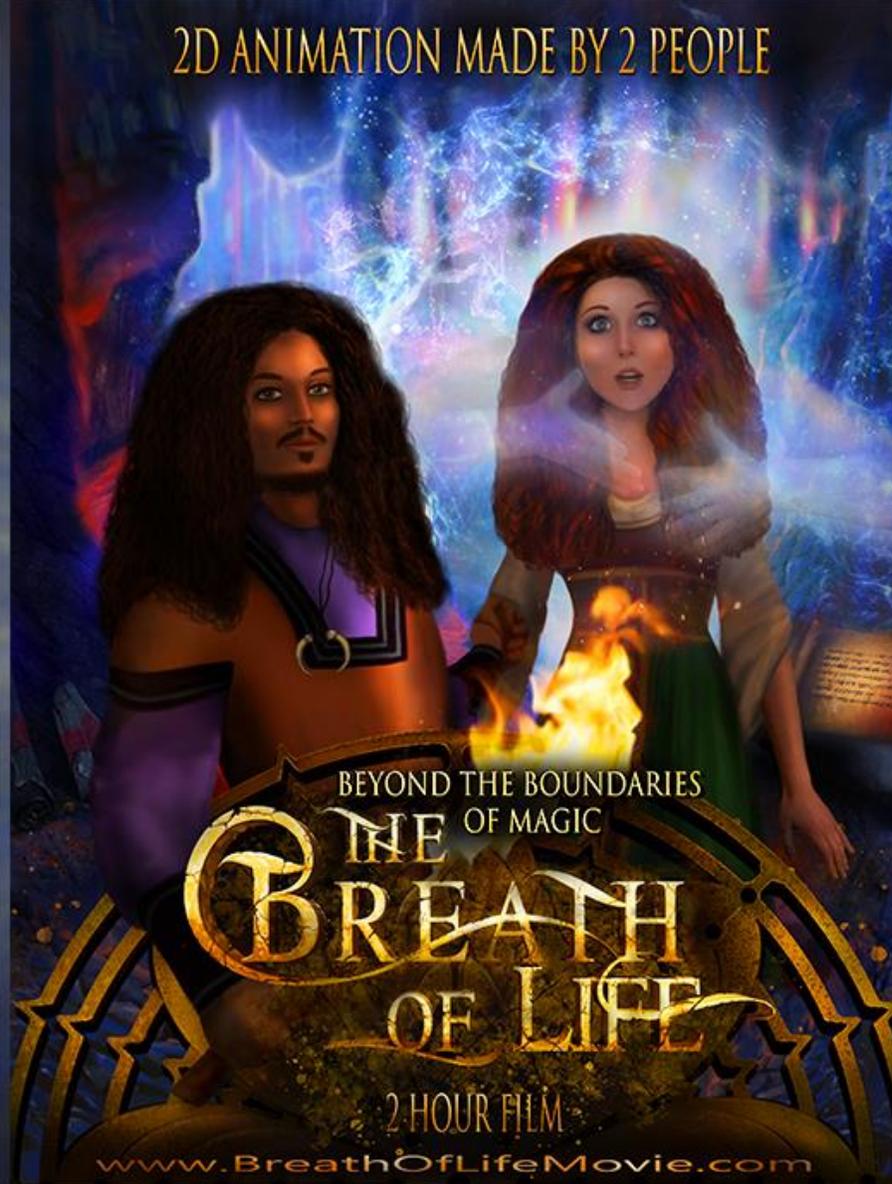


2D ANIMATION MADE BY 2 PEOPLE



THE BREATH OF LIFE

Running time.....120 min
Genre.....Fantasy
Rating.....R13: due to implied violence
Year.....2020
Language.....English
Country of Origin.....United States
Format.....1920x1080, 25fps,16:9
Contact.....breathoflifemovie@gmail.com
Official website.....www.breathoflifemovie.com
Official Facebook.....www.facebook.com/breathoflifemovie
Watch our Trailer on YouTube.....<https://www.youtube.com/watch?v=FpXRKbLjFRY&t=69s>

SYNOPSIS

A young girl, Mila, is haunted by the secrets of her dead father, by his discovery of an ancient force that could create a new dawn in the world. Yearning to get answers, she dares to go on a reckless adventure with a stranger, an enemy to her nation, called Varlahm. Varlahm needs Mila's help - her unusual, powerful magic and deep knowledge, to figure out an enigmatic ancient object, the Wheel of Life. Mila is enchanted by the same mystery while the Wheel of Life is the only clue that she has connected with her father's secret discoveries.

The story develops in the world of magical nations and the situation is critical. Constant discord between the nations prevent them from uniting against the main tyrant, Magi of Passion, who are well on their way to conquer the world and convert it into a living hell.

What makes the situation even worse is a dying nation without magic - the Cursed. Their most miserable existence in the underground caves is pure suffering and in the last desperate hope to survive, they steal the magical nation's Scrolls of Wisdom, leaving the others without knowledge.

Varlahm, the young mage that Mila runs away with, is obsessed with discovering a hidden past and is undertaking a lot of research in the caves of the Cursed.

Magi of Passion see a big threat to their plans in what he might discover and would do anything to get rid of Varlahm. This fact makes Mila's reckless adventure with him even more dangerous.



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DIRECTOR'S BIOGRAPHY

ANNA GERASIMOVA



Anna is a professional linguist with over ten years of teaching and managing experience. It was a tough choice of a career, because cinema always had a special place in her heart. When the time came to decide which University to enroll in, Anna realized that in Saint Petersburg (Russia), the city of theaters, there's just too much competition, and her cinematic ideas might never have a chance. With that in mind she had to go for more pragmatic interests, to study world economy

and languages. But as you might very well guess, she still secretly held this passion to make her own movies. In her free time, she couldn't help but write a fantasy story and have a blast developing different characters. It wasn't so difficult to find a director who would believe that the story has potential, but finding an investor was always the real sticking point.

When Anna met Arthur Herring, the co-producer of this film, a professional artist who became enchanted by the story, they had an idea to make a book with colorful, high quality, detailed illustration.

Unfortunately, the modern hectic life wouldn't give them a chance to do it even after getting married.

Years later, in the U.S.A. they finally had the opportunity and made a decision to create something like a "video illustration book", a "motion graphic novel". Constant inspiration and excitement of telling a story gave them the energy and confidence that they can learn every basic aspect of making their video as they go. And then, when the story board was ready and Anna and Arthur were about to start their animation adventure, came the big twist in production. Anna's realization that she could actually learn to animate the characters, make them move slightly and talk, was life changing. That was the point when she finally understood that she can really make her dream come true – to make a film, a simple animation, but still – a film.

Now, with everything she learned making this movie, including art, video, audio editing, music scoring and voice acting, she is more confidently coming up with ideas for new bigger projects. Nothing is impossible if you break it into small steps and stay consistent.

DIRECTOR'S STATEMENT

Creating this story, I was guided by my passion for languages and history.

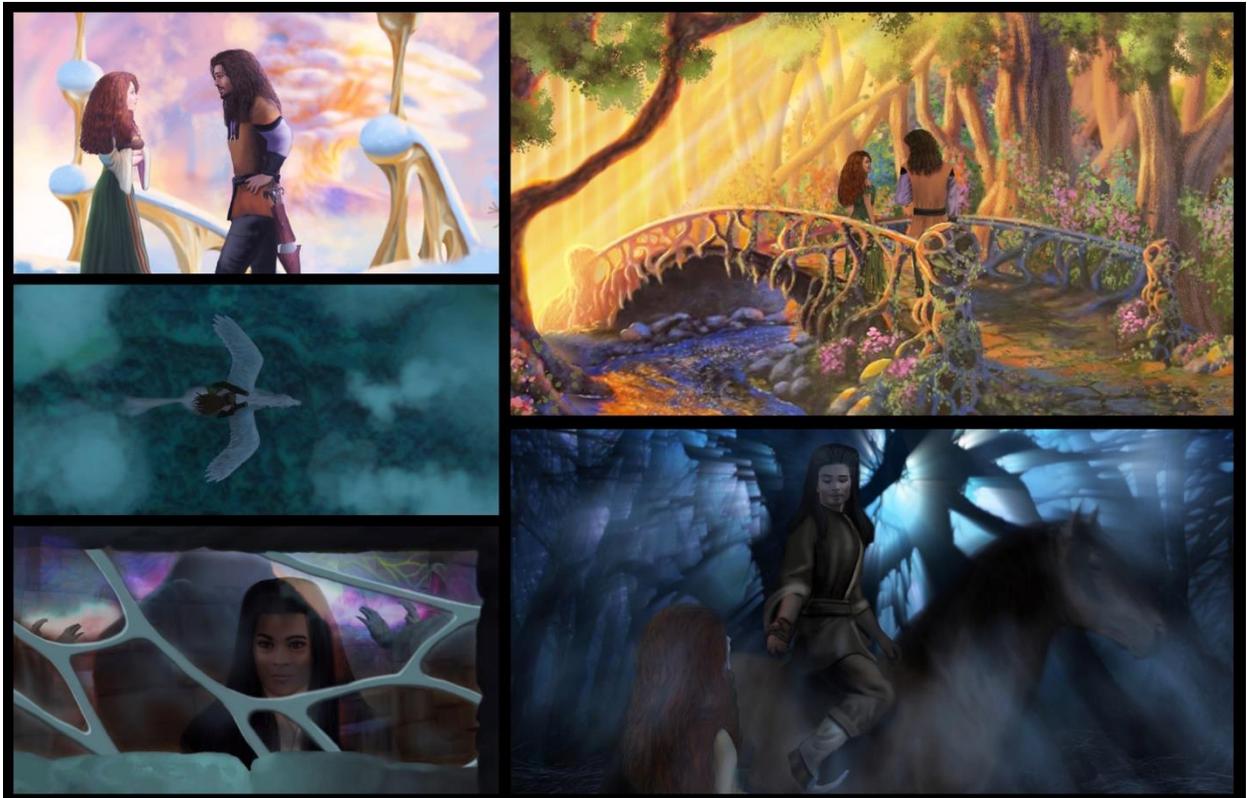
You can see some correlations of the magical nations in the film with actual nations of our past. As I was forming the plot, a huge inspiration came from researching different views on historical facts, contradictions of established conclusions about world history, misinterpretation of ancient writings, etc. At first, the film that I had in mind was more of a historical fiction with some fantasy elements. But digging deep into the enigmas of early cultures and facing mystery after mystery, I kept transforming the story into more and more of a magical tale.

Making this vast and epic story in our intimate home production studio had its advantages. There were no boundaries in expressing our ideas that we wanted in the film through any medium: dialogues, art, animation, music, or sound effects.

When writing the music I was trying to help the viewer experience various aspects of the story that didn't make it into the dialogues or animation. In this small production we weren't able to make the magical nations speak different languages (as originally intended), nevertheless, I tried to create a distinct cultural flavor in each musical theme for the nations and characters.

Drawing and painting each character, each expression with my hand (unlike vector cartoon animation) gave me a chance to focus on the subtleties of emotions, hoping to portray how I originally imagined the characters would feel in a given situation.

Although I keep a humble attitude for the simple kind of animation that we've made, I still believe with all my heart that there's never been a story quite like this.



ARTHUR HERRING

CO-PRODUCER, ARTIST & ANIMATOR



Arthur Herring is a visual artist with years of professional experience in both fine art and digital art. A significant part of Arthur's career was spent creating murals in different areas of USA, Russia and Norway. A number of his paintings found their homes in various countries of Europe as well.

Arthur produced the concept art and finished animation for this project, while incorporating Anna's characters into the scene.

Being a professional Painter and Digital Artist, he was able to use this experience for the visual-environmental work and a new artform to himself, Animation. Digging into Adobe After Effects, he has found a new love in what he calls "Moving Art". He endeavored to produce the best quality experience one animator could produce in the course of a couple years, learning along the way.

You'll hear Arthur as the voice of "Varlahm", as well as "Sherapont". He jokes "I apologize for that, and our lack of budget to hire more real actors". Arthur has also contributed toward foley sounds, sound effects, motion graphics and voice casting.

PRESS RELEASE

NEW ERA FOR FILMMAKING: FIRST FEATURE FANTASY FILM BY ONLY 2 PEOPLE

“The Breath of Life” is a 2-hour fantasy animation made by 2 people, Russian linguist Anna Gerasimova and an award-winning artist Arthur Herring, a husband-and-wife team. It’s an epic adventure, evolving into a richly creative world following its own unique laws. It has a big love story both in the film, and behind the scenes. The compelling plot is generously laced with humor and resolves into an unexpected twist at the end.

“WOW! - is in fact an understatement for the monumental feat you have achieved,” says Aryan Saha, award-winning writer, international movie producer. “Two people making a two-hour film. This is incredible, it is something nobody else would have done. I have seen numerous dreams (of aspiring filmmakers) die within months of failure, it takes great determination, patience and perseverance. What makes it even more special is the fact that you two were not even filmmakers before or possessed the desired skillset, experience and technical knowhow of animation or music. I am really out of words.”

The development of this epic story from within the intimate home production studio was challenging but exciting. And the outcome of three and a half years of intense work, study and creativity is an animated film which is different from most others: it’s like an illustrated storybook that came to life. Each character is ornately “hand painted” with an intended focus on emotions, which makes them more human and stand out from standard flat cartoons.

“Beautiful visuals!” says Christopher Cronyn, Hollywood producer (“Bad Boys”, “Heat”). “The trailer really excites me, and I can’t wait to see the full production!”

Arthur’s professional and rich artistic experience in both fine art and digital art is clearly seen in the beauty of each elaborately created scene. His early Motion Graphic and Animation achievements have already inspired other artists to develop their skills as well and to expand into new platforms. Which brings us to the **most important point here.**

It's a dawn of a **new era in movie making** - people are making movies from home, not waiting for a producer to share in the vision and invest into it. Anna and Arthur learned most of the skills for free online. This can give others confidence that there are ways in the modern world to make their dreams come true, create their own animated features. How many people have screenplays collecting dust on the shelf...? “The Breath of Life” 2D animation is an example that could encourage creators to take a chance and have their stories be seen in the world.

“I think this makes a great customer success story” says Dan Tull with Adobe Character Animator team. “A 2-person team taking on a full-length animated feature is pretty amazing”

Additions behind the scenes.

Anna had written the script years prior. When Anna and Arthur just barely met, Arthur saw Anna's drawing and a description of the main character for the first time, he said: “I relate to this guy! He is so much like me!” His physical appearance, obsession with mysteries, interest in forces of nature and weather was just like this character – Varlahm.

Arthur's website at that time was called truthseekerart.com (now in someone else's hands) and the Truth Seeker is a fundamental role of Anna's story.

With these and so many other incredible parallels they kept finding about the story and their real life - they just had to make this movie happen.



CREDITS

C R E W

Director.....Anna Gerasimova
Writer.....Anna Gerasimova
Producers.....Arthur Herring, Anna Gerasimova
Environment Art & Animation.....Arthur Herring
Character Art & AnimationAnna Gerasimova
Special EffectsArthur Herring
Original Music..... Anna Gerasimova
Film Editor..... Anna Gerasimova
Sound Effects..... Arthur Herring
Sound Editor..... Anna Gerasimova

C A S T (Voice Actors)

Anna Gerasimova.....“Mila”, "Rosalia", "Agnia", "Mila's Mother", "Fortune Teller", "Mage of Music",
"Mage of Inanimate Nature", "Children”
Arthur Herring.....“Varlahm”, "Sherapont", "Sacrifice", "Mila's Father", "Mage of Dreams”
Adam Behr.....“Gorday”, "Leif", "Truth Seeker", "Mage of Animals", "Mage of Sunlight",
"Mage of Inanimate Nature", "Guards", "Corpse", "Pegasus Rider”
Noah Logan.....“Irinarkh”, "Ninjas”
Dimitry Rozental.....“Vladimir”
Alexandra Green..... “Aravella”, "Mage of Animals”
Zoe Zhao.....“Muse”
Josh Merrell..... “Bikenti”

