

Press kit



Broken Tale

by Kasia Zimnoch and Pawel Kleszczewski



Animation by
Kasia Zimnoch and Pawel Kleszczewski

Broken Tale

Short film: 2D animation

Duration: 9 min : 14 sec

Aspect ratio: 16:9

Made by Konik 2016

Konik Studio

Cavan, Ireland

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Synopsis:

Short:

The animation shows the journey of a girl into the heart of the wilderness, to the lake hidden deep in the primeval forest. Her guide and mystical guardian is a moose. The story is based on the Swedish folk tale about a girl and a moose.

Long:

The animation shows the journey of a girl through the forest to its interior. An Irresistible force pulls her into the heart of the wilderness, to the lake hidden deep in the primeval forest. Her guide and mystical guardian is a moose. During the trip they meet the mysterious inhabitants of the forest, characters known from European folklore. "Broken Tale" is a story about adolescence, passing through the stages of life, the thresholds and the life cycles of women. The story is based on the Swedish folk tale "Sagan om lilla älgturen Skutt oh prinsessan Tuvstarr" in which we find numerous references to myths about seasons. The animation illustrates the rites of passage.



About the animation:

Broken tale is a result of our passion for the arts and history of culture. The work on the animation was preceded by experiments with traditional techniques such as painting and monoprint. Textures for animation were hand-painted and then computer edited. Our ambition was to create a mysterious world of a dark forest inhabited by magical creatures derived from the folklore of different cultures. The first sketches were made in a dank and wet Irish forest, which gave the dark nature to the story. The work was also continued during artistic residencies in Estonia and Sweden. A special inspiration for the project was the work of early twentieth century Swedish artist, John Bauer. Work on the project lasted two years.

Bio:

We work together. Our background is in Visual Arts and Art History. We create animations based on mythology, folklore and legends. Our recent animation "Broken Tale" was shortlisted for the final competition at the International Visual Arts Festival InSpiracje 2016 in Szczecin, Poland. We also qualified for the 28th International Film Festival in Girona; Stockholm - Fringe Festival STOFF 2016; Baboró International Arts Festival for Children in Galway Ireland and for the 39th Elche International Film Festival, Spain. In 2015 we were Artists in Residence in Jonkoping Sweden.





Statement:

We are a duet of Polish filmmakers living in Cavan, Ireland. We create animations based on mythology, folklore and legends. In our animations we combine artistic experience with elements of art history, ethnology and cultural anthropology. Our work is based on extensive cultural research and includes consulting of the broadest spectrum of theoretical materials related to the subject of our interest. We seek out legends, myths, local stories but also scientific studies about them. The next step is to start to work on characters, scenes and textures using traditional techniques, and the animation was the final result. The whole process is rather complex and includes many elements like animations, drawings, paintings and prints. Therefore, we locate ourselves between visual arts and video animation where we create moving images which we call living illustrations. We seek for universal motives and common elements existing in the European heritage. We look for connections between old stories, their deep relationships with nature and contemporary arts filtered through our inner selves.



Links:

Trailer : vimeo.com/144934895

project website: www.brokentale.jimdo.com

Facebook: www.facebook.com/brokentaleanimation

Official web site: www.konikstudio.jimdo.com

Awards:

- Cavan County Council Artists Development Award 2015 and 2013
- Guest Artist Residence in Smedbyn, Jönköping in Sweden in 2015
- Residence in Tartu Centre For Creative Industries, Leonardo Da Vinci Programme, Estonia in 2014
- Residence in Tyrone Guthrie Centre at Annaghmakerrig, Ireland in 2014

Special thanks to:

CAVAN COUNTY COUNCIL ARTS OFFICE

JÖNKÖPINGS KOMMUN, DEPARTMENT OF CULTURE

JÖNKÖPINGS LÄNS MUSEUM

DD OAK TREE



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KOMMUN
Kultur & Fritid



FAQ:

Why is it called „Broken Tale”?

Title can be understood on several levels. The message of old folk tales, is not fully understood by modern man. We feel them more than understand them with our rational mind. The bonds with beliefs of our ancestors are forever broken. Today, we can only wonder at the spiritual richness of the people from the past. The story shows a girl passing through three stages of life. The end scene shows her on the shore of a lake. Lakes often symbolize the unknown and death. The story ends at this moment. We will never be sure what will happens next, same as we will never be sure what comes after our life. In the Swedish folktale, our film was based on, we came across many references to myths about seasons like the Greek myth of Persephone. The main character, the Princess can be seen as a representation of changing seasons in nature. During the journey she grows and blooms but the last scene again does not give us any assurance that nature will rebirth itself, and the wheel of order will spin again, like we can never be sure that day will come after night.

Why colors in animation are so dark?

The gloomy, dark, mystical primeval forest, like the body of work by John Bauer has a symbolic meaning, representing the unknown forces of nature as well as the difficulties and obstacles we encounter on the journey of our life. The dark forest contrasts with the bright, innocent, pale haired girl. She is the source of light, clarity and goodness.

How long did it take to make the animation?

Making an animation is a complex process. First there was a dream- to show a forest. Then we did recording and sketches of a wet, eerie Irish forest, the research took a good part of the whole process. When we found the story that we wanted to illustrate we started to create textures out of the artworks we had collected/developed so far. Afterwards came the computer editing. Important for the project was our guest residence in Jonkoping, Sweden where we had opportunity to physically see ourselves the works of John Bauer which were for us the main inspiration. Whilst there we were also inspired by the beautiful Scandinavian nature. The last stage of work was postproduction and creating the music. The whole process took us more than two years. We worked in very small team of four people.

What kind of mythical creatures occurs in the animation?

You can find in our animation many creatures from different European regions. Moose, Troll and Huldra are characters from Scandinavian folk stories. From Slavic folklore we borrowed the creatures like Wila, Leszy and Chochol. Gnomes, Lurkeens and Witches are very common in Celtic heritage.



Screenings:

- 28th Girona Film Festival in experimental section, Spain
- Stockholm Fringe Festival (STOFF) 2016, Sweden
- Semifinalist of 39th Elche international Independent Film Festival, Spain
- International Visual Arts Festival InSpiracje 2016, Szczecin, Poland
- Screening during the conference of Australian Fairy Tales Society at The Monash University Melbourne, Australia

Credits:

WRITTEN AND DIRECTED BY
Kasia Zimnoch and Pawel Kleszczewski

EDITED BY
Mariusz Kleszczewski

MUSIC BY
Yann Ciennik

SCREENPLAY/ STORY BOARD
Kasia Zimnoch

CHARACTERS/TEXTURING/BACKGROUNDS
Pawel Kleszczewski

VISUAL EFFECTS/ LIGHTNING
Mariusz Kleszczewski

INK AND PAINT
Pawel Kleszczewski

ANIMATION
Mariusz Kleszczewski and Pawel Kleszczewski

THEORETICAL RESEARCH
Kasia Zimnoch

