



The little seagull FLAUSEN has a secret: he is terribly afraid of heights, so he does not want to fly. One day, Flausen falls off his sheltered rooftop and into a new and very different world, where he not only has to survive a night full of dangers, but also overcome his fears, and finally learn to fly!



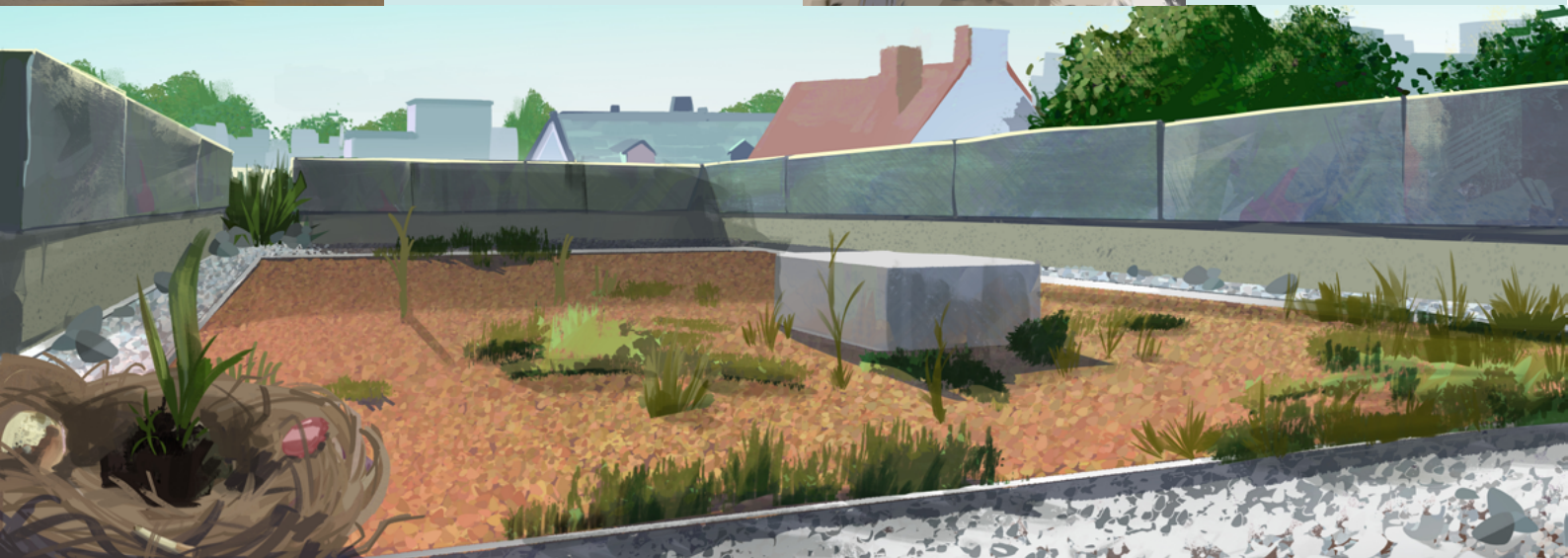
WHAT?

- » 3D-animated short film
- » 11 minutes runtime
- » 90.000€ budget
- » Target audience: Young adult & festival audiences of all ages
- » No spoken language
- » Coming-of-age Adventure



THEMES!

- » Overcoming fear & trauma
- » Unlikely heroes
- » Often overlooked green islands in urban environments
- » Help is there if you look for it



STORY!

Our film follows the life and adventure of the little seagull FLAUSEN.

Flausen grows up together with his twin sister PIP and the neighbour's kid LIN, always protected and cared for by their parents. Their home is a sheltered ROOFTOP IN HAMBURG. It is surrounded by a little wall, and it is a sunny and warm place, full of nooks and crannies, a forrest of tall grasses – perfect for little seagulls to grow up on. When Flausen discovers that he is AFRAID OF HEIGHTS, he keeps it a SECRET, while trying to avoid heights at all costs.

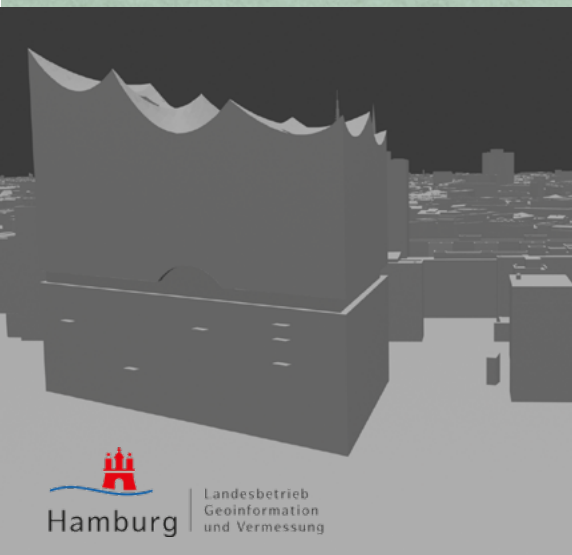
One day, LIN GOES MISSING, and distraught, Flausen stomps along the wall surrounding his rooftop. Out of an impulse, he looks over the edge. A surge of vertigo grips him and HE FALLS into the abyss deep down below: THE COURTYARD. In this dusty and grey wasteland made of stone and shadows danger lurks, and Flausen encounters strange creatures. But there is also the promise of something beyond: The big and beautiful WORLD “OUT THERE”, full of bright colours and new experiences!

Back in the courtyard, shadows fall way faster than up on his sunny roof, and Flausen is hungry and ALONE. Or is he? He has to SURVIVE a night full of dangers and OVERCOME his fears in order to make his way back home.



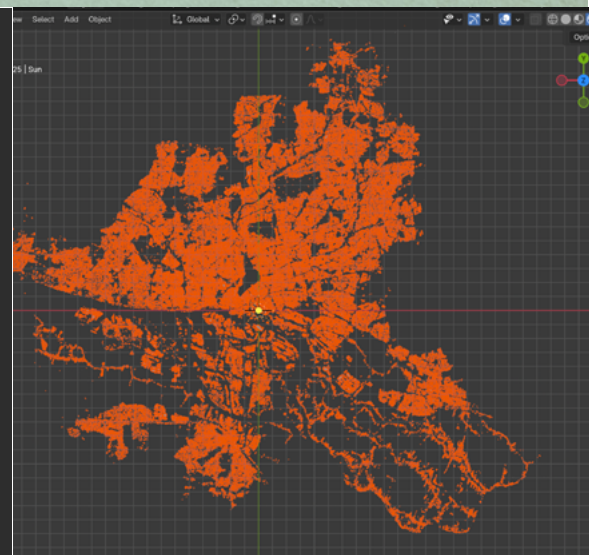
HOW?

- » Characters are naturalistic in depiction & movement
- » No cartoonish & over-exaggerated human features
- » Focus on movements & actions to convey emotion
- » Animation in Blender
- » Cel Shading to give the 3D-animation a more handmade feel



PRODUCTION!

- » Screenplay garnered several festival selections & awards
- » Storyboard by director
- » First character designs & concept arts
- » Cooperation with Landesbetrieb Geoinformation & Vermessung Hamburg
- » Possible international co-production
- » Applied for public funding
- » Crowdfunding campaign on StartNext for deductible



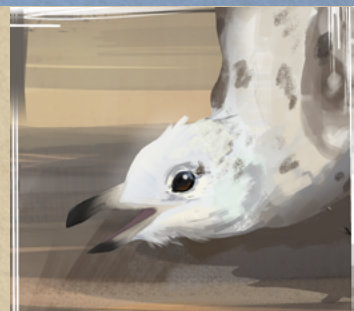
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