



Cartoon d'Or 2011

Sopot, Poland • 15th September 2011



Mobile

Germany, 2010, 6'25"
3D computer
Without dialogue

by Verena Fels

"I have always been fascinated by the forces of natural science such as gravity and balance. They deal especially with momentum, energy and dynamic. These aspects are also one of the cornerstones of animation: they create rhythm and life.

I wanted to create a film dealing with these forces, but on the other hand I also wanted to create believable characters with real feelings and needs. So I used these forces as the core of the film to tell an exciting, loving and humorous story about the fate of a cow playing with these fragile systems, which seem to us actually as stable.

A story connecting heart and mind.

”



Internationales Trickfilm Festival
Stuttgart 2011: Online Audience Award
Anima 2011: Best Children's Short Film
and Audience Award

Production

Filmakademie Baden-Württemberg
Akademiefhof 10 - 71638 Ludwigsburg
Germany
T (49) (7141) 96 91 03
mail@verenafels.de
www.verenafels.de - www.facebook.com/mobile.animation

At the edge of
society, a cow tips
the balance of
destiny with quite
some impact...



Poland, 2010, 10'
3D computer
Without dialogue

Paths of Hate

by Damian Nenow

“ I wanted to make a film that would, most of all, be entertaining, spectacular and visually attractive for a viewer. On the other hand, I wanted «Paths of Hate» to be more than yet another show-off of technical capabilities, filled with huge fighting robots or trolls. I decided that the illustration of one of humanity's fundamental problems – a tendency for pointless hate – would be an ideal choice.

«Paths of Hate» is an audiovisual creation in the fullest meaning of the word. I design my films from the very beginning, assuming that music and sound are no less than a half of the final effect.

”

Anncy International Animation
Film Festival 2011: Special Distinction

Production

Platige Image
Ul. Raclawicka 99 - 02-634 Warsaw
Poland
T (48) (22) 844 64 74
piechnik@platige.com
www.platige.com



Born in 1983 and graduated from the Lodz Film School, **Damian Nenow** is a specialist in computer graphics. He is the author of several animated short films, illustrations and work of concept art. His first student films, «The Aim» and «Great Escape», were screened at numerous festivals worldwide. He is currently working at the Polish postproduction studio Platige Image where he directs, creates animation, edits and works on a widely conceived 3D graphics.

A short tale about the demons that slumber deep in the human soul and have the power to push people into the abyss of blind hate, fury and rage.



Pivot

The Netherlands, 2009, 5'
3D computer
Without dialogue

by André Bergs

“ Having grown up in a 3D culture that was mostly trying to recreate reality, I felt that being concerned with creating life-like models was a dead-end street and didn't do justice to the medium. For a previous work, I used very simple edgy models to test my idea that the believability of a movie doesn't depend on the amount of polygons or quality of the shader, but on the actual placements of the points and the quality of animation.

When the idea of using a low-poly style for «Pivot» sprang into life, our team quickly agreed that it could work really well. It allowed us to make a very stylised graphic film that showed the subjective experience of the main character, and at the same time to have a clear Computer Generated film that used the limitations and strengths of the medium. It doesn't pretend to be in a «real» world, and yet it lives.

”



Born in 1979 and graduated from the Utrecht School of the Arts, **André Bergs** has worked as a freelance animator and director on several productions, and also as a freelance lecturer at the Danish Animation Workshop and the Utrecht School of the Arts.

«Pivot» was a joint effort between the studios Plastiek (André Bergs, Arno de Grijjs), Soulbase (Floris Vos) and Artibite (Kevin Megens).

Cinanima 2010: Prize José Abel

Production

il Luster Productions
Schoutenstr. 4 bis - 3512 GB Utrecht
The Netherlands
T (31) (30) 240 07 68
info@illuster.nl
www.illuster.nl

When a man is witness to a murder and takes pictures of the killer, he has to run for his life. During the chase he is able to turn the tables and the prey becomes the hunter. All resulting in an unfortunate ending.



Ireland / Germany, 2010, 17'
3D computer
English / Japanese

The External World

by David O'Reilly

“ I wanted to make a funny film. ”

Internationales Trickfilm Festival
Stuttgart 2011: Grand Prix

Production

David O'Reilly Animation & DETAILFILM
Prinzessinnenstr. 16 - 10969 Berlin
Germany
T (49) (30) 60 98 12 48
mail@davidoreilly.com
www.davidoreilly.com



A boy learns to play the piano.



The Gruffalo

by Jakob Schuh & Max Lang

“The decision to make the film using a combination of computer animation and miniature sets had a lot to do with creating a film that was faithful to the original book, and also allowed us to explore new territory visually. Although we are both traditionally trained animators, we really wanted to offer the millions of fans of the book something completely new and different.

Building the sets in miniature helped create a three-dimensional feel, allowing for rich detail and a charming, tactile quality to the deep, dark wood. We chose to animate the characters in CG because the medium allows for tremendous freedom of expression and acting.

”

Biennial of Animation Bratislava 2010:
CIFEJ Award

Production

Magic Light Pictures
(in association with Studio Soi)
Charlotte Str. 63 - W1T 4PG London
United Kingdom
T (44) (207) 631 18 00
barney@magiclightpictures.com
www.magiclightpictures.com



Jakob Schuh is an award-winning director and co-founder of the celebrated German production company Studio Soi. His short film «Angel afoot» won Best TV Special at the 2008 Annecy Festival. Jakob has worked as a caricaturist and illustrator for the Süddeutsche Zeitung and also lectures part time at the Filmakademie Baden-Württemberg.



Max Lang is an Oscar and BAFTA-nominated animation director, story artist and character designer. He recently served as assistant director on the Cartoon Network series «The Amazing World of Gumball» and is currently in development on a new TV special. Trained in 2D and CG, Max is a graduate of the Filmakademie Baden-Württemberg and the animation-school-hamburg.

Based on Julia Donaldson and Axel Scheffler's best-selling children's book of the same name, «The Gruffalo» tells the magical tale of a mouse who takes a walk through the woods in search of a nut...



Germany, 2009, 6'30"
3D computer
German with English subtitles
Original title: «Der Kleine und das Biest»

The Little Boy and the Beast

by Johannes Weiland & Uwe Heidschötter

“When we began reading the script by Marcus Sauermann, we thought it was a little funny cartoon story about a boy and a monster. Then, when we reached the end of it, we understood it was a serious and truthful story about divorce. This experience of «reading the script for the first time» was an essential key for direction.

Animation seemed to be the perfect medium to tell this story. In terms of storytelling, character acting, artistic and visual choices, we always tried to find a good balance of showing cartoon elements and authentic elements of everyday life.

”

Animadrid 2010: Best Children's Short Film
Biennial of Animation Bratislava 2010:
UNICEF Award
Encounters Bristol International Film Festival
2010: Animated Encounters Grand Prix

Production

Studio Soi
Königsallee 43 - 71638 Ludwigsburg
Germany
T (49) (7141) 974 36 70
contact@studiosoi.de
www.studiosoi.de



Johannes Weiland
is a graduate of the Filmakademie Baden-Württemberg, where he teaches animation.

Since his graduation, he has worked as director-animator at Studio Soi, Ludwigsburg and Studio Aka, London. He has directed a number of award-winning films, including «Oli's Chance», which was nominated for the Cartoon d'Or 2006.



Uwe Heidschötter
studied design at Schule für Gestaltung, Cologne; then classical animation at the Lycée Technique des Arts et Métiers, Luxembourg. He worked several years as CGI character animator for Ambient Entertainment in Hannover. Today, Uwe is a freelance character designer and illustrator based in Berlin. «The Little Boy and the Beast» is his debut as director.

When your mother
has turned into
a beast, a lot of
things change...



Cartoon d'Or 2011

The pan-European award for the best animated short film

Competing films

award-winners at the partner festivals

- **A Morning Stroll**, Grant Orchard (UK)
- **Amar**, Isabel Herguera (ES)
- **An Abstract Day**, Oerd van Cuijlenborg (NL)
- **Changeling**, Maria Steinmetz (DE)
- **Bad Luck Chronicles - No Skin for the Bear**, Osman Cerfon (FR)
- **Duck, Death and the Tulip**, Matthias Bruhn (DE)
- **Esterhazy**, Izabela Plucinska (PO / DE)
- **Journey to Cape Verde**, José Miguel Ribeiro (PT)
- **Mask**, Stephen Quay & Timothy Quay (PO)
- **Miramare**, Michaela Müller (HR / CH)
- **Mrdrchain**, Ondrej Svadlena (CZ / FR)
- **Old Fangs**, Adrien Merigeau (IE)
- **Pixels**, Patrick Jean (FR)
- **Rubika**, C. Baudean, L. Habas, M. Krebs, J. Legay, C. Ma, F. Rousseau, C. Roux & M. Vaxelaire (FR)
- **Sleep**, Claudius Gentinetta & Frank Braun (CH)
- **Stretching**, François Vogel (FR)
- **The Eyes of the Lighthouse**, Pedro Serrazina (PT)
- **The Lost Town of Switez**, Kamil Polak (PO)
- **The Peacock Eye**, Gerlando Infuso (BE)
- **Tord and Tord**, Niki Lindroth von Bahr (SE)
- **Vasco**, Sébastien Laudenbach (BE / FR)
- **Vicenta**, Sam (ES)
- **Zenith**, Éva M Tóth (HU)

Nominees

- **Mobile**, Verena Fels (DE)
- **Paths of Hate**, Damian Nenow (PO)
- **Pivot**, André Bergs (NL)
- **The External World**, David O'Reilly (IE / DE)
- **The Gruffalo**, Jakob Schuh & Max Lang (UK)
- **The Little Boy and the Beast**, Johannes Weiland & Uwe Heidschötter (DE)

Partner festivals

- **AniFest** (Czech Republic)
- **Anima** (Belgium)
- **Animadrid** (Spain)
- **Annecy International Animation Film Festival** (France)
- **BAB - Biennial of Animation Bratislava** (Slovakia)
- **Cinanima** (Portugal)
- **Encounters Bristol International Film Festival** (United Kingdom)
- **Fredrikstad Animation Festival** (Norway)
- **Holland Animation Film Festival** (Netherlands)
- **Internationales Trickfilm Festival Stuttgart** (Germany)
- **Kecksemét Animation Film Festival** (Hungary)
- **Eastern European festivals coalition called «Cartoon East»** (Banja Luka, Belgrade, Bucarest, Ljubljana, Zagreb, Žilina)

Jury



After his studies in fine arts followed by animation at Les Gobelins, **Stéphane Bernasconi** (FRANCE) took off for the USA to work as animator on TV hits such as «Scoobidoo», «The Flintstones» and «Charly Brown». In 1989 CANAL+ hired him to manage the studio Ellipse animation. For 20 years, he directed many award-winning 2D and 3D series, be they adaptations («Babar», «Tintin», «The Funny Little Bugs») or original works based on his ideas («The Pirate Family», «Potlach»).

In 2008 he founded Marzipan Films and is currently working on the feature film «My Mommy is in America, She Met Buffalo Bill».

Tony Loeser (GERMANY) started his animation career in 1974 in a stop-motion studio. Graduated from the Konrad Wolf Film and Television University (HFF) as director of photography, he worked as a special effect supervisor and DoP at the DEFA Studios (Babelsberg). He also directed his own short films, lectured at the HFF and was a shareholder of OSTFILM Hoffmann & Loeser for 5 years.

In 1998 Tony founded the company MotionWorks, where he has produced and directed several animated TV series and feature films, among which «Friends Forever» («Mullewap»).



Victor Maldonado (SPAIN) started his career in 1998 as character designer for D'Ocon Films Production. He then opened his own services studio, Mad Hatter Studios, where he worked for companies such as B.R.B and Cromosoma.

He joined Filmmax Productions where he specialised in art direction for several feature films including the award-winning «El Cid: the Legend». He made his directorial debut (along with Adrià García) with the feature film «Nocturna» that he also wrote and art directed (2007 Goya for Best Animation Film and selected at Venice and Toronto festivals). In 2008 he created Headless Studio along with Alfredo Torres and Adrià García.