



# PATHS OF HATE

PRESSPACK





DAMIAN NENOW

# PATHS OF HATE

<b>CATEGORY:</b>	SHORT ANIMATED FILM
<b>COUNTRY OF PRODUCTION:</b>	POLAND
<b>YEAR OF PRODUCTION:</b>	2010
<b>RUNNING TIME:</b>	10 MIN.



**A FIGHT. ONLY SCARS REMAIN –  
BLOODY TRACES, PATHS OF HATE...**

PLATIGE IMAGE

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## ABOUT THE FILM

### SYNOPSIS

Focus on fight. The dimension of fighting is irrelevant, as well as the ideology behind it. It does not matter whether two people are involved or millions. What remains are only scars – bloody traces, Paths of Hate. “Paths of Hate” is 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. Falling into that abyss inevitably leads to downright destruction and extinction.

### GENESIS

Having made a funny film “The Great Escape” I wanted to create an equally surreal but much more dynamic and serious action film. I wanted to create a short film that would not be yet another subversive anecdote that are in abundance among short animated films – says Damian Nenow director and screenwriter – I have always been fascinated with everything that rises up in the air. I could not imagine a topic more exciting than a duel of two fighter planes “Paths of Hate” was to be a poster-like film in its assumption; a short film that does not tell a story, does not analyze but shouts out an uncomplicated slogan that motivates a viewer to reflect for a moment. It was to be a piece of a larger story into which a viewer falls in the middle of the plot. 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 an uncomplicated illustration of one of humanity’s fundamental problems: a tendency for pointless hate will be an ideal choice for my “poster” short film.

### VISUAL/ARTISTIC CONCEPT

“Paths of Hate” is a film filled with spectacular and visually-attractive scenes of aerial fight scenes. In its construction, particular narration and, most of all, in its innovative and technically-advanced stylization of the images based on 3D graphics, it resembles an action comic book put in motion.

Having talked to Tomek Baginski I tried to set the world of “Paths of Hate” in a highly stylized artistic convention. In 2006 the first trailer was produced, it was at the same time a technology test. Comic-book stylization hit the nail on the head. I decided that the drawing-like line ideally fits the surreal duel scenes and gives the film freshness and distinguishes it from among photo-realistic 3D animations. – Damian Nenow

### PRODUCTION

The making of a ten-minute-long film turned out to be a far greater challenge than I had initially anticipated. The rapidly produced trailer and my previous film “The Great Escape” gave me an illusive conviction that a film about two planes in the clouds could be made quickly and painlessly without engaging a large team of people. I was very much mistaken.

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During the production of the film I underwent several stages in life. I did not manage to finish the film at first take – says Damian Nenow.

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## SOUNDTRACK

### MUSIC

“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. Nevertheless, I never expected a true rock hit to be created for my film. Almost a year before the works on the film finished, Jarosław Wójcik from the Genetix studio presented me with a working version of the music and the final song “Paths of Hate”. The song not only perfectly illustrates the narration and the dramatic aspects of the film, but also adds a completely new quality to it keeping viewers at the edge of their seats. A very important role is played by sound effects – Damian Nenow says.

The sound for “Paths of Hate” was being created for 3 months. It was a slow process as animation provides vast opportunities for sound.

In the conversations with the director we found out what his general expectations regarding specific elements and the sound were. When working, we used various sound effects. Those were sounds as obvious as plane engine sound, shots and ricochets but also specially transformed sounds of a chimpanzee or roars of wildcats – Maciej Tęgi says.

Thanks to the combined layers we could then freely manipulate the whole of the sound during the final recording – Jarosław Wójcik (Genetix Sound Studio) – Our priority, when it came to sound, was emphasizing the dynamic character and the pace of the picture and conveying the fury of main characters. We also tried to make the sound help viewers find themselves in the space they are being transferred to by the images which very frequently change very fast.

## AWARDS

### 2011

- KTR Polish Advertising Festival – Gold in the category: Illustration; subcategory: animation, computer games, web illustrations
- Magma Short Film Festival – Best Animation
- Dallas International Film Festival – Best Animated Short
- ÉCU: The European Independent Film Festival – Best Animation
- Visual Effects Society Awards – Nomination in the category: Outstanding Achievement in an Animated Short

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- Annecy International Animated Film Festival – Special Distinction
- SIGGRAPH Computer Animation Festival – Jury Award
- Mundos Digitales Animation Short Film Festival – Jury Award
- Mundos Digitales Animation Short Film Festival – Best Animated Short
- Anima Mundi – Best Film
- Comic-Con International Independent Film Festival – Jury Award
- Comic-Con International Independent Film Festival – Best Animation
- FatFilmFest International Short Film Festival – Special Distinction
- Concorso Film Festival – Special Distinction
- Imaginaria Film Festival – Best Animation
- Anifest India – Best Independent Professional Film
- SIGGRAPH ASIA Computer Animation Festival – Jury Award
- Asolo Art Film Festival – Best Film in the category: Video Art and Computer Art Film
- LINOLEUM Festival of Contemporary Animation and Media-Art – 3rd place
- Sapporo Short Fest – Best Non-Dialogue Film
- Anima: Córdoba International Animation Festival – Jury Award
- International Short Film Festival of Cyprus – Special Distinction
- ArtFutura – Best Film
- ViewFest Digital Movie Festival – Best Digital Visual Effects
- Multivision: The International Festival of Animation Arts – Best Visual Imagery
- 24fps International Short Film Festival – Best Sound Design
- 24fps International Short Film Festival Best Editing
- 24fps International Short Film Festival – Most Promising Filmmaker
- St. Louis International Film Festival – Best Animated Short

## 2012

- Irvine International Film Festival – Best Animated Short
- Chicon 7 Independent Film Festival – Best Animated Short

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## CREATORS

### DIRECTOR

#### DAMIAN NENOW - DIRECTOR

Born in Bydgoszcz in 1983. Graduated from the National Film School in Łódź with a degree in animation and special effects. Joined Platige Image in 2006.

Nenow directed three animated shorts, and each one was a very important step for the artist. "The Aim" (2005), created while Nenow was still in film school, was the first of his movies to receive an award. "The Great Escape" (2006) was screened at major international film festivals. "Paths of Hate" (2010) was short-listed for an Academy Award nomination, received a Special Distinction at the Annecy International Animated Film Festival, was honored at Comic-Con, the world's largest comic and video game festival and received the Best of Show award at the 2011 SIGGRAPH.

Damian directs advertisements and is often involved in various special projects. He directed "City of Ruins", a stereoscopic digital reconstruction of Warsaw destroyed in the course of World War II, which received the prestigious Muse Award in 2011.

Currently, Nenow is working on his first feature-length movie, "Another Day of Life", based on the eponymous book written by Ryszard Kapuściński. The film will be an innovative mixture of documentary and animation.

Selected filmography (short animated films - director)

- (2004) "The Aim"

- (2006) "The Great Escape"
- (2010) "Paths of Hate"

### PRODUCER

Platige Image is a vehicle for creative endeavors with 15 years of experience in creating stunning visuals and carrying out technologically advanced projects. Since our inception, we have combined film and advertising work with a strong passion for art, education, and entertainment. The company attracts and creates revolutionary ideas and innovations. The Platige team is made up of 150 professionals: directors, art directors, graphic designers, and producers. Our staff is very passionate about storytelling, that's why we constantly seek out new and original ways to shape narratives and experiment with new media.

The studio has been internationally recognized with over 200 awards and honors: our animated shorts received the Main Prize at the SIGGRAPH festival four times, they also received the British Academy of Film and Television Arts (BAFTA) Award. The studio was nominated for an OSCAR™, the Golden Palm at Cannes, and the Golden Lion at the Venice Film Festival.

### CREDITS

**DIRECTOR:** Damian Nenow

**SCRIPT:** Damian Nenow

**EXECUTIVE PRODUCERS:** Piotr Sikora, Jarosław Sawko, Tomek Bagiński

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**PRODUCER:** Marcin Kobylecki

**PRODUCTION MANAGER:** Marta Staniszevska

**3D GRAPHICS:** Jarosław Handrysik, Jakub Jabłoński, Rafał Kidziński, Bartłomiej Kik, Bartosz Opatowiecki, Kamil Pohl, Krzysztof Rusinek, Łukasz Skurczyński, Marcin Stępień, Piotr Suchodolski, Dominik Wawrzyniak

**EDITOR:** Damian Nenow

**IT:** Tomasz Kruszona, Piotr Getka, Łukasz Olewniczak

**MUSIC:** Jarosław Wójcik

**SOUND:** Genetix Studio, Maciej Tęgi

**SOUND PRODUCER:** Jarosław Wójcik

**MUSIC PERFORMED BY:** Jarosław Wójcik, Paweł Piechura, Ramez Nayyar

**VOCAL:** Radosław Zander

**MUSIC MIX:** Rafał Smoleń

**SOUND RECORDING IN DOLBY DIGITAL EX:** Tomasz Duksza, C.A.S., Maciej Tęgi, Jarosław Wójcik

**MASTERING DOLBY:** Tomasz Duksza, C.A.S.

**HEAD OF STUDIO 1 WFDIF:** Wojciech Hamer

**TECHNICAL SERVICE STUDIO 1 WFDIF:** Mieczysław Karwicki, Jan Kozłowski, Leszek Micewski

**HEAD OF FILM LABORATORY WFDIF:** Małgorzata Rogulska

**PRINT LABORATORY WFDIF:** Jarosław Migala, Jacek Cieśliński

**CO-FINANCED BY:** Polski Instytut Sztuki Filmowej

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