



Getting to Know Nate Barlow

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Filmmaker Nate Barlow talks about his film, *Tales From Beyond*, working with Adam West, and why just making a film is only the beginning.

So, how did *Tales from Beyond* come about?

The best way to describe it, I would say it's *Twilight Zone*-esque. It's an anthology feature film with four writer/directors each doing their own story, interconnected with a fifth backing story which we co-directed. And in that part, we were able to get Adam West. As a result, it's been titled incorrectly on a few websites as *Adam West: Tales From Beyond*, but it's just *Tales From Beyond*, but he's the star of the film. The project began when I and the three other directors were just kind of brainstorming and we wanted to all shoot a bunch of stuff, play different roles, and direct a variety of pieces. Each month we'd shoot a short, and the idea would be that each month, we would shoot a different genre. What happened was that we started playing the first four, and Eric Manning, one of the other directors, said he had seen a great bookstore that would make an excellent location, and I was of the mind that, if we could connect the four, rather than just having the shorts, we'd have a feature film that we could actually get distributed.

How did Adam West get involved?

We initially shot our individual stories first. Once we decided we wanted to make the shorts into a feature, we wanted to find a way to increase our marketability. And, obviously adding a name actor to such a small film would greatly enhance its visibility. When it came to casting the bookstore sequence, which Adam is in, we posted a notice on The Breakdown Services, which is the major service all the studios and networks use to send out their casting notices for agents and managers to submit to. And we were just kind of hoping against hope that somebody would bite at the notice, and Adam's

agent did. She read the script, she passed it on to him, and he loved it, and it just kind of went from there.

Once he was on board, were there any difficulties with him during production?

He was a complete professional. No star ego, or anything like that. He was an absolute pleasure to work with. He was absolutely perfect in the role, and he was delightful on set. It was the perfect match.

How did you decide you wanted to be a filmmaker?

That's a good question. For me, beyond a general love of movies, my father taught at Wesleyan University in Middletown, CT. And they have an excellent film series. So I had the fortunate experience of going to their film series with all these classic films, and I got to see them on the big screen. In college, I was a very safe person, and I didn't take a lot of risks. I actually studied electrical computer engineering at Carnegie Mellon. As a kid, I always wanted to invent. I loved the creative aspect of invention. But, unless you get to work for a Dow, or NASA, or JPL, you don't get to do anything really creative until many, many, many years down the road in your career. And something like filmmaking, I could at least be creative before I "made it" as a filmmaker. At least with filmmaking, I can enjoy the creative process of it. I had always loved film, and I had always loved acting. One of my earliest memories was playing the lead role of Achilles in a school production when I lived in East Africa. So, by my senior year in college, I was taking acting and filmmaking classes, and planning to move out to California to make that jump.

Had you always wanted to go in the direction of sci-fi/fantasy when you became a filmmaker?

I love stories of every genre, so I tend to jump around a lot, and there are many other genres I'd love to work in. One of my favorite directors is actually Stanley Kubrick, and I liked that he jumped around a bit from one genre to the next, compared to other directors who might stay in the same genre. I'd like to take the path of Kubrick, or Ridley Scott, or Steven Spielberg, where I can succeed in any genre.

I definitely agree with that. I'm more about directors who direct with a genuine love of film in general, as opposed to one specific genre.

Yeah, there's such a wide range of material to explore.

So, do you have anything currently in development that's different from *Tales From Beyond*?

I have a few scripts that are in various stages of completion, one's more of a political film, but I would probably want a studio to back it at the moment because the budget would be too large. Another one is a mob thriller that could easily be done within the

direct-to-video budget range. Just a lot of different ideas I've been trying get on paper.

Getting back to *Tales*. . . , how has it been as far as showcasing the film at festivals and whatnot?

We submitted to a lot of festivals, ultimately getting into about five, and we won awards at genre-specific festivals like Shockerfest and Shriekfest. We used that as momentum to pick up a producer's rep, but it was just a very slow process as far as the distribution. Hopefully having the North American distribution down through Anthem DVD will allow us more opportunities down the road.

What would you say has been the best part about completing the project?

Distribution. It really is a major step for anyone in this industry, as more people are willing to take you seriously. There are so many films that don't get any form of distribution, even if you go to a festival like Sundance, where the films and the talent involved are more high-profile, you think about the films that play there and don't get distribution, once you get to smaller film festivals, the number of films that don't get distribution is staggering. So for me, it's a big accomplishment, and something all of us involved in the film can use towards other projects.

For more information on *Tales From Beyond*, visit the Official Website: [Tales From Beyond](#)