

HUMANIMALS

a 2D animated short film
by Benjamin Mansur

4:20



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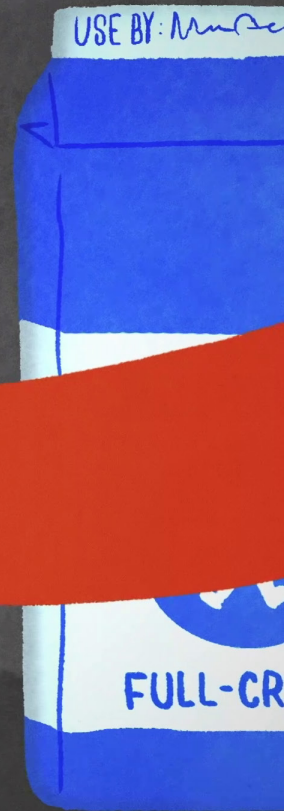
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Logline

Humans and animals have a complex relationship that is ultimately exploitative and violent. That's unfortunate for humans.

Synopsis

In a world where the roles of humans and animals have been flipped, HUMANIMALS explores the complex relationship between humans and animals through a series of revenge-comedy vignettes. But to what end?



\$3.50

\$2.50

\$2.50

About the film

HUMANIMALS began after considering why I felt increasingly desensitised towards discussions of animal rights activism.

The film explores multiple facets of the issues surrounding animal ethics and consumption by substituting animals with humans in a comedic, but ultimately violent, light.

I was interested in asking audiences to think about how they interact with animals, both directly and indirectly, in their daily lives and how they actually feel about this relationship.





About Benjamin Mansur

Hi! I'm a Melbourne-based 2D animator with experience in short films, commercials and television series such as Jar Dwellers SOS, Kitty Is Not A Cat and The Harper House.

Currently undertaking my Master of Animation at RMIT, I have been further expanding my storytelling skills and exploring expressive character animation in my works, culminating in, HUMANIMALS, my second year Master's film.

Yes, I have a dry sense of humour.





FAQ

What works helped to inspire HUMANIMALS?

The main works that inspired the non-linear narrative structure and multifaceted exploration of core themes were 'Symhpony no. 42' by Réka Bucsi, 'HOUND' by Georgia Kriss and 'ENOUGH' by Anna Mantzaris.

What software did you use to make HUMANIMALS?

Backgrounds in Photoshop, animation in TV Paint, compositing in After Effects & editing in Premiere.

How long did it take to make the film?

The film was in pre-production for a year and a half while I worked out the timing, shot order and style design. The animation and compositing lasted 6 months.

How many shots are in HUMANIMALS?

There are 52 shots in total, although 9 of which are in the cloche reveal sequence. This meant 52 shots worth of backgrounds, assets lists, animal designs, etc. Human designs were obviously modular though.



Credits

a film by Benjamin Mansur

Animation Assistance:
Priyankar Ray

Composition:
Benjamin Mansur
Emmett Redding

Sound Design:
Kinesha Kay

Music:
“Grieg - In The Hall of the Mountain King”
Written by Edvard Grieg
Performed by Kassia
Permissions granted courtesy of Kassia J.

Special Thanks:
Kate Cawley
Chris Barker
Jeremy Parker

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