

Synopsis

"One day an ancient one took his grandson out for a walk, when suddenly, out of no where, they came across two wolves in a fight to the death. . .the battle between the good wolf and the bad wolf--the same fight that goes on inside all of us. The one that wins is the one that you feed."

Wolf Dog Tales is an animated film that takes us through a series of stories inspired by ancient wisdoms of what animals teach us about respecting life.

Wolf Dog Tales

CONTACT

Wolf Dog Tales

info@wolfdogtales.com

575.737.8068 USA

WolfDogTales.com

Director Biography

Bernadine Santistevan

Bernadine was born and raised in a rural community in New Mexico where her family has lived for over 400 years after leaving Spain during the inquisition. The unique blend of her old, Cervantes-like Spanish culture and the Native American cultures of New Mexico is part of the inspiration for this film.

Prior to becoming a filmmaker and digital artist, Bernadine worked in venture capital. She studied engineering at Stanford University and finance at the Wharton School of Business.

Faux Sand Painting Animation

This original animation technique was created for *Wolf Dog Tales* using a variety of innovative concepts. A brief description is included below.

Stop Motion Sand Animation

Animated wolves were created by stamping silhouetted wolf impressions onto a sand surface. The silhouettes were first animated traditionally in 2D. From this, stills were exported to a file and used to produce acrylic laser cutouts. The wolf cutouts were stamped in the sand and shot using a stop motion program. To address the issue of undesired movement in the background sand surrounding the silhouettes, the stop motion recordings were imported into a 2D program and mats were cut around them, compositing the stop motion into a 2D environment.

Sand Painting Animation

An animated sand painting illusion was created by compositing video recordings of several layers of multi-colored sand. Video recordings were used instead of still photographs to give an enhanced life-like impression to the animation not readily attained using still photographs. The animation was drawn traditionally in a 2D program on a Cintiq tablet. Once the animation was completed, the colors were split into separate layers. Each layer was then converted into a mat and inversed, creating a "window" into a designated layer of pre-recorded sand. A slight blur effect was applied to each layer prior to merging them together to create the final touch of faux animated sand paintings.

Wind Erosion Animation

An animated wind erosion effect was created by rotoscoping a video recording of an actual sand painting that was blown away by a blast of compressed gas. This video recording was analyzed frame-by-frame and used as a reference to create drawn erosion elements. These elements were composited onto a background layer of a second video recording of sand blowing away to reveal the film's title card.

Runtime: 6:40 minutes
Aspect ratio: 16:9
Release date: June 2012

for Paco Sosa

Credits

Bernadine Santistevan, writer, producer, director
Igor, animator

cast

- Larry Fessenden, voice of Wolf Dog
- Bernadine Sosa, woman's voice

live-action crew

- Begonia Colomar, color grading/visual effects
- Douglas Forbes, camera & lighting
- Bernadine Santistevan, editing

post-production sound

- Tom Efinger, sound supervisor/mixer
- Abigail Savage, sound design
- Jeff Seelye, additional sound design/mixing
- Eric Gitelson, additional sound design
- Paul Vitolins, dialogue editor
- Eric Gitelson, foley recordist
- Shaun Brennan, foley artist
- Alicia Loving, producer

music

- Robert Mirabal, music
- Dean Parker, music supervisor
- Bryan Smith, recording engineer/music editing
- Bernadine Santistevan, music editing
- Robert Mirabal, flutes, percussion, didgeridoo & vocals

special thanks

Healy Foundation of Taos

Key Crew & Cast Biographies

Igor, animator

Igor is an Emmy Award winning animator/designer classically trained at Zagreb Film school of animation. A recent example of his cutting edge animation projects is *Stickman*, which he developed for the internationally acclaimed techno illusionist, Marco Tempest. *Stickman* has been presented at numerous venues across the globe, including the World Economic Forum at Davos.

Robert Mirabal, music

Robert is a 2 time Grammy Award winning music artist residing on the sacred mountain of Taos Pueblo. When he's not living a traditional life, Robert can be found performing around the world in venues such as New York's Lincoln Center and Washington's Smithsonian.

Larry Fessenden, voice of Wolf Dog

Larry is an icon in the New York independent film community. An award winning writer, director and producer of numerous films, Larry is also a character actor, working with directors such as Martin Scorsese and Jim Jarmusch.

Begonia Colomar, color grading/vfx

Begonia is a visual effects and color grading artist originating from DreamWorks and Electronic Arts. Her credits include blockbuster films such as *A.I.*, *Minority Report*, *Shrek* and *Day After Tomorrow*.

Tom Efinger, sound supervisor/mixer

Tom's extensive contributions to the art of sound over the past 15 years include working on several acclaimed films featured at festivals such as Sundance, Toronto and Cannes.

Select Honors & Awards

Anecy International Animated Film Festival

Official Selection, 2012

World Premiere

Comic-Con International Film Festival

Official Selection, 2012

Winner, Best Animated Film

ASIFA East

Animated Film Award, 2012

Winner, Excellence in Writing

Montreal World Film Festival

Focus on World Cinema, 2012

Premiere, Canada

Bilbao International Doc. & Short Film Festival

Official Selection, 2012

Premiere, Spain