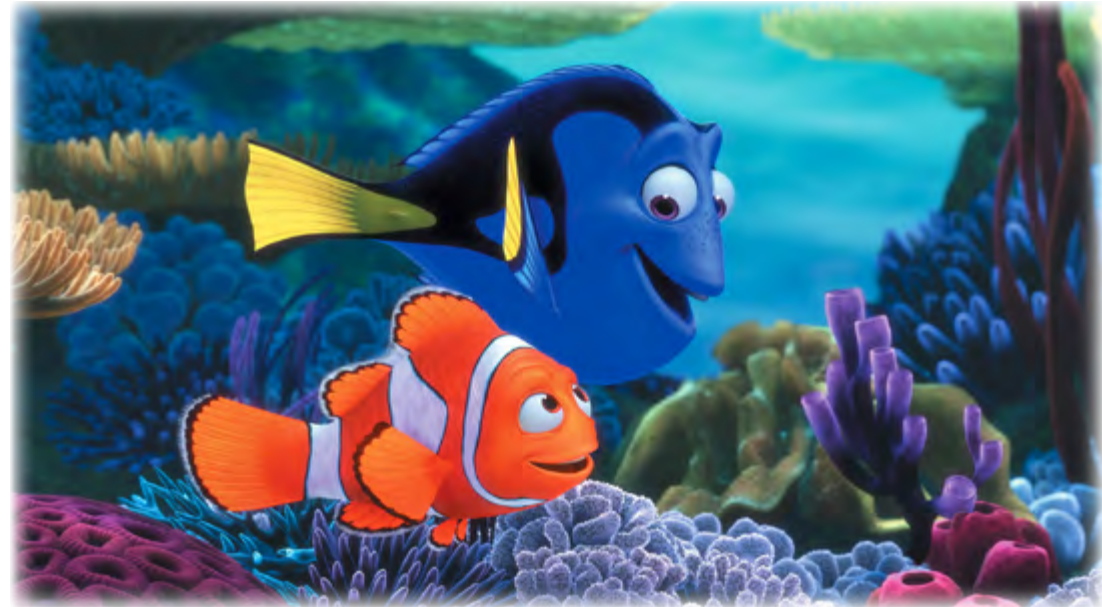


# The Calf Path



Based on the 1893 poem by **Sam Walter Foss**, The Calf Path begins as an animated allegorical tale, highlighted by the bright colours and entertaining character animation. But in the tradition of great pieces like The Princess Bride, Inside Out or Finding Nemo, the story changes into a more meaningful metaphor resonating with audience members of all ages.







## **SYNOPSIS**

Our narrator tells the story of how a young calf meandering through a glade inadvertently influences many subsequent travellers, each reinforcing the inefficient route. Dogs, sheep, and eventually humans follow the calf's relaxed route and, as the world around us evolves, we see that a road, a village, and eventually a metropolis is shaped by one young animal's path – and all the while we are asking, is this really the most efficient way?

In an abstract space, we look at motifs of modern day society following the paths of those before us.





-Spirited Away (2001)

## TECHNICAL

The nature of the poem dictates that there will need to be a compressed timeline – this is best served in animation, as transitions, will seamlessly move us from generation to generation, through the 300 year time-span of the story.

Inspired by the style of Hayao Miyazaki, our character animation will be detailed so as to engage the audience while the backgrounds will be somewhat stylized, creating a beautifully magical world in which our characters live, but also giving us economies in terms of creating our digital sets.

We will use Maya to rig and animate the characters, and The Unreal Engine to render the piece in a bright, beautiful, contemporary animation style.



-Princess Mononoke (1997)



-Princess Mononoke (1997)





-The Calf Path concept artwork (2016)



-The Calf Path concept artwork (2016)





-The Calf Path concept artwork (2016)



-The Calf Path concept artwork (2016)



-The Calf Path concept artwork (2016)

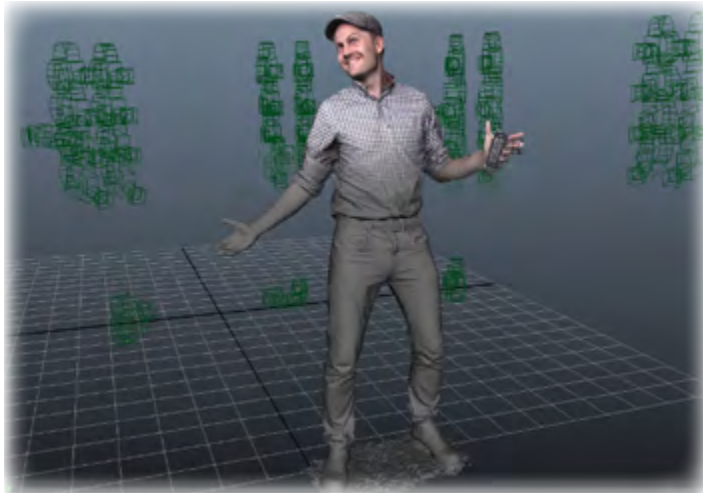


-The Calf Path CG Model (2016)



## TECHNICAL

the Motifs will involve a 3D photogrammetry approach - this is similar to the BIG FREEZE used in the MATRIX movies, but using new technology that digitizes the models, granting us the freedom to reposition and relight these motifs in theatrically appealing and unique ways!







## VR VERSION

In addition to the traditional cinema/broadcast format, this story is being developed for the new VR space. Working in our all-digital world lends itself to creating content for both mediums.

Creating a VR piece to tie-in to this film is also on our slate, and we would be happy to discuss potential opportunities to partner promotion of the VR-short with the broadcast-short. With VR as a new & quickly-evolving medium we're excited to create stories which can work in both traditional cinema/broadcast and VR spaces.



# THE FILMMAKERS

## **Matt Whelan - Writer/Director/DP**

With a passion for storytelling and a flare for visual creativity, Matt Whelan has been making short films since high-school. Trained as a classical animator at Sheridan College, Whelan's experience spans live-action and digital Directing, storyboarding, CG animation, and VFX supervision, where he has received international nominations for multiple film/television works.

Recent credits include Hemlock Grove for which Whelan received a Visual Effects Society nomination for 'Outstanding Visual Effects in a Visual Effects-Driven Photoreal/Live Action Broadcast Program', and Maudie.

His current focus is on live action narrative and VR storytelling.

[www.mattwhelan.com/](http://www.mattwhelan.com/)



## **Jo Hughes - Producer**

Producer Jo Hughes' award-winning career spans Feature, Commercial, Short, and Music Video Production with an emphasis on Post-Production for Live-Action, CG, Stop- Motion, and integrated VFX pipelines.

Her talent as a VFX Producer for Mr. X in Toronto and New York, earned Jo Canadian Screen Awards for Achievement in Visual Effects for Resident Evil: Retribution, The Mortal Instruments: City of Bones, and Pompeii. Her recent projects include Guillermo Del Toro's Crimson Peak and Ang Lee's Billy Lynn's Long Halftime Walk.

Currently working in Toronto, Jo produces television commercials and short films for cinema and VR.



# The Calf Path

Thanks for reading!

We're excited to bring this old tale to the screen in an engaging way, combining classic animation techniques with the latest technology.

If you have any questions, please don't hesitate to contact us.

Jo & Matt

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