

CHRYSALLS

DIRECTED BY INA CONRADI | MARK CHAVEZ ANIMATION, VFX, STEREOSCOPY BY CRAVEFX

MUSIC & SFX BY IMBA INTERACTIVE TIBETAN TRANSLATION & VOICE OVER BY TSONDUE

ACKNOWLEDGMENT: ACADEMIC RESEARCH FUND TIER 1 MINISTRY OF EDUCATION SINGAPORE, NANYANG TECHNOLOGICAL UNIVERSITY SINGAPORE



NANYANG
TECHNOLOGICAL
UNIVERSITY



CRAVEFX



CHRYSAIS

COUNTRY OF PRODUCTION
SINGAPORE

TOTAL RUNNING TIME
7:03

YEAR OF PRODUCTION
NOVEMBER 2016

COLOR/B&W
COLOR

ORIGINAL FORMAT
STEREOSCOPIC 3D ANIMATION - /24FPS

GENRE
FANTASY, ART, CGI, SURREAL,
EXPERIMENTAL, ABSTRACT,
STEREOSCOPIC 3D ANIMATION

ACKNOWLEDGEMENT

Academic Research Fund Tier 1 Ministry of Education Singapore,
Nanyang Technological University Singapore Project Title : Immersive Animated Canvas: Merging
New Media Art And Technology For Immersive Cinema And Visualization Experiences - RG79/14,
01/11/2014- 31/10/2017

ABOUT THE FILM

Chrysalis is a tale of personal struggles and endurance. The film is based on an old legend about the butterfly's struggles to evolve. A symbolic metaphor of rebirth after death, Chrysalis reflects the ongoing fascination with a human innate drive to survive. From light to dark, from death to life, from down to up, from vast to inner workings of the mind, Chrysalis is revolving around life's purpose, seeking enlightenment, and understanding of metaphysical. The CGI animation has mono and Stereoscopic 3D rendered version.

FILM WEBSITE

<http://chrysalisthemovie.com>

ABOUT CRAVEFX

CraveFX was started from a want to achieve the impossible. The goal of the studio is to create and fulfil every desire, world, character, object, and reality that the mind can summon, strive to push creativity and technology to the limit, with revolutionary graphics solutions that transcend expectations and break with tradition. CraveFX is not simply a post-production facility – they are a full-fledged animation, motion graphics and visual effects studio in Singapore capable of carrying project from concept all the way through to final render. CraveFX animation studio has produced visualisations, 2D and 3D animation, infographics, visual effects, motion graphics, and augmented reality applications.

LIST OF AWARDS

- Emerging Enterprise Award OCBC - Best Innovation Award
- Vimeo - Vimeo Staff Picks for "A Brief History of Time"
- NDP 2016 - Principal Partner



ABOUT IMBA INTERACTIVE

IMBA Interactive is a Singapore-based sound design studio that is set on creating awesome audio for interactive media. We create original sounds, noises, music tracks, and voice work and implement them into end-products such as games, videos and installations. We pride ourselves with a strong understanding of interactive audio and game development processes. Founded in 2013 by the alumni of the Singapore-MIT GAMBIT GameLab, IMBA has since contributed sonically to over forty game titles for the PC, Mac, Playstation, iOS and Android platforms. IMBA has received several awards recognising Excellence in Audio from the Independent Games Festival (IGF) and CasualConnect.

<http://www.imbainteractive.com>
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INA CONRADI DIRECTOR, PRODUCER

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Ina Conradi is an award-winning new media artist, living in Singapore. Ina has presented her works at the New Media Film Festival, the 67th Edinburgh International Film Festival, HollyShorts Film Festival, 3D Stereo MEDIA Liège, Women 3D directors Paramount Studios Hollywood, FMX Conference on Animation, Effects, Games and Transmedia Stuttgart, 3D Beyond Festival ZKM, Ars Electronica Festival, Siggraph Asia Hong Kong. Her 3D animated film "Elysian Fields" (2013) won 14 international awards.

Currently Associate Professor at the Nanyang Technological University Singapore, her recent community-forming project features fully integrated, intelligent multi-media art display. Ina holds Master's of Fine Art from UCLA.

FILMOGRAPHY

"Elysian Fields" (11:00), director/producer, 2013 Singapore <http://www.elysianfieldsfilm.com/>
"Le Phénomène Atmosphérique" (9:00), director/producer, 2011 Singapore <https://vimeo.com/45236972>
"Emotion Study" (9:26), director/producer, 2010 Singapore <https://vimeo.com/46398056>
"Dreams" (4:37), director/producer, 2008 Singapore <https://vimeo.com/28801311>



MARK CHAVEZ CO-DIRECTOR

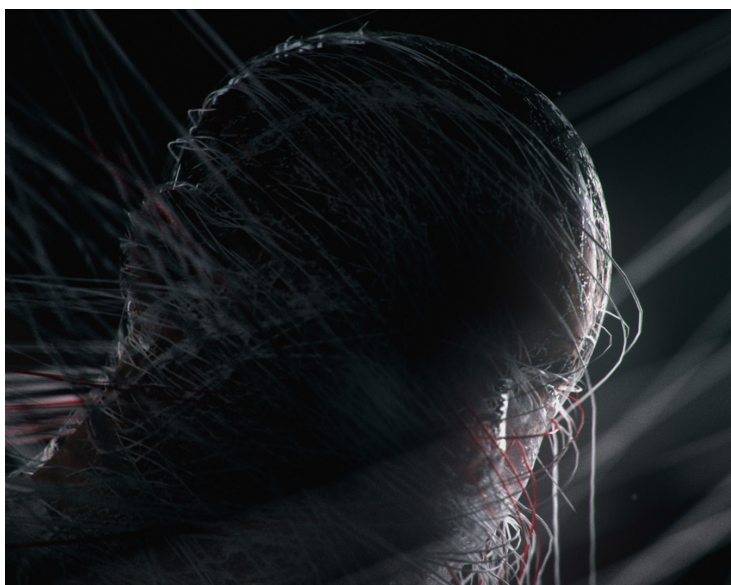
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Mark is an award winning animator, artist, educator and entrepreneur who has developed systems and techniques for animation in many different media including laser light at LaserMedia Inc., (1980), broadcast television at Tokyo Broadcasting System (1990), Triple A games at Acclaim Entertainment, (1993) and feature films. Recruited by DreamWorks SKG (1995), he worked on visual effects for a number of their fully animated films. At the original Rhythm and Hues Studios in Playa Vista (2002), where he worked on visual effects for numerous big budget, award winning live-action films. Animation industry veteran and founding faculty at Nanyang Technological University's School of Art, Design and Media's Digital Animation area he is currently based in Singapore, founder of Giant Monster Inc. consulting on Ed Tech start-up on games, animation and working on public art installations that focus on realizing contents that benefit humanity.

DIRECTOR'S STATEMENT

Chrysalis is my fifth short film. The idea for Chrysalis started in 2014. I wanted to follow up the abstract and surreal structure of my earlier film, Elysian Fields (2013) and to continue developing the story about life and death, the theme of perseverance, metamorphosis and immortality. Going through emotionally tough times personally, I wanted Chrysalis to install hope and to reflect on many topics such as life's purpose, the meaning of the universe, human desire to explore, the inner workings of the mind, consciousness studies, seeking enlightenment, understanding metaphysical, handling emotional pain and defeat. However the metaphysical quickly expanded to topics such as evil, dehumanisation, totalitarian governments, and environmental disasters.

The production started in 2015 March in tight collaboration with co-director and animation veteran, Mark Chavez, founder of Giant Monster, animation, arts and game company and with Joshua Tan founder of CRAVEFX- the best VFX studio in Singapore. Work on the film was conducted parallel to their hectic production commitment to other commercial projects over the period of a year and a half. The sounds and music were done by IMBA Interactive, led by Jeremy Goh.



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<http://www.cravefx.com/>
hello@cravefx.com



CRAVEFX TEAM (L-R): Davier Yoon, Poh Ziqun AK, Khoo Siew May, Yang Sishuo, Khoo Yihui, Mandl Cho, Joshua Tan



IMBA INTERACTIVE TEAM (L-R): Lee Sing Huey, Lee Sing Ern, Sharon Kho, Jeremy Goh, Gwen Guo