# PROMENADES NOCTURNES

## ENGLISH TITLE: LATE NIGHT WALKS

FILM-AT-A-GLANCE

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| GENRE | DRAMA, EXPERIMENTAL |
| LENGTH | 1H03 MINUTES |
| FORMAT | 2K, COLOUR, 16:9 |
| PROJECTION FORMAT | DCP, 5.1 SURROUND SOUND |
| YEAR | 2022 |

SYNOPSIS: After the death of her husband, Ethel retreats inward, doubting her loved ones, trying to make sense of the fabric of her reality. She has also begun wandering at night, each walk a more surreal and abstract adventure.

CAST

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| ETHEL | MARIE BRASSARD |
| PAM | SARIANNE CORMIER |
| JEF | MARTIN DUBREUIL |
| HENRI | HAMADOU SAVADOGO |

CREW

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| WRITER, DIRECTOR, EDITOR, PRODUCER | RYAN MCKENNA |
| LINE PRODUCER | MIRYAM CHARLES |
| DIRECTOR OF PHOTOGRAPHY | CLARK FERGUSON |
| ART DIRECTOR, COSTUME DESIGN | BECCA BLACKWOOD |
| PAINTINGS | EVIN COLLIS |
| EEG SOUND RESEARCH | ZARISH ABBAS |
| SOUND DESIGN | TYLER FITZMAURICE |

NOTE FROM THE FILMMAKER

Having watched my grandmother suffer from dementia for many years, I became increasingly interested in the existential implications of memory loss. We all need some type of footing that our memories provide to create an inner narrative, which is essential for giving us our sense of self. But with a faulty memory that coherence becomes challenging to maintain. What I experienced with my own grandmother is that she would confabulate when she could not remember, often claiming knowledge of people and events outside her experience, which was her way of establishing some narrative coherence to her life. For me, this is the theme I wanted to explore, the struggle to maintain an inner narrative in the face of this terrible illness.

I was also deeply inspired by the self-portraits of William Utermohlen, an American artist, that upon receiving an Alzheimer's diagnosis, began to paint a series of self-portraits - documenting his own erasure. Over the years, we see how his self-image increasingly becomes abstracted, until his paintings can no longer be considered figurative. I wanted to explore a cinematic equivalent to this erasure, and so I experimented with in-camera photographic manipulations, as a way to depict Ethel's worsening condition. I did the same with the sound, collaborating with my partner, who is a neuroscientist, and asked her to extract EEG scans of real dementia patients in different psychological states (at rest, anxious, angry). She then created an AI algorithm to extract signals representative of dementia, and transform that data into sound waves, which were then woven into the sound design. These textures emphasize the chaos happening in the brain when someone is suffering from dementia.