

## Festival Centre Chateau Felberova 1/2

Accreditations, Festival Shop,  
Info Point, Festival Café  
8.30 – 20.00

Covid-19 testing facility  
9.00 – 19.00

## Exhibitions & Installations

„ani“ – 20 Years of the festival  
of animated films  
10.00 – 18.00

20 years of animation, 24 posters,  
24 visual identities, 3 cities, 1 idea.

## Where can you take your dog at Anifilm?

Some of our visitors come to Anifilm with their four-legged friends. If you're one of them, please be advised that dogs are not allowed in screening theatres or inside the Liberec Chateau (where the Festival Centre is located). On the other hand, you are free to take them with you to the Varšava Cinema café, the chateau gardens, the festival tent, and the open-air cinema in the Dr. E. Beneše Square.

## Come to festival by tram!

Travel around the festival by tram and on lines 2 and 3, from Nádraží to Lidové sady route, take advantage of discounted festival fares: day ticket for 25 CZK, weekly ticket for 120 CZK. To be purchased at festival venues: Chateau, Dr. E. Beneš Square, Cinema Varšava, Lidové sady, Cinema City or at the Ticket Office at the DP terminal Fügnerova.

## Festival App

Festival programme, film details with screening times and locations, festival map with navigation, festival news, ticket reservation, your screenings, your schedule...



Android



iOS



## Oz animation: Shapeable Visual Identity

10.00 – 18.00

Scraps of scenes that can be seen in our wild festival jingle created by Eliška and Lee Oz.

## INITI – INVADERZ

10.00 – 18.00

INITI Playground is an interactive platform designed to integrate virtual reality games into the real world.

## Alexandra Májová: VTIPinky

10.00 – 18.00

An exhibition of humorous pen-and-ink drawings from 2018–2021, inspired by different words.

## Even Mice Belong to an Exhibition

10.00 – 18.00

Puppets and spacious decorations from new Czech feature film *Even Mice Belong to Heaven* (directed by Denisa Grimmová and Jan Bubeníček).

## Vojtěch Domlátil: Dawn

10.00 – 18.00

Spatial light meditation. Layers of selected abstract natural phases from the film *Morning*. Depth of layer, depth of reflection. Anifilm overhead projector gallery.

## Game Zone

Infinite VR Exhibition  
Brainz VR Cinema

10.00 – 18.00

## Festival daily

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Texts Malvína Balvínová,  
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Dopravní podnik měst  
Liberce a Jablonce n.N., a.s.



# Anifilm 2021 LIBEREC

FESTIVAL  
DAILY  
THURSDAY  
24. 6. 2021

## Planet A - Explore Your Home at Anifilm!

It might seem that the main theme of the 20<sup>th</sup> Anifilm will not take us very far away. However, Planet Earth and its life in all its forms and environments is second to none of the fantastic worlds that are so typical for the medium of animation. Nature and the environment are inseparable parts of our everyday lives and have been becoming more and more important in public discourse and, for some time now, also resonating in animation. By turning attention towards our home, Anifilm supports the need for a deeper reflection of the often creeping and ignored problems that have for decades been affecting the world as we know it. Thanks to its specificity and possibilities, animation offers a much broader and more attractive interpretation of the phenomenon of life on Earth than we are used to seeing in live-action and documentary films. An interpretation that will appeal to those who are traditionally reserved or sceptical towards environmental issues. Our varied selection of feature and short films includes testimonies of real problems, metaphoric essays, celebrations of nature and life on Earth as well as parodies and subversive ironic films. We have tried to connect the viewer and

artistic experience with the necessary amount of engagement and have put together six thematic blocks of new and classic films. Another block was created by our juror, Olga Bobrowska, who selected films screened at the StopTrik Festival. Our programme also includes four feature films. We can't forget to mention the jury programme of director Momoko Seto, focusing on our planet's inner processes which are often invisible to the naked eye.

But that's not all! We have also put together three showcases for children

with Czech as well as foreign films and our viewers with a penchant for oddities can look forward to one of our midnight programmes.

If you decide to swap a cinema hall for a lecture hall in the Liberec library, you can attend a lecture on depicting environmental issues by Ursula K. Heise, a theorist from UCLA. In the same location, Czech experts will talk about landscape design in computer games.

Try to look at our home from the outside, in a different way, without prejudice: through the medium of animated film!



## Tips for today

**Alchemical Furnace**  
13.00, Grandhotel Zlatý lev

This unique, atypical, and nearly two-hour documentary will take its viewers on a tour of the creative processes applied by world-renowned filmmaker Jan Švankmajer. The film masterfully uncovers and captures the creative processes that ferment in the Athanor film company like in a medieval alchemical furnace. This lively, imaginative, and playful situational film was shot during the production of Švankmajer's feature film *Insects*.

**Wolfwalkers**  
14.00, Lidové sady – CZ TV Hall

*Wolfwalkers* is a highly anticipated new feature film by the renowned Irish studio Cartoon Saloon and its similarly renowned filmmakers. Like their previous charming, award-winning, and Oscar-nominated feature *Song of the Sea*, *Wolfwalkers* is a thrilling, suspenseful, and magical adventure set in a bygone time of myths and magic.

**Pom Poko**  
18.00, Grandhotel Zlatý lev

This cult film by the legendary Japanese Studio Ghibli has been so far overlooked by Czech film distributors, but with its environmental message, the 1994 layered anime film by Isao Takahata, which tells the story of a nursery of raccoons fighting to save their territory, is perhaps more relevant today as the world faces an environmental crisis than ever before.



# Happy Game: like a blow to the head

Artist, animator and game designer Jaromír Plachý from the independent Czech game studio Amanita Design came to Anifilm to present a new computer game the studio is developing. It's called *Happy Game*, but as the author pointed out, it's actually not very happy. And it's definitely not for kids. The player will take on the role of a little boy caught in a terrifying nightmare, in which he has to pass through three unique worlds. Jaromír will give his presentation on Friday at 19.30 in the Library.

## When and why did you start working on *Happy Game*?

It all started in autumn 2014. Back then, I was still working on my previous game *Chuchel*, which is sort of an interactive slapstick comedy, and I needed a break from all the fun. As the saying goes - when you laugh for too long, your smile turns into a grimace.

## If you had to describe *Happy Game* in one sentence, what would it be?

A morbid absurdity for lovers of mischievous humour and all things weird and bizarre. Or: "A don't worry, be happy game."

## You characterized the game as a psychedelic absurd horror. Will we get to see your own nightmares in it?

Not mine, no, but that doesn't mean you won't see yours.

## What's different about it compared to your previous games?

We are still placing a lot of emphasis on the visuals and the soundtrack, which is again being created by the band DVA. The duo has already worked on my previous games so it will definitely sound familiar, but it will, naturally, have a horror feel to it. And since we're at Anifilm, I should point out that we're

using stop-motion 2D cut-out animation so this part's pretty much the same as well. And there will again be a lot of fun and quirky moments and absurdities, so if you strip away a bit of blood and some screaming, it's basically the same thing as usual.

## What do you enjoy the most about working on this game?

I guess the most fun part is coming up with it all. Coming up with such a goofy idea and then actually making it into a real game. For example, the head of Amanita Design, Jakub Dvorský, says he never knows whether I'm joking or being serious. I personally really like the contrast - that after the poetic *Botanica* and cheerful *Chuchel*, we suddenly surprise everyone with this thing that looks like something from another planet. It's like a blow to the head.

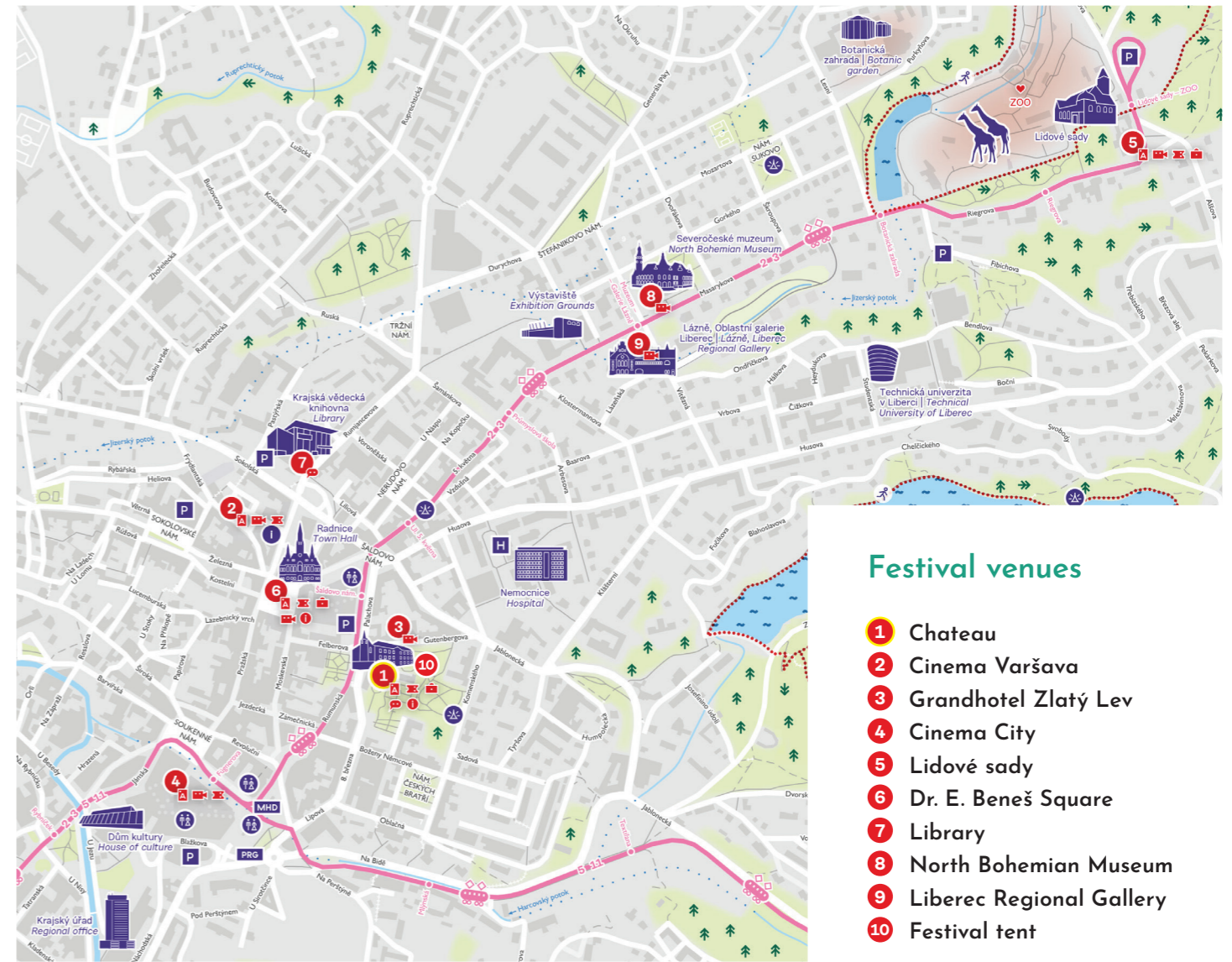
## Who is the game meant for and when will we get to play it?

The thing is that all those years that we spent developing the game, we had no idea how people would react to it. Especially in the context of the games our studio has released so far, which are all suitable for every player. They were cheerful, accessible, there was no blood...

And then, when we released a trailer and a demo at the end of last year, we finally got some reactions, and luckily, they were mostly positive. I'd say that players who feel like relaxing with something weird could enjoy the game. But *Happy Game* is definitely not suitable for kids - like, really unsuitable. At the moment, we're mostly finishing up some "technical stuff", and we expect to release the game for PC, Mac, and Nintendo Switch after this summer.

## Do you have time to work on any other projects besides *Happy Game*?

I do have some time. While the game is being developed, I've made some music videos, I've been coming up with new game ideas, and I've created a few books. It's mostly the programmer who actually makes the game so I have quite a lot of time to have fun with some side projects. For example, my wife told me she was disappointed that I had been doing only ugly things lately - so I made a book of rhymes for kids *Básně z dásně*. For our little son Pepa, I made a concertina book about a little piggy, and for myself, I made this raunchy book called *Piňďa a Růžové něco*. So you could say I'm trying to spend my free time productively.



## Festival venues

- 1 Chateau
- 2 Cinema Varšava
- 3 Grandhotel Zlatý Lev
- 4 Cinema City
- 5 Lidové sady
- 6 Dr. E. Beneš Square
- 7 Library
- 8 North Bohemian Museum
- 9 Liberec Regional Gallery
- 10 Festival tent

## Animation and Creative Europe 2021-2027

At the end of May, the European Commission launched a new instalment of the Creative Europe programme designed to support culture and creative segments. If you'd like to learn what it means for the animation industry, Daniela Staníková, Head of the Czech Creative Europe Desk - MEDIA, will give you all the details in the Library today at 11.00. We already know that the overall budget for the seven-year period (2021-2027) will be 2.44 billion euros, which is 63% more than the last time! Furthermore, the new programme emphasizes the need for international collaboration, innovations, mobility of artists and professionals working in the culture industry, and events designed for the specific needs of culture and creative segments.

Kancelář  
Kreativní Evropa  
MEDIA

## Masterclass by producer and director

Would you like to learn how various animation techniques and special effects are used and incorporated in live-action films? And how about taking a sneak peek at some new previews of the long-anticipated animated feature film by Michaela Pavlátová *My Sunny Maad*, which is due to premiere later this year? Well then, this Masterclass by director and producer Petr Oukropec is just the thing for you! Come to the Library tonight at 19.00, and find out why his films for young audiences (*Blue Tiger*, *Martin and the Magical Forest*) are perceived abroad as a continuation of the traditional and specific Czech approach to special effects.

## Sós is back!

The popular get-togethers over animation are back! This evening in Varšava Cinema, the event will introduce three speakers from the fields of film and visual art. In three twenty-minute slots, they will show you what inspires their work. This time, you'll get to meet Nora Štrbová, author of personal anidocs and dinosaur mockumentaries, Marek Náprstek, creator of the immortal *Carp Women* and ant apocalypses, and Pavel Ryška, admirer of Puňta, Háček, and Čárka, and archaeologist of Czechoslovak visual culture. Come join us at the friendly meet-up with Czech animated filmmakers tonight at 21.00.

