

RÉŽIA | DIRECTOR >> Martina Saková

NÁMET | STORY >> Martina Saková

SCENÁR | SCREENPLAY >> Silke Schulz

CHARAKTEROVÝ DESIGN |

CHARACTER DESIGNER >> Richard Sako, Martina Saková

HUDBA | MUSIC >> Martin Kleinmichel, Marackesh, Audiokollektive

STRIH | EDITOR >> Martin Kleinmichel, Robert Polewski

PRODUCENT | PRODUCER >> Martin Kleinmichel

VÝROBA | PRODUCTION >> Projector23 [DE]

KOPRODUKCIA |

CO-PRODUCTION >> FilmFrame [SK]

VÝŠKA ROZPOČTU | BUDGET >> 135 000 €

PLÁNOVANÁ PREMIÉRA |

EXPECTED RELEASE >> leto 2011 | Summer 2011

MINUTÁŽ | RUNNING TIME >> 15 min.

FORMÁT | FORMAT >> 35 mm

KONTAKT | CONTACT >> FilmFrame

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>> Projector23

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SLOVAK
AUDIOVISUAL
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• Visegrad Fund

HEAVY MENTAL

HEAVY MENTAL | HEAVY MENTAL

ANIMOVANÝ – V POSTPRODUKCII

ANIMATED – IN POST-PRODUCTION

Heavy Mental je pilot k rovnomennému 3D animovanému seriálu a online browser hre. Je to príbeh o troch kamarátoch – Xénii, Maxovi a Gustavovi, hovoriacej ovci, a o ich ceste cez nebezpečnú pred-pubertu. Hoci sú to len decká zo základnej školy, majú už typické problémy tínedžerov. Zvonenia mobilov, psychiatri, genetickí výskumníci, depresívne mamy a iné vplyvy okolia sú príčinou toho, že im čoraz viac „šibe“. Ale aj keď sa všetko uberá tým najhorším smerom, našťastie sa predsa len všetko dobre skončí. Trom kamošom sa darí úspešne riešiť ich problémy a samozrejme popri tom vytvárať nové, na čom nezmenia nič ani tie najlepšie rady ich rodičov.

Heavy Mental is a pilot to an animated series and online browser game. It is a story about three best friends – Xenia, Max and a talking sheep Gustav, about finding their way through a dangerous period of their pre-adolescence. Although they are just ordinary school kids, they have their typical teenage problems. Mobile phone ringtones, psychiatrists, genetic researchers, depressed moms, and other influences from their surroundings cause the poor kids to become more and more crazy. Although it seems that everything is going the wrong way, eventually it all turns out well. The three friends solve their problems, but simultaneously create new ones, and not even the best suggestions of their parents can change this.