



**"INTRIGUING, UNSETTLING AND GRIPPING"**

- *Rahul Verma, writer, journalist and current contributor for BBC Culture, Economist, Guardian, Metro UK and Vice.*

# HOW TO BE HUMAN

Directed by Bruno Centofanti

Produced by Louise Salter

2017 / United Kingdom / 14min / Sci-Fi / Short Film

Press Enquiries: Louise Salter - [louisesalter@icloud.com](mailto:louisesalter@icloud.com)

## Logline

If you were forced to flee your own war-ridden country, would you sacrifice what makes you human to survive?

## Brief Synopsis

Set in the near future of a dystopian London, with a scarily relevant and frighteningly foreboding reality, the film explores the dire consequences of a world without humanity, as two sisters try to escape their war-torn country.

BAFTA winner Sophie Kennedy Clarke (Philomena, Nymphomaniac), Tony Award winner Frances Ruffelle (Les Misérables) and newcomer Louise Salter drive us through this empowering female-led futuristic short film.

## Director's Statement

Bruno Centofanti

*"It's difficult being human, you feel too much, you want too much. You react. You bleed. Today being human is more difficult than ever before, our climate destroyed... sickness, oppression... The English Channel - a desert. All of these things are a problem for my sister, but not for me, because I'm not human."*

As a highly passionate director and producer, I love to discover and tell stories. Storytelling is very much what drives me. My niche is in finding the surprising truth in human stories, to inspire people and to put them in touch with their humanity. I've been privileged as a film director to work with a wide and diverse spectrum of artists and subjects. I've traveled the world, freely immersing myself in societies, breaking barriers of class and culture.

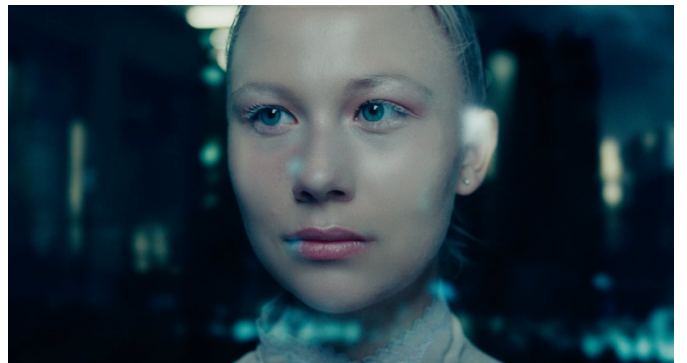
Being the grandson of a Jewish immigrant who buried her past in order to survive and only discovering my own roots later in life, the idea of telling the story of a young girl who needs to hide her identity in order to survive, feels personal, powerful and inspiring to me.

How to be Human is a visually compelling story that has many parallels with society today. It shows a dystopian society where humans have been superseded by Artificial Intelligence (AI) and the survival of human identity relies on the dangerous crossing to an uncertain future.

The Crossing is a pilgrimage where Kimi is forced to leave behind her memories, her experiences and her identity; in the hope that on the other side, things will be better. Will the crossing save her? Has Human freedom and love been lost forever?

This is a vivid and relevant story for our times. In a world where the migration of displaced people is so present, this story reminds us of how being born in the right place and the right time can so often lead us to take our freedom and basic rights for granted.

Our aim is to provoke in the audience a great empathy for others and help to dissolve the refugee stigma.





### **Bruno Centofanti**

Director / Executive Producer

Bruno is a London based filmmaker who started his career in 2008 with "OHMS", UK's first short film shot in 4K and which featured in BBC's "Class of 2008". Since then, Bruno has established himself as a content creator, commercials director and directed several short films. He has also worked as multimedia producer for The Sunday Times.

Bruno is currently working on a feature film adaptation of "How to be Human".



### **Louise Salter**

Producer / Actress

Louise is an actress who produces to generate more female-driven narratives.

In 2014, Louise was the recipient of the 99% Award at the Rob Knox Film Festival, for being the individual who most raised the profile of young people through film. Since then she has worked with a number of company's as producer including EMMY-nominated production company Pinch Media, on award-winning documentaries, features and festival-popular short films.

Louise is currently working to produce her first feature film adaption of "How to be Human".





Directed by

**Bruno Centofanti**

Produced by

**Louise Salter**

Written by

**Darren Rapier**

Executive Producers

**Thomas Atherton**

**Al White**

**Louis Savy**

**Louise Salter**

**Bruno Centofanti**

**Jeffrey Michael**

Director of Photography - **Lorenzo Levrini**

Focus Puller - **Vlassis Skoulis**

Dailies Focus Puller - **Jack Peagam**

Loader - **Alastair Train**

Gaffer - **Sam Hilton**

Steadicam Operator - **Torquil Fleming-Boyd**

Line Producer - **Alessio Bergamo**

First Assistant Director - **Alessandro Farrantini**

Stills Photographer - **Nune Arakelyan**

Drone Operator - **Daniel Salter**

Drone Co-Pilot - **Julian Nevin**

Sound Recordist - **Tiago Morelli**

DIT - **Daniel Salter**

Production Designer - **Daniel Vincent**

Art Director - **Basmath Jolley**

Set Decorator - **Danya Gomez-Douglass**

Props Master - **Adam McGee-Abe**

Art Department Assistant - **Jonny Blackmore**

Costume Designer - **Jeffrey Michael**

Costume Assistant - **Natasha Jones**

Makeup and Hair Designer - **Vale Von der Wehl**

Makeup Artist and Hair Stylist - **Femi Konteh**

Makeup Artist - **Michelle Young**

Editor - **Neto Jones**

Colourist - **Theresa Crooks**

Grading Studio - **Molinaire**

Cast

Kimi - **Louise Salter**

Adelphe - **Sophie Kennedy Clark**

Maria - **Frances Ruffelle**

Katrina - **Annabel Bates**

Leon - **Ari Phillips**

Juliet - **Sarea Phillips**

Jonah - **Matilda Hellings**

Z - **Brian Bovell**

Spike - **Michael Winder**

Andrea - **Katrina Ward**

Sound Supervisor - **Graeme Hales**

Dialogue Editing - **Charlie Small, Graeme Hales, David Crane**

Sound Design - **Alba Duque Santos, Cesar Jesus Salazar**

**Portillo, Marco Toca**

Dubbing Mixers - **Daniel Jaramillo G.**

Mixed at **Soundnode Studios**

Music Composed by **Mim Rasouli**

Vocal Theme by **Debbie Wiseman**

VFX Supervisor - **Marc Hutchings**

2D Artists - **Will Jones, Lionel Estivill Calleja, Marc Hutchings**

3D Artists - **Dan Carey, Robert Loudil, Marc Hutchings**

Matte Painting - **Chris Wilson**

Graffiti Artist - **Rodrigo Stipkovic**

Opening Titles - **Territory Studio**

Closing Titles - **Rodrigo Stipkovic**

VFX Company - **Spill Studios**

VFX Company - **Territory Studio**

Storyboard Artist - **Christopher Straver**

Poster Designed by **Martin Blackburn**

Post-Production Supervisor - **Bruno Centofanti**

Virtual Reality Producer - **Mutiny Media**

Virtual Reality Consultant - **Tom Neish**

Virtual Reality Operator - **Finbarr Pine**

Spatial Audio Recordist - **Sven Mattes**

Crowdfunding Marketing Manager - **Laura Higgins**

Crowdfunding Marketing Assistant - **Pippa Hillcox**

Crowdfunding Marketing Assistant - **Sabina Jany**

Production Assistant - **Will Wyatt**

Runners - **Lea Michelle Pederson**

Stills Photography - **Nune Arakelyan**

Catering by **Kim Salter**

# HOW TO BE HUMAN

BAFTA AWARD WINNER    TONY AWARD WINNER  
Louise    Sophie    Frances    Brian    Michael    AND Annabel  
SALTER    KENNEDY    RUFFELLE    BOVELL    WINDER    BATES  
CLARK



A BRUNO CENTOFANTI FILM

IN ASSOCIATION WITH INDEPENDENT ERA PRODUCTIONS AND ANOTHER WORD FILMS AND SCI-FI-LONDON  
A FILM BY BRUNO CENTOFANTI 'HOW TO BE HUMAN' LOUISE SALTER SOPHIE KENNEDY CLARK  
FRANCES RUFFELLE BRIAN BOVELL MICHAEL WINDER AND ANNABEL BATES  
COSTUME DESIGNER JEFFREY MICHAEL EDITOR NETO JONES  
PRODUCTION DESIGNER DANIEL VINCENT DIRECTOR OF PHOTOGRAPHY LORENZO LEVRINI  
EXECUTIVE PRODUCERS LOUIS SAVY AND FAT CONTROLLER MANAGEMENT AND BRUNO CENTOFANTI  
WRITTEN BY DARREN RAPIER PRODUCED BY LOUISE SALTER  
CO PRODUCED BY JEFFREY MICHAEL DIRECTED BY BRUNO CENTOFANTI

## Contact for Press

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