DAMIAN NENOW

PATHS OF HATE

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

A FIGHT. ONLY SCARS REMAIN - BLOODY TRACES, PATHS OF HATE...
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 Now 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 point-less 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 Now

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.
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.

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.

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

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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
• Animifest 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


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)
• (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 technically 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 Staniszewska
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 Dukszta, C.A.S., Maciej Tęgi, Jarosław Wójcik
MASTERING DOLBY: Tomasz Dukszta, C.A.S.
HEAD OF STUDIO 1 WFDF: Wojciech Hamer
TECHNICAL SERVICE STUDIO 1 WFDF: Mieczysław Karwicki, Jan Kozłowski, Leszek Micewski
HEAD OF FILM LABORATORY WFDF: Małgorzata Rogulska
PRINT LABORATORY WFDF: Jarosław Migala, Jacek Cieśliński
CO-FINANCED BY: Polski Instytut Sztuki Filmowej