



MILA



A short film by Cinzia Angelini



under the patronage of



ITALIA



Logline

With little more than imagination, and a touch of humanity, a young girl manages to survive war, and discover hope.



Synopsis

“Mila” is a war story from a child's perspective. It was inspired by vivid stories the director's mother often told her of World War II. In the film, the character of Mila represents the best of humanity. Although she has lost everything - her family, her house, and her peace - she still clings to hope. With little more than hope, her humanity and her imagination, Mila manages to have a profound impact on others, including an inconsolable stranger who saves her.

MILA 

Film tech sheet

original title: **Mila**

year of production: **2020**

countries of origin:

USA/Canada/Italy/United Kingdom

running time: **18:20**

language: **No Dialogue**

animation technique: **CG animation**

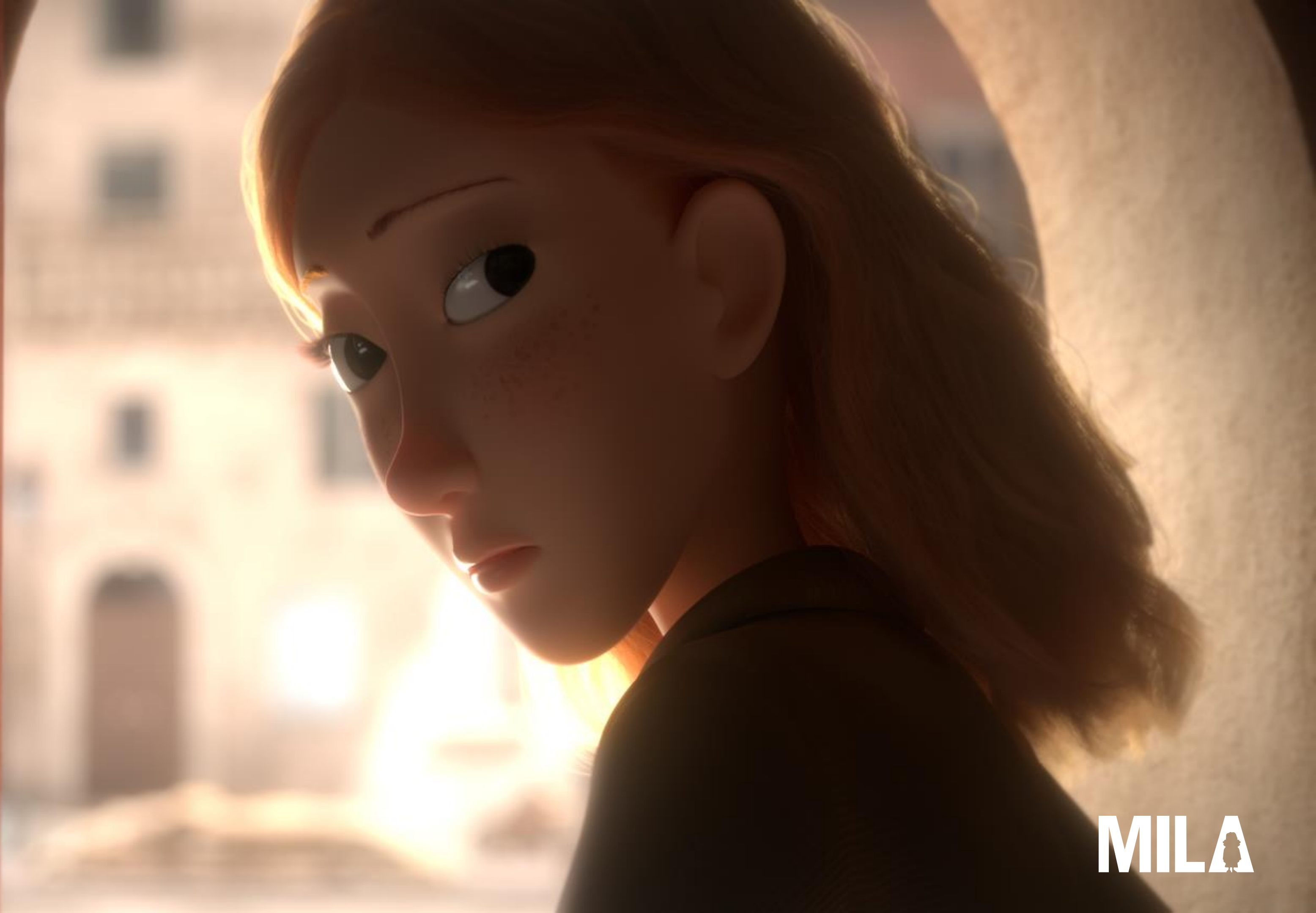
format: **DCP, ProRes**

speed: **24 fps**

video ratio: **2:39:1**

color/black & white: **Color**

sound: **Dolby Digital 5.1**



MILA 



Music

While the film is inspired by true events that occurred in Trento, Italy, in 1943, Mila represents all children, in any war, of any time. The decision was made not to have dialogue in order to create a film that speaks to everyone. To that end, it seemed natural to rely on the universal language of music. Much like the art direction, the musical score brings emotion, and underscores the film's philosophy. The story is about more than just this little girl. It's about the indomitable human spirit that manages to transcend almost any tragedy, or circumstance, even in the face of the hopelessness and improvidence of war.

MILA 

Director's statement

Today, children continue to suffer the ravages of conflict in many places around the world. Their current plight is what moved me to take action. While it's civilians who are the first to be hit, it's their children that are the last to be remembered. My wish is that "Mila" could be seen by as many people as possible, to help promote a societal shift in our understanding of what the real, long-term, *generational* cost of war is. If "Mila" could change even one decision-maker's mind about going to war, then all our efforts will have been worth it.

What I wanted to show with this film is the strength and resilience that kids have, even when they are alone, abandoned and lost. I'm convinced that animation can be exploited as a vehicle for more meaningful messages.

Hollywood might applaud socially relevant features, but it still views animation as essentially little more than "entertainment." But it's so much more powerful than that! It has such potential to affect fundamental change in how we approach each other, how we deal with societal challenges. Especially now, we need to exploit that potential as much as we can.

Cinzia Angelini

MILA 



Director's Bio

Originally from Italy, Cinzia moved to Los Angeles in 1997 and has worked as a 2D/3D animator and story artist for studios like Dreamworks, Disney Animation Studios, Warner Brothers, Sony Imageworks, Illumination Entertainment, and most recently, Cinesite. Her work includes "Balto," "Prince of Egypt," "Eldorado," "Spirit," "Sinbad," "Spider-man 2" (Best Visual Effects Oscar Winner, 2005), "Open Season," "Meet the Robinsons," "Bolt," "The Minions Movie", "Despicable Me 3", "The Grinch," and "Abominable." She recently presented her talk "Bridging cultural diversity through the magic of animation" to a worldwide audience for TEDx, in the U.S. and again in Italy. Cinzia is currently at Cinesite directing one of the studios' upcoming feature films.

The horror and pain of war has always befallen the most vulnerable, especially the children. It is up to us to secure peace, the only key to freedom, and allow children to grow up in a fairer world. It's a right for every child.



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A Worldwide effort

“Mila” was produced thanks to the heroic efforts of an international team of 350 volunteers from over 35 countries.

Through a unique, world-wide online collaboration that included scores of volunteers and sponsors, PepperMax Films, Pixel Cartoon, IbiscusMedia, Aniventure and then culminated in substantial support from Cinesite, we were able to complete the production.

This innovative, wildly successful, cooperative effort in making this short, proves that we’re onto something.

350

ARTISTS

35

COUNTRIES

1

GOAL

Co-Producers



Credits

Full credit list

writer/director
Cinzia Angelini

producer
Andrea Emmes

executive producers
Cinzia Angelini
Valerio Oss
Andy Gahan
Valentina Martelli

*executive producers/
cinesite*
Peter Nagle
Antony Hunt
Dave Rosenbaum
Tamara Boutcher
Tara Kemes
Warren Franklin
Adam Nagle

executive producers
Maria Angelini
Rachelle Lewis
Steve Muench
Sita Saviolo

associate producers
Adel Nur
David Strass
Iris Streicher

original score composed by
Flavio Gargano

storyboard
Emanuela Cozzi

editors
Tim Denin
Valerio Oss
Ellery VanDooyeweert

art directors
Alexandra Kavalova
Richard Smitheman

character designer
Luis Grané

directors of photography
Pepe Valencia
Oscar Lo

line producers
Amy Taylor
Youngihn Amy Hwang

visual effects supervisors
Valerio Oss
Nate Barnard

cg supervisors
Ryan Bowers
Christopher Hiess

lead color artist
Lorenzo Paoli

lead matte painter
Florence Durante

*sound designer/
re-recording mixer*
Chris Pinkston

animation supervisor
Eric Cheung

lead animators
Filippo Dattola
Giacomo Mora
Christian Guerreschi
Greg Klein

layout supervisors
Lorenzo Pedergnana
Rav Grewal

lead layout artists
Alessandro Celia
Man Khan
Francisco Pacheco
Michelle Madden-Nadeau

modeling supervisor
Philippe Brochu

lead modeler
Ricardo Velarde

surfacing/look dev supervisors
Cesar A. Montero Orozco
Grace Verhagen

lead look dev artist
Andrés Amaya

character effects supervisors
lead surfacing artists
Sonia Fornasari
Ruchita Jeswal
Marcus Erbar
Noah Peterson

character effects leads
Kimberly Lorang
Lauren Sanson

rigging supervisor
Kimberly Lorang

lead riggers
York Schueller
Peter Newsome

shot finagling supervisor
Matteo Caruso

lead EFX TDs
Vijay Manral
Giai Jeff Wong

head of lighting
Laura Brousseau

lighting supervisors
Matteo Caruso
Kenny Chang
Francesco Giroidini
Lee-Ann McFadyen
Allan Toellner

lead lighters/comp artists
Minhyul Bae
Jose Vicente de María Martínez
Luis De La Cerda
Guillermo Soria

pipeline supervisor
Hussein Jarrar

lead pipeline TD
Jean-Paul LeDoux

lead lighting pipeline TD
Felipe Ruiz Reyes

IT director
Jeremy Brousseau

production managers
Neil Penlington
Erin Lindeke
Dení C. Gloria

associate production manager
Kitt Holeman

end credits 2D animation by
DogHead Animation srl

post finishing by
EFilm

score performed by
Haydn Orchestra

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Sponsors



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Dedicated to the children who continue to suffer the consequences of war.



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#milafilm #letschoosehope #letsmakeadifference

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