

Margot Robbie Produzirá Filme Baseado no Jogo The Sims: Tudo o Que Sabemos

Quando a notícia surgiu de que Margot Robbie 4 produzirá um filme baseado no jogo de simulação de vida icônico, The Sims, muitas pessoas tiveram a primeira reação: "Como 4 é possível fazer um filme do The Sims?" Embora seja uma das séries de jogos mais vendidas de todos os 4 tempos, é crucial que não tenha uma trama **m88casino** que se possa trabalhar. O ponto central é que se trata 4 de uma caixa de areia de simulação de vida, e os jogadores podem fazer o que quiserem.

Anterior Tentativa de Filme 4 do The Sims

Isso aconteceu antes. Em 2007, foi anunciado que um filme baseado **m88casino** The Sims chegaria às telas de 4 cinema, com a então 20th Century Fox (agora 20th Century Studios) adquirindo os direitos. Foi escrito por Brian Lynch, que 4 se tornou o roteirista de Hollywood de escolha para algumas das maiores e mais aclamadas animações familiares dos últimos dez 4 anos, incluindo Puss in Boots (2011), Minions (2024) e Minions: The Rise of Gru (2024), e The Secret Life of 4 Pets films.

O roteiro de Lynch para o filme The Sims, ele nos diz, foi uma aventura de realização de sonhos. 4 Em termos simples, "um menino percebe que tudo o que ele faz **m88casino** seu jogo The Sims acontece **m88casino m88casino** 4 cidade no dia seguinte. Ele cria a vida que sempre quis. Isso sai do controle".

Ideia Original de Brian Lynch

A ideia 4 do roteiro foi inspirada **m88casino** blockbusters como Weird Science e Bruce Almighty, com um tom de comédia adolescente semelhante aos 4 filmes de Steven Spielberg's Amblin, diz Lynch. "Meu roteiro era sobre um adolescente tímido que passava por todo momento da 4 vida. Ele recria toda a cidade **m88casino** um jogo The Sims como uma forma de testar interações e relacionamentos ... 4 começa com pequenas mudanças, e então ele começa a se divertir com isso."

Kaliane Bradley: A Rising Star in the Literary World

Kaliane Bradley is a name to watch in the literary world. She has just published her first novel, "The Ministry of Time," a time-travel romance cum sci-fi comedy set in near-future London. The novel has received praise from writers such as Eleanor Catton and David Nicholls and has a TV adaptation in the works.

From Walthamstow to the World

Bradley was born and raised in Walthamstow, east London, where she still lives with her partner and cat. She grew up in a multicultural household, with a British father and a Khmer mother who moved to the UK during the Cambodian civil war. She spent her childhood sharing a bedroom with her twin sisters and her half-brother while her parents rented out the house.

"The Lucky Jumper" and The Ministry of Time

Bradley wrote "The Ministry of Time" by accident, as she puts it. She had been working on a "thankless, loveless" project for years but found herself drawn to time-travel stories during the pandemic. She immersed herself in the TV series "The Terror" and became fascinated by Lt. Graham Gore, a man of "great stability of character and sweetest of tempers." This fascination led her to create a "nerdy literary parlour game" online, which eventually turned into the novel.

Character

Lt. Graham Gore

Lieutenant from the battle of Naseby

Beautiful, foul-mouthed lesbian from the great plague of London

Unhappy aristocrat from the French Revolution

Soldier from the first world war

Bridge

A young British-Cambodian woman

To be determined

To be determined

To be determined

To be determined

In "The Ministry of Time," Bradley explores the experience of immigrants in modern Britain by placing "expatriates from history" in modern London. She uses time-travel as a metaphor for the assimilation of immigrants into British society, as they are told they must assimilate, have certain values, and be productive for society. The hilarious and sparky one-liners afforded by the time-travel conceit make the novel a fun and thought-provoking read.

"Maybe this is the British-Cambodian novel I was supposed to be writing."

Through Gore, Bradley found a way to express her mother's past and the inherited trauma of Cambodia's history. Gore's realization that "they are all dead" and the world he knew is gone is a poignant reflection of the trauma experienced by refugees and immigrants. While Bradley has no plans to give up her day job, she is already deep into her second novel, an extension of her prize-winning short story.

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