

Ibiscusmedia in association with Pixel Cartoon present:

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# MILA



WWW.MILAFILM.COM

**250**  
Artists

**25**  
Countries

**1**  
Goal

a film by  
**Cinzia Angelini**©

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## Mila Technical Specs:

**Runtime:** 9' min

**Aspect Ratio:** 2.35:1 - 2K

**Language:** N/A musical piece

**Date of Completion:** June 2016

**Technique:** 3D animation

**Softwares:** Autodesk Maya, SolidAngle Arnold,  
The Foundry Mari, Nuke, Adobe Photoshop, Premiere, After Effects



### About the film:

Artists from all over the world are currently working together to create an animated short that presents the under-reported collateral damage of War, the youngest civilians, as its theme. While it is rare that animation takes on serious, complex matters such as War, we believe animation is the perfect medium to tell a story such as this. The tragedy of military conflict unfortunately did not end with the children of World War II. Too many children today continue to suffer from the ravages of war in many places around the world. It is their current plight that moves us to take action. This is a war story not centered on armies, soldiers, Generals, or battle plans. It is a story of the often overlooked, and rarely mentioned civilians, the children.

### About the Production:

Working together for over five years, the Mila team developed into a virtual studio, which runs successfully via email, Google Docs, phone, Skype, Slack, Box and many other methods. Using these, we achieve a high level of communication as we keep track of assets, tasks, and maintain the production pipeline for all departments. When working with a team that spans across several time zones, there are many challenges that must be overcome. But thanks to the passion, and great effort of each and every crew member, we are all inspired, even driven to see this project through to completion.



### About the Team:

The Mila team is comprised of four core groups - U.S.A, Italy, Mexico, and United Kingdom. Professional artists in Italy, Australia, India, France, Belgium, Russia, Indonesia, Malaysia, South Africa, Australia, Argentina, Brazil, Spain and more contribute in a variety of ways. In all, we have grown to a crew of about 250 – a remarkable group of artists volunteering their time and talent towards this common goal.



### **Mila's director explains:**

"Mila is set in my hometown, Trento, Italy, and is the story of a girl and two women, caught in the bombing of Trento in 1943. I want to show the impact that conflict has on the innocent civilians, and especially, on their children. Most of all, I seek to celebrate their strength, resilience, and the hope that they cling to as they fight for their very survival. This girl, now woman, who inspired me to create this movie, was a child of WWII. She is also my mother."



### **Synopsis:**

"Mila" is the story of a little girl who loses her family during the war in Trento, Italy. Thanks to a young woman who comes to her rescue, Mila survives a devastating bombardment and takes cover in the woman's house. Mila clutches the last remnants of her past, a worn-out hat and a tattered Carousel ticket, in her hands. In the house she finds comfort in a hidden rocking horse, and music box. Both elicit memories of her mother at the Carousel, and sparks Mila's imagination. As the woman mends what she can of Mila's hat, the bond between them is cast. The woman and girl survive the war-torn night, and emerge the next day to witness the beginning of the end of the War. Confronted with their losses and drawn together through their ordeal, they find salvation in each other and the new life they then build together.







### About the Director:

**Cinzia Angelini** has worked as an animator and story artist in feature productions for more than twenty years. She began the American chapter of her career at Dreamworks, followed a path that would lead to collaborations with all of the major studios in Hollywood, and is now a story artist at Illumination Entertainment. Her work includes "Prince of Egypt", "Eldorado", "Spirit", "Sinbad", "Spider-man 2", "Open Season", "Meet the Robinsons" and "Bolt", the "How to train your Dragon" and "Kung Fu Panda" DVD specials, as well the Universal Theme Park ride for Despicable Me, "Minions Mayhem". Her most recent work includes "Minions", and several other feature productions coming soon.

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### About the Producer:

**Andrea Emmes** has been in the entertainment industry for over twenty years as both a performer and in production. Starting in theater, she began her career as a singer/dancer at Walt Disney World, Universal Studios Hollywood, Trinity Arts Center, as a choreographer for "Little Kids Dance Party", casting/production assistant for "Making the Band: O-Town" and then finally made her way to Los Angeles, CA. After a couple of years working in the video game industry as a production coordinator for Bento Box and game designer for Disney Interactive, Andrea now spends her time as producer for "Mila" and working as an Audiobook Narrator.





### **Executive Producer:**

**Valentina Martelli** is an Italian television journalist, screenwriter, director and executive producer. In Italy, she has worked as a reporter and anchorwoman for Italian National Television. She went from hosting the Daily News for Children, to becoming a war correspondent and reporting on the conflicts in the former Yugoslavia.

In the U.S. she founded an independent production company, IbiscusMedia, Inc., that focuses on international documentaries, films and television series. She is currently a correspondent on camera, as well as an executive producer, and splits her time between California and Italy.

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### **Executive Producer/VFX Supervisor**

**Valerio Oss**, Freelance VFX supervisor, digital compositor & visual FX artist, with great experience as a 3D generalist and animator. Valerio has had a great amount of success in the industry and is currently working on some amazing projects such as working as compositor and VFX artist at UnionVFX, London - UK working on the feature film "Harry Potter and the Deathly Hallows", "127 Hours", "Black Sea", Davinci's demons and so many more projects. For about 15 years he has been director, animator and graphic artist for his own company, Pixel Cartoon ([www.pixelcartoon.it](http://www.pixelcartoon.it)), doing works such as 3D animation, animations and comics for Walt Disney Company Italia, Marvel Comics, videogames production, software development, video editing and compositing. 3 years of collaboration with "Bozzetto Produzione Film" in Milan (Italy), one of the best animation production companies in Italy, starting as an in-betweenner, then as an assistant animator for commercials.



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### **Executive Producer:**

**Andy Gahan**, Video Game Producer, started in the games industry in 1992 as a Junior Artist for Digital Image Design. Progressing to Lead Artist, Andy developed flight simulators and military training systems, until the studio was bought by Infogrammes in 1998. Andy has thrived as an Art Director for Lightning Interactive and Art Manager for Evolution Studios where he worked on some of the later World Rally Championship games on PlayStation 2, then Producer, Outsource Manager and then Senior Development Manager, where he worked on the 3 MotorStorm games, for PS3. Now Andy is Managing Director for The Pixel Bullies which specializes in game development for the iPhone and iPad and is Executive Producer for Mila.



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Artists

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**Fondazione Cassa Rurale di Trento** - [www.fondazionecassaruraleditrento.it](http://www.fondazionecassaruraleditrento.it)

**Baraboom! Studios** - [www.baraboomstudios.com](http://www.baraboomstudios.com)

**SolidAngle** - [www.solidangle.com](http://www.solidangle.com)

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**Egnyte** - [www.egnyte.com](http://www.egnyte.com)

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**Timbuktu** - [www.timbuktu.me](http://www.timbuktu.me)

**Stay Nerd / Stay Nerd Production** - [www.staynerd.com](http://www.staynerd.com)

For more informations please visit

[WWW.MILAFILM.COM](http://WWW.MILAFILM.COM)



# MILA CREW

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Valerio Oss  
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Ricardo Velarde

TEXTURE SUPERVISOR  
Cesar A. Montero Orozco

LIGHTING SUPERVISOR  
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LOOK DEVELOPMENT SUPERVISOR  
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