

# Kaghati

PRESS KIT

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HEIDI HUSBAND  
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ALYSSA LEE  
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ABBY SPENCER

NATHAN HUSETH  
LAURYN KURNIAWAN  
MATI GAVASHELI

LORENA DA SILVA  
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CHRISTIAN RODRIGUEZ  
AGATHA TIARA CHRISTA  
STEVEN NELSON



# CONTENTS

About <i>Kaghati</i> .....	Pg 3
Logline.....	Pg 4
Synopsis.....	Pg 4
Film Stills.....	Pg 5
Fact Sheet.....	Pg 7
Teaser Trailer.....	Pg 7
Meet the Crew!.....	Pg 8
Full Credits.....	Pg 10
Extra Media.....	Pg 11
F.A.Q. ....	Pg 14





# ABOUT KAGHATI

*Kaghati* in essence is a story about discovering your cultural roots and finding connection in distant familial relationships. In 1997, a German researcher, Wolfgang Bieck, traveled to Muna Island in Southeast Sulawesi, Indonesia, for an international kite flying competition. There, he stumbled upon cave paintings that were later determined to be the world's first recorded kite in history – Kaghati Kolope. This is where our film is set; where Grandpa Ridwan Angkasa resides and makes a living as a traditional kitemaker.

When Ridwan's granddaughter Alya visits, leaving the big, fast-paced city that she knows as home, she shys away from the awkward communication between the two of them and clings onto her toy plane – what she knows and is comfortable with. The film's themes reach audiences who might have also grown up away from a traditional sense of home, and the kites are symbolic of coming of age freedom. We often get so caught up in our future goals and are constantly moving forward, but *Kaghati* highlights the importance of looking back, deepening our understanding of our origins.

Our team came together in quite an unconventional way. From all corners of the world, meeting entirely online, we simply wanted to create a small passion project that was visually aesthetic and would leave an emotional impact. This team was truly dedicated to giving vocal feedback and detailed notes, pushing each other to keep improving and produce the best quality work. Hopefully, Alya and Ridwan's spark inspires viewers to regain that child-like joy – perhaps even through the simple moment of flying a kite.

- Amanda Jayapurna and Stanley Soendoro  
Co-Directors



Visual Development | Alyssa Lee



## LOGLINE

A young girl visits her grandfather's home in rural Indonesia for the first time, and through exploring the kitemaker's craft, she dives into her cultural roots and discovers a new, exciting way to connect.



## SYNOPSIS

*Kaghati* is an adventure 3D animated short film with a touch of magical realism. It explores the relationship between Ridwan Angkasa (grandfather) and Alya Angkasa (granddaughter), and how they are able to connect through flying traditional Indonesian kites together. The story begins with Alya visiting her grandfather's house in Muna Island for the first time. She entertains herself with her remote controlled toy plane. It runs out of battery so she hurriedly searches around the house, looking for a charging port. Suddenly, she stumbles into a unique and peculiar room. Entering while focused solely on her target power outlet, she climbs up the garage workbench and just as she is about to plug the controller in, a glint of a kite that resembles her toy plane catches her eye. She is absolutely fascinated with the kite and immediately grabs it off the wall and attempts to "fly" it using her best judgement. Ridwan walks in carrying a lapa-lapa snack to bring to her, sees her trying to maneuver the kite and chuckles at this sight. He puts down the plate and picks her up to teach her how to properly hold the spool. He opens the garage door, letting the wind into the garage and all of a sudden the kites flutter and swirl around them. In this moment of awe, the two of them step outside to marvel at the incredible sight.



# FILM STILLS





# FILM STILLS








# MEET THE CREW!



 Jakarta, Indonesia


## **Stanley Soendoro | Co-Director, Lead Animator & Story**

Halo! I'm Stanley, a 3D character animator currently pursuing my bachelor's degree at SCAD. Born and raised in Jakarta, Indonesia, I have always been intrigued by my home country's rich and diverse culture. Creating *Kaghati* has given me the privilege to share some of Indonesia's culture with my (super talented) team members from all around the world. Throughout the journey, I also got to discover some new things myself, which is very fitting to our film's theme of discovering and appreciating one's cultural roots! Telling a story that revolves around Indonesian elements through animation has been in my bucket lists ever since I fell in love with this medium, and little did I know back then that I will be checking it off real soon. I can not thank everyone enough for bringing *Kaghati* to life - from the amazing artists I got the pleasure to work with, to our friends and family with their constant love and support for this project since day one.

## **Amanda Jayapurna | Co-Director, Lead Lighter & Story**

Hey! I'm Amanda, a Lighting and Look Development VFX artist at SCAD. Indonesian by nationality but born and raised in different countries, I developed a deep fascination with the unique subcultures that emerge from the accumulation of different social groups and traditions. I have always dreamed of one day creating my own story with a female, Southeast Asian lead that people like me could resonate with and feel represented in mainstream media! I have truly grown along with this film both artistically and (like Alya!) with understanding my identity and it has been an absolute pleasure to work with this incredibly dedicated team to bring what was originally just a spontaneous idea to a project so special to me today.



 Bangkok, Thailand



 Viborg, Denmark


## **Andreas Smidt | Lead Character Modeler**

Hello I'm Andreas and I like to create characters in 3D. I'm from Denmark and I just started studying Computer Graphics Arts at The Animation Workshop. This project has been a really cool experience. It started out as a small doodle project but quickly grew into a massive collaboration project. I have learned a lot about working in a pipeline, how to collaborate with other people and how to stick with a single project for a really long time. We have been working on this for well over a year and I am so proud of everyone how they have managed to work on this film while maintaining school, work, social life etc. It is freaking incredible! This is my first time working on an animated short film and the thing that surprised me the most is how much file management there is. We have spreadsheet upon spreadsheet and everything is in order down to every single frame. Also it was cool to do a lot of modeling, especially the characters.



### **Alyssa Lee | Lead Visual Development Artist**


Hi! I'm Alyssa, an illustrator concentrating on visual development for animation. I'm from Columbus, Ohio and currently live in Savannah, Georgia for school at the Savannah College of Art and Design. Since I can remember, I've loved to draw. I started collecting the "Art of" books from all of my favorite animated movies in middle school, and my fascination has never gone away. *Kaghati* is the first collaborative project I've been a part of where I've had the ability to design a world through visual development. The team did a fantastic job of interpreting my art into reality throughout each step of the process. It has been an honor to work with such a great group of people.

 Gahanna, Ohio

### **Nathan Huseh | Lead Rigger**

Hello! My name is Nathan Huseh. I am a 3D rigger and technical artist. I am originally from Wright, Wyoming, and graduated from Savannah College of Art & Design with a BFA in technical animation. Working on this film and with the crew has been a phenomenal experience. I could not have asked to work with a more skilled and dedicated team of artists! My work for the film centered around character rigging, and I was responsible for creating and maintaining the rigs for both characters. Rigging is a fun and technically challenging job, and it was great working through the process with the team's support. In addition to rigging the characters, I was able to help out with cloth simulation for the kites and a few prop models. This film has brought together many brilliant people from all over the world to achieve an excellent short film. This project has been a pleasure to work on, and I have enjoyed getting to know the fantastic people who have contributed to the project's success!




 Wright, Wyoming

### **Lorena Da Silva | Lead Look Development & Social Media**

iHola! I am Lorena, a 3D Artist with a focus in texturing and look development from Panama. Coming from a Visual Effects background, working on this project has helped me understand realism mixed with detail and simplicity, and I've had so much fun getting to know and work with such talented people! Seeing how we built this idea from scratch and carried it until the very end, reminds me it has been a wild ride especially because we started and finished the project during a pandemic, completely virtual. I love how all of our ideas and opinions were always heard and introduced in the project, making us feel like a family.




 Panama City, Panama

### **Christian Rodriguez | Lead Technical Animator, Simulation & Grooming**

Hello! I'm Christian, a 3D artist with a focus in character simulation set up, grooming and technical animation. I am from New Jersey and I graduated from Savannah College of Art & Design. It was amazing to get to work with everyone on this film, and it was really cool that along the way I got to meet new people from my school and from around the world. In my position I kind of had a part at the beginning of the pipeline, middle and end, and it was really cool to work with other departments and get new fresh opinions on my work. I think that's one of the many things that make this film special. The fact that we all come from different parts of the animation pipeline and from around the world, so everyone was able to give amazing feedback and perspectives to make the film better.



 Elizabeth, New Jersey



## Lauryn Vania Kurniawan | Music & Sound Design

Heyo! I'm Lauryn Vania Kurniawan, and I write music for films, animations, ensembles and orchestras, seeking to combine the best of music and cinema with my own expressivity and imagination. I am a classical trained pianist in my final year of study in the Hong Kong Baptist University with a full scholarship from HKSAR Belt and Road Indonesia majoring in music composition and minoring in film and french. I was born and raised in the culturally rich country of Indonesia and so composing the score and sound designing *Kaghati* has been a very fun and heart-warming process for me as it is deeply close to my beloved cultural roots.

📍 Jakarta, Indonesia

## Agatha Tiara Christa | Animator

Hello! My name is Rara. I'm an animator from Indonesia, currently studying in Savannah College of Art and Design pursuing a BFA degree in Animation and minor in Storyboard. I love learning about people's cultures and being able to contribute in *Kaghati* is the greatest gift I could get. I always get goosebumps every time I realize that I'm surrounded with amazing artists from all around the world. It's an honor to be able to work with them and to see my own culture being represented on screen. I hope to collaborate with everyone again in the future.



📍 Jakarta, Indonesia



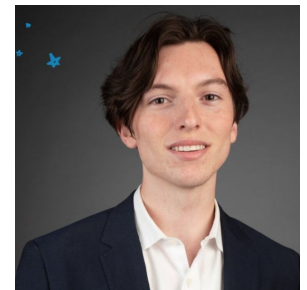
## Heidi Husband | Animator

Hello! I'm Heidi Husband, and I am studying 3D character animation at Savannah College of Art and Design. Family is very important to me, so I couldn't help but love the pitch for this film. Over the past few years I have fallen in love with animation and its ability to connect and inspire. *Kaghati* did exactly that: bring people from all across the world together for what has turned out to be an incredible project. This team is insanely talented, and I cannot wait to see where each of our passions take us in the future.

📍 Portland, Oregon

## Ross Wiseman | Animator

Hi there, my name is Ross Wiseman! I'm currently a student at the Savannah College of Art and Design studying 3D Character animation and minoring in storyboarding. Telling stories through art has always been my passion, I love learning about the world around me, specifically about other cultures and ways of life. When I'm not busy animating, I enjoy spending time with my younger brothers, trying new foods, making drawings of my friends or playing lacrosse here at SCAD.



📍 Cincinnati, Ohio



## Maddie Weathers | Animator

Hello! I'm Maddie, and I'm a 3D animator. I'm originally from Oregon, but I am currently working in the VFX industry in Montreal, Quebec. When I was studying at SCAD, I had the amazing opportunity to work with this team on *Kaghati*. It was amazing to see such talented people from all over the world come together to bring this film to life. I really hope to cross paths and work with everyone again in the future.

📍 Salem, Oregon



## Maansi Sunkara | Production Coordinator

Hello there! I'm Maansi Sunkara, an aspiring producer and graduate from the Savannah College of Art and Design. I love to advocate for diversity on and off-screen in animated film/television as I grew up to a lack of representation. Being a part of the team behind *Kaghati* was an amazing experience and a wonderful opportunity to work with a talented group of creatives who pushed the limits when it came to all aspects of the production and pipeline.

📍 Dayton, Ohio

## Abby Spencer | Technical Animator, Simulation & Grooming

Hey there! I'm Abby, a CG character artist with a focus in CFX. I'm originally from Washington State, and earned a BFA in Animation and an MFA in Visual Effects at Savannah College of Art and Design. I've been involved in multiple student led productions, serving as a director, producer, and character artist. Collaborating on *Kaghati* provided me a unique and enlightening opportunity to work with an incredibly dedicated group of artists. I learned so much from this production and the people involved; I'm very grateful to have been a part of this beautiful project.



📍 Seattle, Washington



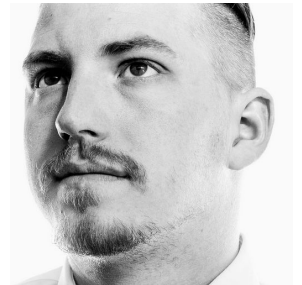
## Iván M. Benítez | Lighter & Compositor

Hi! I am Iván M. Benítez Sanz, I am a Lighting and compositing artist from Madrid, Spain. I've been working for over a year as a lighter and compositor in the animation industry. It's been a pleasure to work alongside an amazing team of talented artist from all over the world. When I first saw *Kaghati's* concepts and first LookDev tests I fell in love. That's why I feel really lucky to have been able to work on it and help to create the mood for the short film through light and color!

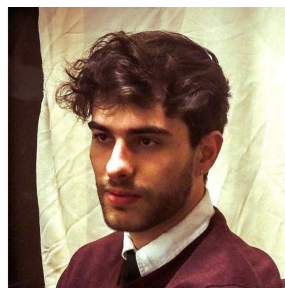
📍 Madrid, Spain

## Steven Nelson | Environment Artist

Hello, I am currently finishing up my last quarter at SCAD for Visual Effects. As a SCAD student, I have had the opportunity of working on many different works specializing in Houdini FX, environments, and Lighting. Before going back to school to pursue a degree in visual effects, I was a freelance motion graphics designer working on episodic and full-length documentaries and corporate videos.



📍 Atlanta, Georgia



## Mati Gavasheli | Graphic Designer

Hello, I am a Georgian American Designer, that specializes in Identity design. I recently graduated from RISD with a BFA in Graphic Design and Working on *Kaghati* was a great opportunity to create a typography for the title that suited the film's aesthetics and background. Everyone was super talented and a joy to work with! Thank you!

📍 Madison, New Jersey



# FULL CREDITS

## Directed By

Stanley Soendoro & Amanda Jayapurna

## Visual Development

Alyssa Lee

## Storyboards

Nathan Huseh

Amanda Jayapurna

## Layout

Stanley Soendoro

## Animation

Stanley Soendoro (Lead)

Agatha Tiara Christa

Heidi Husband

Ross Wiseman

Maddie Weathers

## Props Technical Animation

Nathan Huseh

Stanley Soendoro

## Title Graphic Design

Mati Gavasheli

## Producers

Maansi Sunkara

Stanley Soendoro

Amanda Jayapurna

## Character Modeling

Andreas Smidt

## Asset Modeling

Lorena Da Silva

Nathan Huseh

Amanda Jayapurna

Christian Rodriguez

Andreas Smidt

Stanley Soendoro

## Character Technical Animation

Christian Rodriguez (Lead)

Abby Spencer

## Voice Actors

Keira Mananta (Alya)

Carissa Kiandra (Alya)

Lynn Sherman Husband (Ridwan)

## Music & Sound Design

Lauryn V. Kurniawan

## Music Performance

Ho Kwan Nok Alex

## Rigging

Nathan Huseh

## Look Development

Lorena Da Silva (Lead)

Amanda Jayapurna

## Lighting & Compositing

Amanda Jayapurna (Lead)

Iván M. Benítez

## Rendering

Amanda Jayapurna

Maansi Sunkara

## Ext. Environment Assembly

Steven Nelson

Lorena Da Silva

Andreas Smidt

## Special Thanks

Savannah College of Art & Design Cyril Kenzo Surya Atmadja

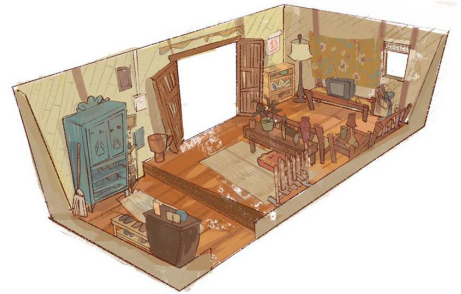
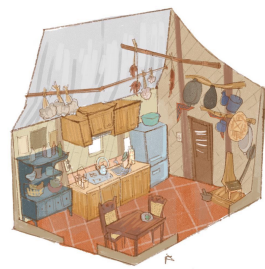
Hong Kong Baptist University Fidelis Kei Surya Atmadja

Peak Boredom Podcast Dionisius Christian Arnandi

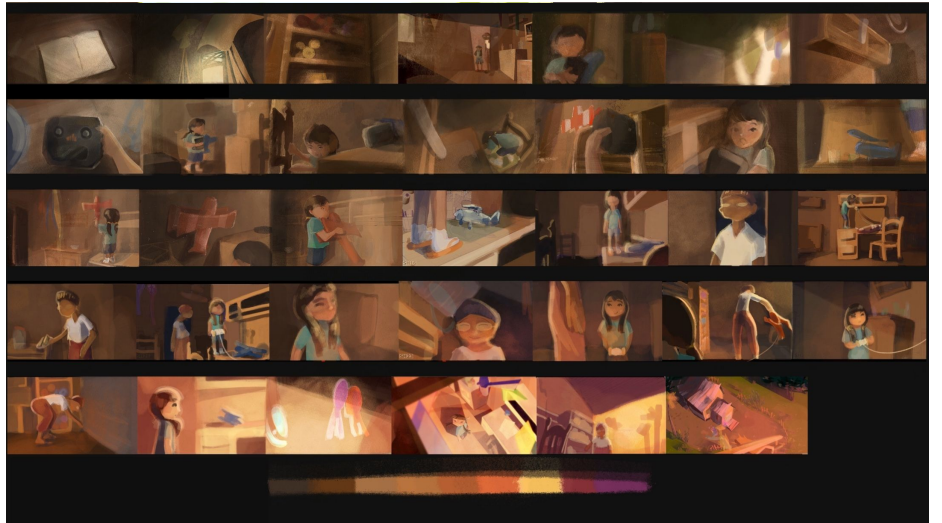
Professor Joe Pasquale Priscilla Layarda

Mason Smigel Jessa Alfajardo

And to all our Friends & Family!



Artwork on this will be in the left-panorpic

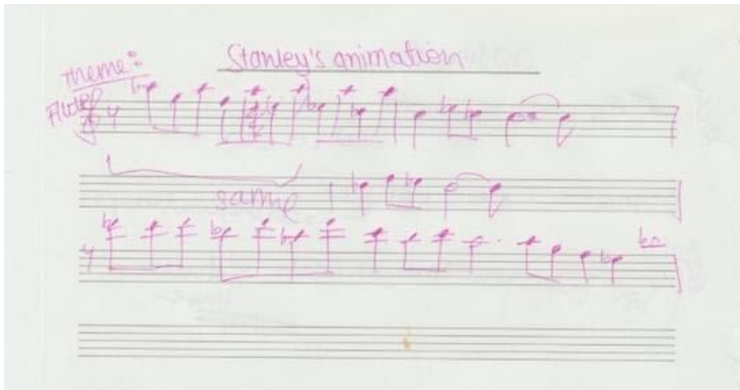
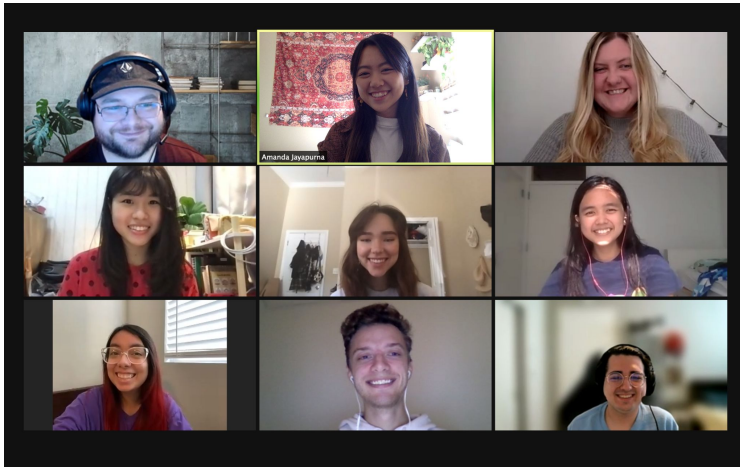


DAFTAR MENU	
<b>HIDANGAN UTAMA</b>	
Nasi Liwet	
Soto Betawi	
Kwetiau Goreng	
Rawon	
Nasi Goreng Spesial	
<b>SAMPINGAN</b>	
Sate Ayam	
Ayam Betutu	
<b>CEMILAN</b>	
Tahu Goreng	
Bakwan Jagung	



Visual Development | Concept, Color Keys, Props Graphics





Behind the Scenes | Crew Zoom Photo, Character Expression Sheets, Music Recording



# F.A.Q.

## **How did Kaghati start?**

It all began with a giant rolling snowball. Stanley had posted a simple animation test on Instagram that showed off Blender's rigid body and dynamic paint feature. Andreas, a 3D modeling freelancer from Denmark, happened to come across this post randomly which sparked a conversation between the two to collaborate together on a small project! Then, with the news of a global pandemic on the rise, they realized there was more time to grow the team to create something more complex and emotionally impactful, leading to the start of the addition of more and more team members from across the world, connecting simply through shared posts and usernames. It was an amazing opportunity to hear about everyone's hometowns and really made the quarantine time feel less socially isolating.

## **What were some inspirations for the film?**

For style inspirations, we primarily looked at the Disney/Pixar sparkshorts and aimed for the classic Pixar look with slightly stylized models paired with more hyper-realistic textures and physically-based lighting. Story and concept-wise, it was a mix of Amanda's upbringing experiences with flying to Indonesia once a year to visit what was supposed to be 'home', as well as a poem which Stanley came across titled *Layang-layang Ungu (A Purple Kite)* by Joko Pinurbo. This poem has themes of how kites, along with the wind and thread, represent familial bond and has directly influenced *Kaghati*. Ridwan's character was even named after Stanley's late grandfather in real life.

## **How does this film stay true to Indonesian Culture?**

Perhaps the most fun aspect of making this film involved adding easter eggs wherever possible that only people with Indonesian families would understand fully. From including all the common household staples like *kecap bango* (sweet soy sauce), *sambal ABC* (chili sauce), old chinese paper calendars, cheap plastic stools, etc, to subtle behavioral and physical traits like Ridwan's batik head wrap and how Alya is wearing socks with flip flops after running around outdoors – you would be caught dead before entering a house with outside shoes on!

## **What does Kaghati mean?**

*Kaghati* literally means 'kite' in the Muna language spoken in Southeast Sulawesi Province in Indonesia where the film is set. *Kaghati Kolope* is believed to be the oldest kite in the world, as it is depicted in cave paintings on Muna Island dating back to 9500-9000 years B.C. It is made entirely from natural materials, including dried *Kolope* leaves, bamboo skin and twisted pineapple fibres. *Kaghati Kolope* is large and sturdy and can stay flying in the air for up to a week! Ancestors of Muna people flew them as a spiritual way to reach God – the ropes are cut to let them fly freely by wind, guiding the owner's soul to the sky.

## **What were the biggest challenges of creating this film?**

The biggest challenge was that our production was 100% remote. From continuously running out of Google Drive storage and going over our weekly SyncSketch limit, to the headache of arranging virtual meeting times with members in 5 different time zones! Rendering was the second beast—with 90% of shots with hair simulation in xgen creating glitchy frames, we had to get creative and be very patient with solving each issue case by case. Technical nonsense aside, trying to keep the bond of a team together through zoom had its own set of challenges and we tried our best to host game nights or have calls where we just got to know each other better outside of work. Despite all this, it certainly made this collaborative experience a highly memorable journey and an amazing learning opportunity.

-The *Kaghati* Team

