



Amsterdam, January 25, 2011

Product sheet

Animation film “Sintel”, a free and open project available in digital 4k

With the makers in attendance, the 3D animated short SINTEL has premiered at the Netherlands Film Festival, september 2010. For this film, producer Ton Roosendaal combined the talents of comics author Martin Lodewijk and screenwriter Esther Wouda with the young director Colin Levy (USA) and concept artist David Revoy (France). The vocal performances were created by Halina Reijn and Thom Hoffman.

SINTEL is an epic short film that takes place in a fantasy world, where a girl befriends a baby dragon. After the little dragon is taken from her violently, she undertakes a long journey that leads her to a dramatic confrontation.

For over a year an international team of 3D animators and artists worked in the studio of the Amsterdam Blender Institute on the computer-animated short 'Sintel'. This independent production was financed by the online user community of the free program Blender, supported by the Netherlands Film Fund, CineGrid Amsterdam, and with sponsorship from international companies. Recently the last target – a 4k digital rendering – of the film has been completed.

The film project's primary target was intended as an incentive for the development of the Blender 3D open source software, a program producer Ton Roosendaal originally developed for use in his animation studio in the 90ies. The film itself, and any material made in the studio, will be released as Creative Commons shortly after the premiere. This concept, a true Open Movie, allows filmmakers and animators to study and reproduce every detail of the creation process. Companies and research institutions can use it as a reference standard for demonstration purposes, or for research on new technologies. In these areas, the concept behind Open Source and Open Content is increasingly accepted as an efficient investment in "shared self-interest".

After the short film "Elephants Dream" (2006) and "Big Buck Bunny" (2008), this is the third animated short created in the Amsterdam studio with support from around the world via the Internet. For "Sintel" the ambitions were set extra-high, with more than double the budget (nearly 400k Euro), a team twice as large (up to 14 people full-time) and a work period of more than one year, so the expectations are high.

"The result has become truly spectacular," said Ton Roosendaal, "the script, the visuals and soundtrack all came perfectly together, and mainly due to the contribution of the director a story is being told with a deep emotional impact you won't forget easily."

The film has been released in 2k digital formats and on 35mm film. In February 2011 also the 4k digital version will become available for screening on festivals.

The script was inspired by a number of story suggestions by Martin Lodewijk around a Cinderella character (Cinder in Dutch is "Sintel"). Screenwriter Esther Wouda then worked with director Colin Levy to create a script with multiple layers, with strong characterization and dramatic impact as central goals.

In the film we meet a lonely girl - spoken by Halina Reijn - who is saved on a barren snowfield

by a shaman - with the voice of Thom Hoffman. In the hut of the shaman she tells her life story; how she found a wounded baby dragon in a dilapidated city, and how a deep bond grows between them. When the little dragon is kidnapped violently by an adult dragon, she takes a long quest. After her visit to the shaman she then undergoes a dramatic confrontation with the adult dragon.

The premiere took place

Monday, 27 September, 19:30h
Pathe Rembrandt 1
Oude Gracht 73, Utrecht

The online premiere has been on
thursday 30 September, at
www.sintel.org.

Via YouTube, downloads, and other
channels, over 3 Million people have
viewed the film already.

Further information:

<http://www.sintel.org>

<http://www.blenderinstitute.nl>

email: ton@blender.org

Sintel (2010)

Duration: 15 minutes

35 mm film, cinemascope, Dolby 5.1

2k and 4k digital versions available

Age: for 12 years and older

Language: English spoken

Production: Blender Institute

Producer: Ton Roosendaal (NL)

Director: Colin Levy (US)

Writer: Esther Wouda (NL)

Art Director: David Revoy (FR)

Composer: Jan Morgenstern (DE)



Crew: Angela Guenette (CA), Ben Dansie (AU), Beorn Leonard (AU/UK), Brecht van Lommel (BE), Campbell Barton (AU), Dolf Veenfliet (NL), Jeremy Davidson (AU/UK), Lee Salvemini (AU), Nathan Vegdahl (US), Pablo Vazquez (AR), Soenke Maeter (DE), William Reynish (DK)

Project funding: Blender Foundation, Netherlands Film Fund, Cinegrid Amsterdam

Premium Sponsors: DivX Inc, Jan Morgenstern

Main Sponsors: THP Games, Daniel Lanovaz, CoreEL Technologies, Maqina, CG Cookie, Konken Studios.

Blender Institute B.V. Studio for Open 3D Projects

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