

From the creators of **Gus**

A HONEYDEW STUDIOS FILM

LEVARE

FULFILL YOUR SOUL



www.levarethefilm.com

LEVARE

An animated short film about what would happen if death came to take a soul that could carry itself into the afterlife.

Title

Levare |le-VAH-re| a Latin verb meaning "to lift or raise"

Controlling Idea

Death is no tragedy when we have a fulfilled soul.

Premise

What would happen if death came to take a soul that could carry itself into the afterlife?

Synopsis

Very Short

An elderly inventor and his mechanical bird friend are attacked by a ghostly giant raven and struggle to escape its fury.

Short

An elderly inventor and his small mechanical bird friend, powered by a magical gemstone, live in an art deco house on a cliff in a mountainous fantasy world. They are attacked by a ghostly giant raven and struggle to escape its fury.

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Synopsis (continued)

Long

An elderly inventor, Valentino, lives in a stunning art deco house perched on the side of a cliff in a mountainous fantasy world where his latest creation, a flying machine, remains incomplete and gathers dust. He shares his home with a small mechanical bird he created, named Alida, who springs to life at dawn when her heart, a magical white gemstone, is lit by direct sunlight. One day, they are attacked by a ghostly giant raven, Libitina, and struggle to escape her fury.

Medium

Levare will be produced using 3D Computer Graphics, which is the dominant medium for animation today. It is used by many successful animation studios, including Disney, Pixar, and Dreamworks. It combines the rich texture and lighting of stop-motion animation, with the fluidity and detail of hand drawn animation, and allows dynamic effects impossible with any other medium.

Levare will not be in stereoscopic 3D.

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Characters



Valentino Ferrari
Elderly Italian Inventor

A “Da Vinci” of his time, Valentino is a multi-faceted artist, scientist and aviation pioneer. He has lived a long, full and happy life, but his aging body is starting to fail him.



Alida
Mechanical Hummingbird

Made from timber, metal and cloth, Alida is a mechanical hummingbird powered by a magical white gemstone. She is feisty but adores her creator.



Libitina
Death Incarnate

A goddess of death, Libitina takes the form of a ghostly, giant raven. She is merciless and ferocious, and has only the desire to take souls into the afterlife.

Crew



Andrew Martin

Director, Writer, Producer

Andrew studied fine arts at university and pursued an interest in animation and visual effects. Since graduating, he has focused his efforts on animated film production, founded Honeydew Studios and completed his directorial debut with the award-winning animated short film *Gus*.

"I've never been so excited about an idea. Levaré has it all. It's going to be awesome."

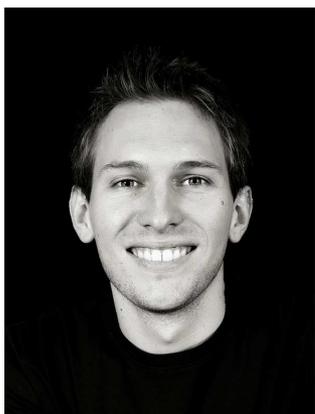


Laura DiMaio

Co-Producer

Laura has been a key part of making some of the world's most popular animated series such as *Fireman Sam*, *Angelina Ballerina*, *Pingu* and *Bob the Builder*. She is currently a freelance producer working on a variety of animated projects for TV, online and games.

"I'm looking forward to seeing Valentino come to life – he's such a wonderful, peaceful character."



Luke Madsen

Writer

Luke lives in Melbourne, Australia, and predominantly writes for film when he is not moonlighting as a freelance journalist, and university tutor. He writes with the earnest hope to leave an audience feeling their lives hold the potential to be just a little spectacular.

"Epic and humble, thrilling and sweet, Levaré is so much more than an animated film!"

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Crew (continued)



Nathan Geppert

Concept Artist

Nathan spent much of his youth drawing different worlds and characters, and getting lost in his imagination. His obsession with illustration led him to a career in the creative industries, producing concept art and illustrations for TV, games and film. His client list includes Disney, Warner Bros. and THQ.

"Levare is a powerful & enchanting tale deserving to be told."



Renée & Aidan Martin

House Design (NITID Architecture & Interiors)

Renée & Aidan studied architecture at the University of Queensland. Having worked together for over twenty years, their experience ranges from industrial buildings to Australian Fashion Week runways, with clients' commissions benefiting from their complementary skill set.

"Levare offers a unique opportunity in designing a house that has no rival in reality. It's very exciting!"

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Crew (continued)



Pearce Hoskinson

Storyboard Artist

Pearce is a storyboard artist & filmmaker based in Brisbane, Australia. He studied animation & film, discovering storyboarding as the perfect combination of his passions. He produced the award-winning film *Photo Booth*, & juggles personal projects & freelance storyboarding for film & TV.

"Thoughtful & exciting, Levare is a project I'm honoured to be a part of."



Mike Chavez

Creative Consultant

Mike is an animator, storyboard artist, painter & director. He studied animation at the Queensland College of Art & worked as an animator for Disney & Warner Bros. on numerous projects for feature film animation & TV. His credits include *Ren & Stimpy*, *Space Jam*, & *The Iron Giant*.

"Levare is a solid piece of work and a story Miyazaki would be proud of!"

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Concept Art



Burrone dell'Anima

Concept Art by Nathan Geppert

Levare's mighty gorge, set in a fantasy world based on the Italian Alps.



Valentino Ferrari

Concept Art by Nathan Geppert

Levare's elderly inventor, featuring his mechanical bird friend Alida.

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Concept Art (continued)



Libitina

Concept Art by Nathan Geppert

Levare's ghostly giant raven; death incarnate.

More artwork is available for viewing by request in the Restricted Gallery at
www.levarethefilm.com

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History

2004

While studying animation, I became obsessive about making a list of any ideas I thought had potential for developing into stories for animated films.

As my first animated short film *Gus* went into production, I took a short story writing class as an opportunity to develop my next one. I looked to my list for inspiration. At the time, "elderly craftsman/jeweller" and "ornithopter flying machine" were two that appealed to me, but only after a viewing of *Ghost*, did a controlling idea and premise emerge. The idea for *Levare*, which was known as *At the Hour*, was born.



2005

I completed my fine arts degree, but not *Gus*, which became a much larger project than I anticipated. It was put on hold as I took on freelance work and tried to give my animation career some momentum.

I continued developing story ideas, including *At the Hour*. It didn't develop much. I merely addressed some criticisms the short story received. I knew the idea was strong, but I wasn't sure how to make the most of it.

Career opportunities turned out to be few and far between, and as the year came to a close, I decided I would put *Gus* back into production.

2006

Gus became my priority, and I took on teaching work at a university. I kept adding to my list of ideas, but found my thoughts were often drawn to *At the Hour*.

It wasn't long before I started to get excited about *At the Hour*, creating pages of ideas that may be useful, but I refused to start a new production until *Gus* was completed.

Little did I know, *Gus* would take many more years to complete.

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History (continued)

2010

As production finally came to a close on *Gus*, I had accumulated dozens of pages of notes for *At the Hour*, which became known as *Levare*.

I knew *Levare* would be my next animated short film, but I wasn't sure whether I wanted to jump straight into another production, focus on character animation, have a break, or change my career to something much more sensible!

I would make my decision after *Gus'* premiere.

2011

After *Gus* premiered, it didn't take long to decide to start work on *Levare*.

I spent a few months going through all my notes, and writing *Levare* from scratch. It changed a lot, and was looking promising. I was getting very excited. After an outline was written, I turned it into a treatment so I could share it with friends, family and colleagues. The response was overwhelmingly positive.

I continued to make improvements based on the feedback I was receiving, and by the end of the year was making plans to start Pre-production.



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History (continued)

2012

After my experience producing *Gus*, I knew I needed a crew this time. I put the word out for a writer, concept artist and producer.

I enlisted the help of writer Luke Madsen to write the screenplay, who turned my “to-the-point” treatment into a rich detailed story, concept artist Nathan Geppert to turn the screenplay into works of art, and bring the world and characters to life, and producer Laura Di Maio to take the reins, and keep my feet on the ground with invaluable no-nonsense guidance for getting *Levare* made.

2014

Since starting Pre-production, we’ve received a lot of praise for the work we’ve produced, and have a lot of artists expressing interest in working on *Levare*.

We have a great story, exceptional talent and a lot of drive in this production. We just need the means to gain momentum and make a bee-line to the finish line.

Andrew Martin
Director, Writer, Producer

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Honeydew Studios



Honeydew Studios was founded by Andrew Martin in 2009. The company's primary goal is to produce animated films, of which *Levare* is the second, however, Honeydew Studios also provides a wide range of 2D and 3D Computer Graphics services, such as Illustration, Product Visualisation and Visual Effects.

Information about services and upcoming productions is available at
www.honeydewstudios.com

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