates a future that, to date, has never been imagined by any sci-fi author.



STORY

DE POSTEXISTENTIAE is a story composed of three different parts, or books. Much like the Bible that is made up of "the book of..." or "the gospel according to...", *De Postexistentiae* is a story told as if it were books of prophets. There are 3 main prophets in this epic tale, so whether it becomes a trilogy of films or a TV series with 3 seasons, this story is composed of 3 volumes.



STORY

BOOK OF EVE

PART 1

Told in disorder, we begin with the last of the three books, the *BOOK OF EVE*. It begins in the year 3996 BC, 4 years before what is generally considered the beginning of the AGE OF EVE, when our protagonists EVE and ADAM wake up from almost two millennia in cryogenic state. They both suffer from an extreme case of amnesia. Not only do they not know who or where they are, but they have forgotten how to read and write. All they know is that the world around them is completely destroyed, that they can't go outside because the air is toxic, and that they are locked inside some sort of literal ivory tower keeping them safe from the apocalyptic reality around them. The tower is the Berlin TV Tower, or Fernsehturm, the only building that remains standing in the wasteland that has become Berlin.

Adam and Eve are "taken care" of by the building's artificial intelligence called EA (like the Mesopotamian Goddess). Also, countless humanoid figures roam the area around the tower with more and more of these zombiesque creatures showing up everyday, adding to their fear and to the mystery of what happened.

As years pass and the story begins to unravel, our protagonists, like children, evolve into more educated and wise versions of themselves. They start to uncover what happened to the world and why it ended. Their time in the tower is also limited as there is a countdown marking the day the tower will self-destruct. After years of questioning, they come across the figure of ENLIL. Enlil is the key central character of *De Postexistentiae*. He is the thread that connects the 2,000 years that span from our turbulent present times to the post-apocalyptic Age of Eve.



STORY

BOOK OF ENLIL

PART 2

ENLIL was born before the end of the 20th century. A gifted genius born to a poor immigrant family, he devoted his life to the study of genetics and bioengineering. An entrepreneur as well, he started his own pharmaceutical company for the advancement of human life in his early twenties. The biggest pharmaceutical company in the world set its eyes on him and his company much in the same way Pfizer did with BioNTech. By age 25, Enlil was already a billionaire, having created world-changing vaccines and medicines. His *annus mirabilis* would come in the year 2033, although for him it would be an *annus horribilis* and the beginning of the end. That year, Enlil developed what would come to be known as THE CURE. As its name states, The Cure was a revolutionary vaccine that cured all diseases. From one day to the other, everything from cancer to heart disease was cured. The only problem with The Cure is that it doesn't stop the ageing process, so humans may live forever now but they won't necessarily like how they will look.

What Enlil knew that the world didn't want to believe, was that this cure would be like opening Pandora's Box. Before developing the cure, Enlil started having premonitory dreams and visions of a horrific future, one where our species, *Homo sapiens*, evolves into different variations of what will be known as *Homo zombiensis*. Even though he tries to stop it, the wheels of history have been set in motion and the bigger parent company decides to sell The Cure against his wishes, making him the richest man in the world against his will. Appalled by the future he sees, he tries to commit suicide but is stopped by a higher force. It's after that suicide attempt where he sees the entire next 2,000 years in the blink of an eye and understands his mission is not over but has simply just began. His role in the future of mankind is much greater than he ever imagined.

What will become known as the *BOOK OF ENLIL* encompasses the long life of Enlil from the moment he develops The Cure to his supposed death at the age of 333 years. In his more than 300 years of life, we will see through the eyes of Enlil the degradation, decay, and decadence of humanity as it faces 3 apocalypses. He will witness the self-destruction of humanity and endure it all until he is left practically all alone in the world.



STORY

BOOK OF EA

PART 3

The *BOOK OF EA* is the third and final installment of this trilogy. It can also be considered a sequel to the *BOOK OF ENLIL* and as the second prequel to the *BOOK OF EVE*.

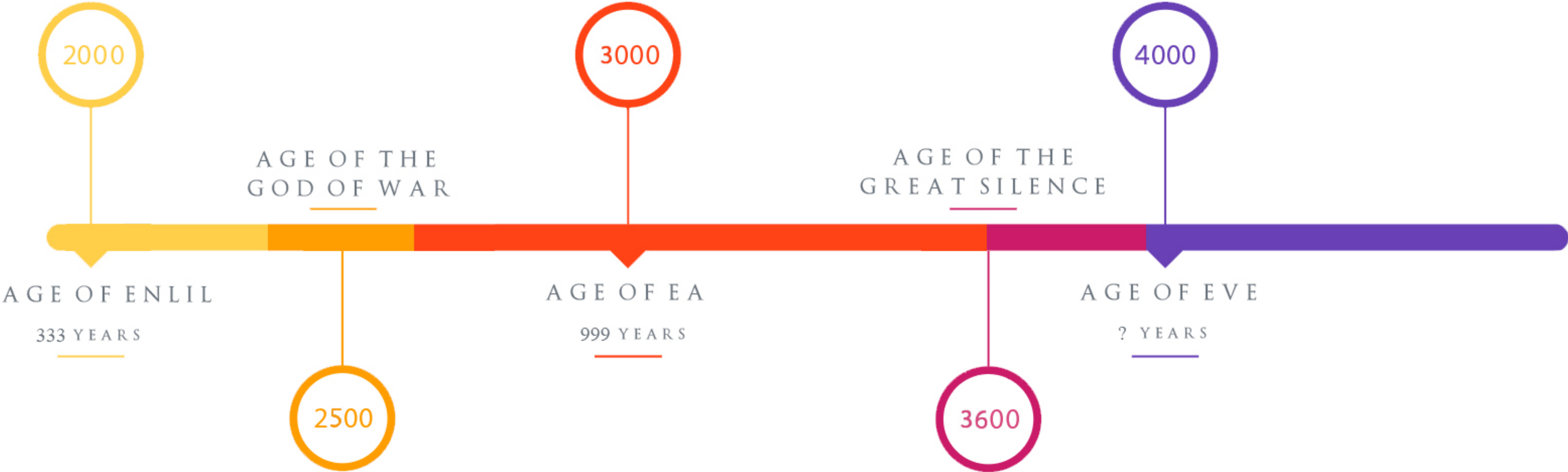
Originally intended to be two separate parts, *THE GOD OF WAR* and *THE TYRANNY OF THE AI*, these two parts have been merged into the final volume of this epic tale. The *BOOK OF EA* tells the story of a utopic world. In this world, city-states rise like they did back in Ancient Greece, where beauty, knowledge, and prosperity reign free. These city-states are all covered by giant glass domes to protect them from the toxic atmosphere that has taken over the entire planet Earth. After the fall of humanity, the remnants of it managed to survive and strive and create these cities of splendour, or so they think. It's a mystery what happened between the horrors of the Age of Enlil and the bliss of the Age of Ea. How could humanity go from extinction to perfection?

We are introduced to the Age of Ea by the relationship between a father and a son. What seems to be a beautiful bond between the two quickly unravels into a transcendental struggle for the survival of this perfect civilization. Inspired by the biblical story of Abraham and Ishmael, the father in this case is forced to kidnap his own son and take him away from the safety of the glass-domed city and into the godforsaken toxic wasteland. It's there that the father reveals to his son that he, the father, is actually an ancient human from the *Homo zombiensis* species, and then, to greater shock, reveals to his son that he, the son, is actually not human at all, but an android. Not only is the son an android, but all other humans in all glass-domed city-states are androids. He tells his son he is one of the few remaining real humans and that everybody the son knows is an android just like him, controlled by an artificial intelligence (AI) named EA.

The father tells his son that he is an ancient warrior-king from the Age of the God of War where all remaining humans were tricked into extinction by EA in what was known as the Day of the Last Judgement. He further tells his son that he has been saved and aided by an unknown force that is even more advanced and powerful than EA. He thinks it's some form of alien God from another dimension that has used him as a silent prophet to end the Age of Ea and bring forth the new age of an evolved human species, *Homo Transcendentalis*, that will live in harmony with the planet and the cosmos in an age that will be known as the Age of Eve.



CHRONOLOGY



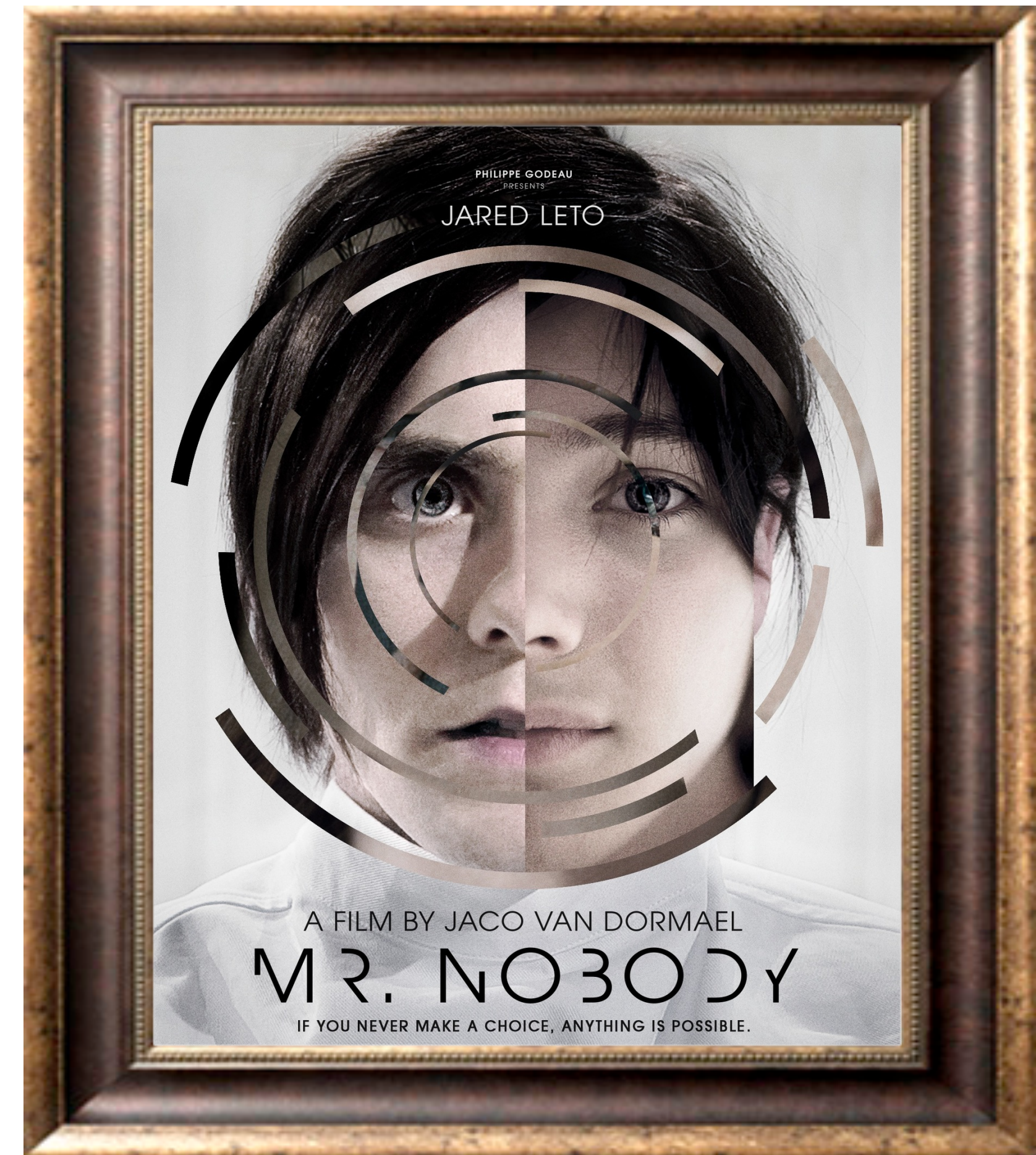
STRUCTURE

ACT ONE. The structure of *DE POSTEXISTENTIAE* is non-linear and begins with the end, with the last prophet. Known as the *BOOK OF EVE*, this part of the story takes place after the apocalypse and the reign of prosperity of the AI. In this volume, Eve and Adam will struggle to discover not only what happened to the world, but to know who they were and what they're meant to become. Their time in the tower is limited and they must evolve if they want to survive. Eve will come to terms with her calling and Adam will be her support. Also, an unexpected visitor will change everything and open their eyes to the truth.

ACT TWO. The second installment, the *BOOK OF ENLIL*, focuses on our times and the tragedy that envelops humanity as Enlil's invention, The Cure, starts a chain reaction that will result in the slow and catastrophic demise of mankind. As the dominoes fall, Enlil embraces his prophetic lonely road through the next 300 years as he sees he is the only salvation left for humanity. Knowing that he is the Chosen One, Enlil kidnaps Eve and Adam, knowing they are the humans of the future and the ones meant to reconstruct the world in a time that is two millennia away from his own. He will become a recluse in the Berlin TV Tower for the next three centuries, with only the company of Eve and Adam frozen in cryogenic state, and Ea, the AI he will build himself to aid him and keep him company until his death.

ACT THREE. The third act is the sequel to the prequel and in chronological terms, it's the second part, between the first and the third books. Known as the *BOOK OF EA*, this installment will leave our viewers dumbfounded, confused, and looking for answers. What starts as the tale of a beautiful futuristic utopia will make the audience question if they are watching the same story they were in the first two volumes. But as it unravels, through the father-son relationship that guides us into this new world, we discover that this is actually the same world of Enlil, just a thousand years into his future and 400 years before Eve and Adam wake up. The story of Ea and the utopia of androids she created is shrouded in mystery, leaving more questions than answers regarding who Enlil really was, what Ea really is, and what responsibility they both have in the future of Eve.

In both the *BOOK OF ENLIL* and the *BOOK OF EA*, we will do flash forwards in which we tell what happened to Eve and Adam after their time in the Berlin TV Tower and their long journey that will take them across the world. In an attempt to tie all loose ends and give the audience a satisfying experience of this epic tale told backwards, these flash forwards are key to telling the final objective of Eve and thus, the finally objective of this entire epic story, carrying within the philosophy it wishes to communicate to the world.



TO NE & ST YLE

Beauty is the key word here.

Everything must be beautiful.

The visual style for this trilogy is soft, minimalistic, and grandiose. Every shot must be curated as if it were a collection of classical paintings, treated with the utmost dedication to perfection and beauty. The framing of every single shot will be symmetrical, geometrical, following the classical guidelines of beauty we've had for centuries. Cinematographically speaking, we go by the tenet "less is more". We juxtapose the intricacies of a story that lasts for two millennia with the beautiful simplicity of a minimalistic cinematography that will dazzle the viewer.

The editing will vary depending on the mood, from fast-paced musical sequences to long shots with no cuts.

Music is sacred for this trilogy. Not only is it an active protagonist in the story, but sets the mood of the characters as well as the audience. The music will be ethereal, mixing acoustic and electronic sounds, but always trying to express a feeling of nostalgia.

When thinking of references, there are a certain number of directors that portray the feelings we want to transmit beautifully. Sam Mendes, Dennis Villeneuve, Darren Aronofsky, Paolo Sorrentino, and to a lesser extent, David Fincher and Wes Anderson, are all auteurs we will be taking inspiration from with this trilogy.



THEMES

PHILOSOPHICAL/RELIGIOUS SEARCH FOR LIFE'S MEANING

A purely human activity, no other species wonders about their place in the cosmos like we do. No other entity (that we know of) has self-consciousness and thus, suffers from the eternal pondering of why we are here and if there is an intrinsic meaning or point to living. That is the entire essence of this story, Eve's and Enlil's search for answers to the mystery of life.

EXISTENTIALISM & POSTMODERNISM

Of all branches of philosophy, none have dealt with the human condition like Existentialism has. It wasn't until the 19th century that philosophy started dealing directly with the subject and freed humanity from the orthodoxy of religions. Postmodernism goes hand in hand with Existentialism. Known as "disbelief in metanarratives", postmodern thought tries to find answers once it's clear that modernity and technology have left us still lost. This is the outlook that defines Eve and her approach to finding the answers we've been looking for the past four millennia.

DEPRESSION, ANXIETY, MENTAL HEALTH

Statistics show the vast majority of humans suffer from mental health problems and the grim reality is that probably absolutely all do. Depression has many sources, be it experiential or biochemical, but it's an epidemic of the mind in our postmodern days. Maybe back in the olden days people were also depressed but they were not free to express it or they were too ignorant to know what it was and just blamed it on the devil. Both Eve and Enlil suffer from depression, anxiety, and mental health issues and it's out of the darkness of these conditions that they will thrive and bring about positive change and a cure.

SOLITUDE & HUMAN SUFFERING

Part of the experience of being human, we have all felt solitude in one way or another. Enlil will spend 333 years in his ivory tower watching the annihilation of humanity all by himself, except for the company of Ea, the AI he built. Eve will wake up with Adam after 2,000 years frozen to an empty world where it seems there is no one but them. Extreme cases of solitude indeed, this story wants to transmit a condition that is part of the human experience and show how even in the most extreme scenarios, we must learn to cope with it and strive to thrive and overcome a suffering that is innate to the human condition.



THEMES

FEMALE LEADERS

One of the key messages and biggest selling points of this story is the emphasis it makes on female leaders. If feminism is understood as a desire for equality and a way to right the wrongs of the past and present, then there is still a huge imbalance in our world regarding women. No other collective has been so mistreated by almost all cultures all over the world as women have. By making our hero, Eve, the first female prophet and the "Chosen One", it's not only an idea to inspire the world, but a way to explain how feminism must be viewed simply as a desire for balance, for a better, more just world, not a war of sexes. The history of humanity is tragic. Women, if given the chance, would make a better future. That's not an opinion, it's a statistic, it's fact.

CONDEMNATION OF WAR

No other species of animals in the world wages war against members of its own species or other species, like humans do. But then again, we are not like other animals. Homo sapiens has exterminated many of its own kind through its history. Our history is, sadly, a history of war and conflict. Aside from wars, no other historical events are recorded as much and have such implications, with the exception of scientific discovery and technological advancements. The two faces of the coin that is humanity, the horror and the beauty. Today, we see war more clearly and closer than we had in the past 70 years. This project aims to condemn the eternal practice of war in a unique way, as it will be portrayed in the era of the *GOD OF WAR*, the bridge between the Age of Enlil and the Age of Ea.

DESTINY & FREE WILL

A theme that ties back to our first two themes, the struggle between destiny and free will is present throughout the entire trilogy. The concepts of destiny and free will can be seen or tied to the concept of a finality or "meaning" to life, and thus, many connect it to the concept of God, who is seen as the writer of fate and maker of all destinies. But just like religions have struggled to find an answer to this timeless debate, our story aims to present this subject once more to everyone, from the most radical nihilist to the most devout, God-fearing faithful, in an epic that will amaze with the butterfly effects of every decision and how its ripples will echo through millennia in the most unimaginable ways.

AGEING & THE PASSAGE OF TIME

An intrinsic part of all living organisms, we are born, we live, and then we die. This process called "ageing" can be seen as life itself, or the measure of time's impact on the human body and mind, because if time has an essence, is its *passing*, its *eternal ephemerality*. And it's with this in mind that we created one of our protagonists, Enlil. The only human to be able to beat the concept of ageing, and to even manage to reverse it to the most extreme point, Enlil's quest for an alchemy to eternal life will be a hero's journey like never seen before, where the question of "if the chicken came before the egg or the egg before the chicken" will be taken to unparalleled planes of creativity and possibility.



THEMES

THEORETICAL PHYSICS & THE POSSIBILITIES OF EXISTENCE

Just like the film *INTERSTELLAR*, which tries to portray everything in it according to the true, possible, objective, physical possibilities that physicist like Albert Einstein theorized, *DE POSTEXISTENTIAE* is also founded on actual theories upheld by the scientific community, as outlandish as they might seem at first glance. Our objective as a sci-fi/fantasy/post-apocalyptic story, is to merge as many of these true hypotheses with creativity and a bit of the magical possibilities of the unknown, creating a one-of-a-kind experience that is inspirational, educational, and entertaining.

ARTIFICIAL INTELLIGENCE

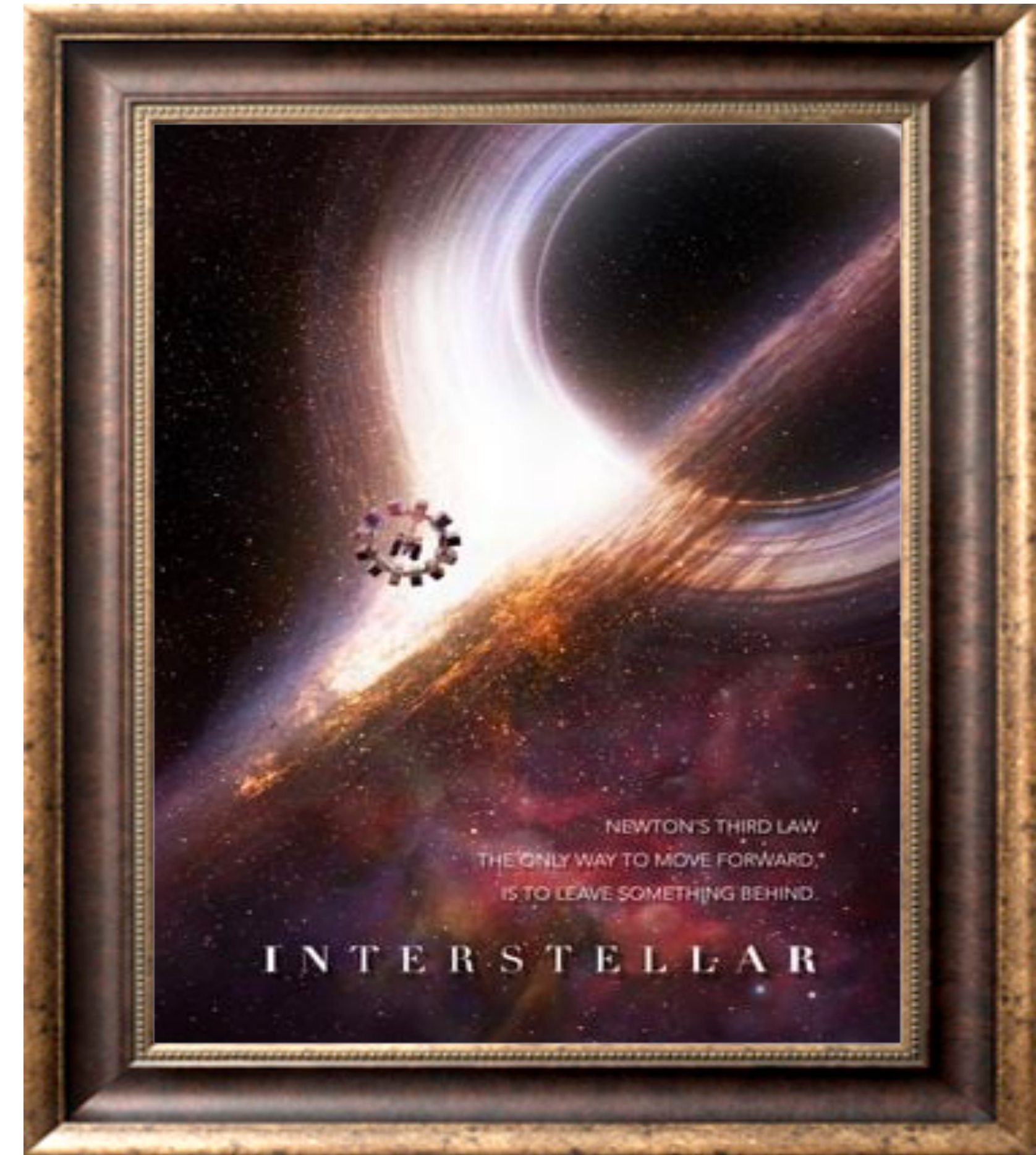
A subject that has inspired so much literature and film, artificial intelligence is now, more than ever before, a reality, and it will continue to take over our lives with the passage of time. As with everything else in this trilogy, our attempt is to present AI under a different light and create a story that's never been told before. Evil or godly? Precursor or product? Cause or effect? This story is created in such a way that it will produce, just like life itself, more questions than answers in our audience, but unlike most cinematic projects, it will provide the audience with more knowledge to the most intrinsic questioning that plagues humanity, that is, of the possibilities of existence, and the fate of our world.

ECOLOGY & THE PERFECT SOCIETY

One of the other main tenants of this trilogy, along with feminism, is the need to accelerate our evolution into a more logical, healthy, just world for all beings on Earth. Humans have been around for a couple hundred thousand years, and we are on our way to cause as much annihilation and extinction as the asteroid that killed the dinosaurs. We are currently in the 6th global mass extinction and we have no one else to thank but ourselves. As hopeless as our future may seem, the same concept that doomed our planet is the only one that can save it, technology. And even more than technology, it's consciousness what holds the key to fixing our planet. Enlil will set the blueprints for the utopia that could rise from our decadent present, and Eve is the one that will make it a reality.

PSYCHEDELICS, MEDITATION & SPIRITUALITY

Our chaotic present and tragic past must be the fuel to inspire artists and philosophers to create art that isn't just one more example of empty, meaningless banality of mediocre entertainment. Instead, art has a godly role in society and culture and as such, it's a matter of vital importance to create *transcendental* works of art that inspire humanity to fight for change. As said in the third theme regarding mental health, psychedelics and meditation can help cure the world, individually and collectively. Enlil, the mad genius scientist, the proto-prophet, is once again tasked with the role of playing the messenger of the cure to all of humanities ailments and the architect of a world where homo sapiens has become a more evolved, transcendental, spiritual being that lives in harmony and balance with the Universe.



FRANCHISE POTENTIAL

A story that lasts two millennia is fertile ground for multiple spin-offs and the beauty of it is we won't need to recur to the overused, and frankly, ordinary and trite resource that is the "multiverse", so common these days. Lately, it seems all sci-fi films or series love to use the obscure physics theory about the possibility that there are parallel universes all happening at the same time. The story we created provides many thrilling moments that, although tied with each other, could easily stand on their own and be either a film or a miniseries.

FALL OF AMERICA

For example, the FALL OF AMERICA, a key moment in the BOOK OF ENLIL, will only be superficially brushed through from a distant perspective in our trilogy DE POSTEXISTENTIAE. It narrates the quick succession of events that cause the United States to become the "Confederate States", a fascist neo-nazi totalitarian state. It's a key part of the beginning of the Apocalypse in the BOOK OF ENLIL.

THE 300 YEARS WAR

Another conflict that we won't be able to dive deep into, also in the BOOK OF ENLIL, is the 300 YEARS WAR, also known as WWIII, or WWZ, which is the conflict that will be responsible for the destruction of humanity and its demise, as humans will enter the war still being human, but by the time the war ends, the few left alive will have turned into zombies, with no humanity left in them, and no world left to fight for.

THE AGE OF THE GOD OF WAR

The GOD OF WAR section of our trilogy is the bridge that connects the BOOK OF ENLIL with the BOOK OF EA. In it, 33 zombie prophets are the heroes meant to bring back the remaining Homo zombiensis, one of the seven species of post-humans. The remnants of what was once the Homo sapiens, these post-humans will be brought out of the caves and enlightened by the zombie prophets to follow them into becoming militaristic societies that worship the God of War and prepare for the Day of Final Judgement in the Battlefield of Eridu, the first city ever built. This is where the prophecy states that if you die in that battlefield, you directly ascend to heaven to join the Creator and Destroyer, the God of War.

Other possible stories are: THE LOST CHILDREN OF ENLIL IN EL DORADO, a mythical people and place where The Cure and The Apocalypse never arrived, or EVE'S JOURNEY TO ENLIGHTENMENT after she and Adam escaped the destruction of the Berlin TV Tower, or THE HOLY CITY-STATES OF EA, telling how the AI built the first utopias of androids that would rule for 1,000 years.



THIS IDEA IS OWNED

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