

Nicé Díaz's

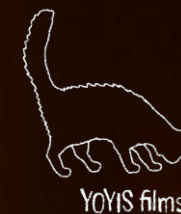
QUIMERA FU

I WAS CHIMERA



QUIMERA FU I WAS CHIMERA

A Stop motion short film



Direction and production desing

NCTE DIAZ

Executive producers

SEBASTIAN DUSSIN ENDA VIAANI NCTE DIAZ

Dirección de fotografía

SOFIA GRIJALVA FERNANDO MOISES

Art director

ENDA VIAANI

Animation

VARY GULLIN OSMAR PEREZ JAIMI RODRIGUEZ MAX TEUTLE

Produced by

YOYIS FILMS

LOGLINE

Fabiana, in the midst of a prolonged depressive crisis, receives a message from an entity that materializes her worst fears.

STORY LINE

Fabiana is in her bedroom, staying up late and wasting time as usual, until the visit of a peculiar disfigured face appears at her window, mirror, and room to give her a distressing message about herself.

GENRE

Psychological horror and fantasy

4 to 5 minutes

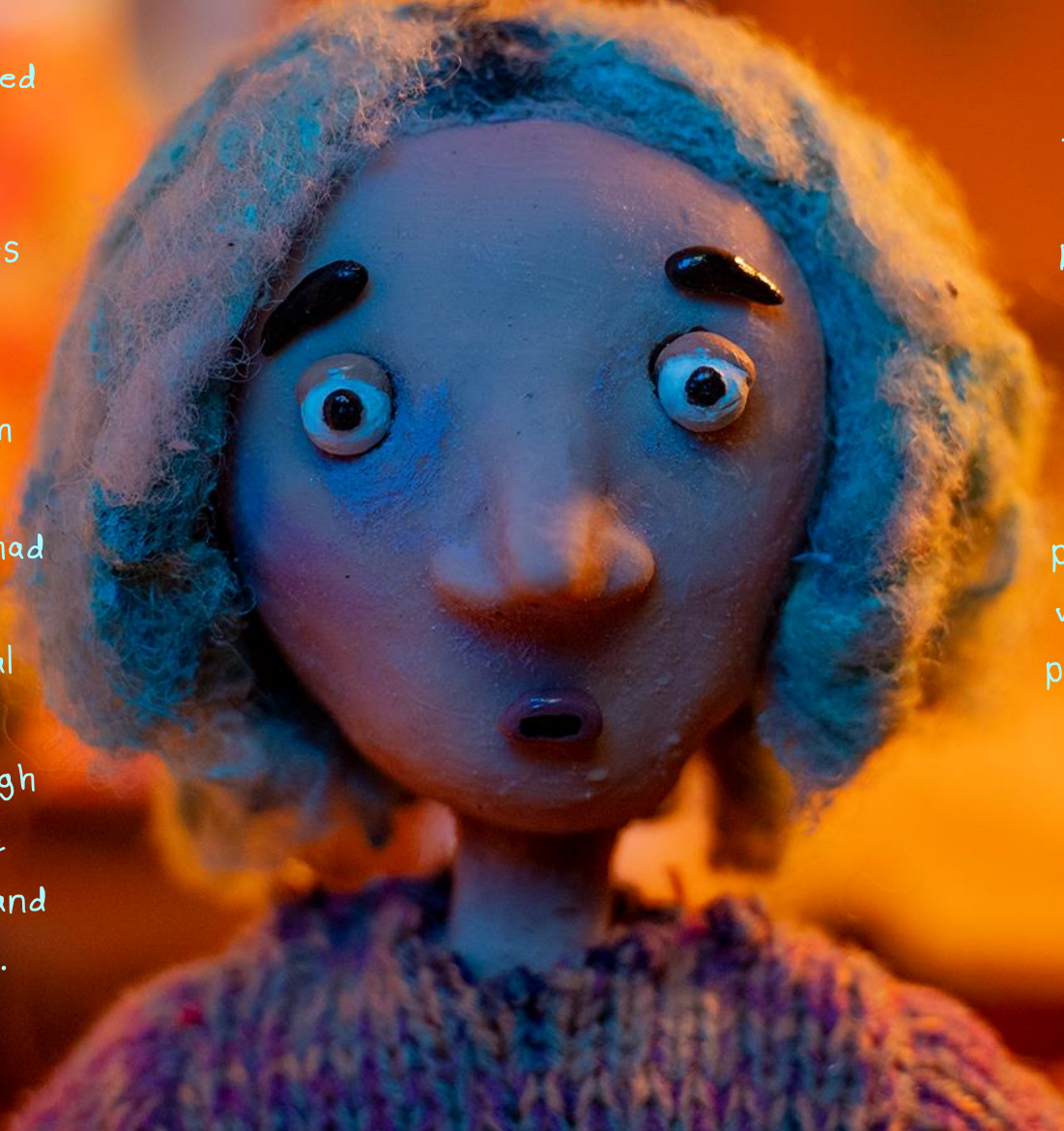
Target audience: Teenagers and young adults or people interested in animation.



QUIMERA FU

de Nicté Díaz

The script for this story was specifically adapted to be animated in stop motion because of the freedom it allows in creating Fabiana's world and city, with its surreal atmosphere. Special attention was paid to the set design and the creation of both puppets, which were made using mixed techniques, ensuring they had the mobility needed for all of Fabiana's actions. It was crucial that the animation conveyed Fabiana's sadness and fear through this caricatured and unrealistic style without losing the horror and fantasy tone of the short film.



I was Chimera was animated at 12 frames per second and required maximum concentration and teamwork between the animators and the photo, art, and production departments. With our budgetary limitations and inexperience, every shot was a challenge for the entire team.

Preproduction took 7 months, and production lasted four months, with 60 working days. The team consisted of 24 people, and on average, 7 to 12 people on set per day, comprised of university students from various specialties including visual arts, cinematography, and digital arts.

Currently, we're working in postproduction.



The narrative is linear. It takes place in a solitary moment at night and represents the fears and insecurities that cause periods of prolonged dissatisfaction and demotivation, using horror as a pretext to metaphorically discuss self-sabotage and the fear of dying a failure. The protagonist's room details her personality and her "demon."

QUIMERA FU

This a short film without dialogue, so it needed to be doubly expressive. For this reason, the process was lengthy and required several steps to ensure the animators understood the story and actions before production. First, with the shooting list, we performed an acting session with actresses, framing, and camera movements. Then, we made a storyboard and photoboard to finally run animation tests with the puppet's prototypes so that the art department could adapt to the animation needs. During production, this process of understanding and animating the story continued with multiple actings and blockings between the animators and direction.



The cinematography is dynamic to complement the narrative of the story, delving into the protagonist's world and emotions about confinement and her space. The lighting highlights the vivid and saturated colors of the set and background, adding theatricality and surrealism at key moments of the story.



I was Chimera has been a meticulous technical and artisanal process throughout its preproduction and production, so it is essential that the sound design and music maintain this line. Thus, for our postproduction proposal, we opted for foleys instead of sound libraries to highlight the texture of the visual material, recording an actress for the voices of Fabiana and NotFabiana, and composing original music for the short film. With synthesizers, strings, and piano, the genres are horror and suspense, but it also aims to be emotional to accompany the climactic moments and the credit sequence.



From direction and production design, it was essential that Fabiana's room and environment speak to her personality and state of mind. Her room, in warm tones, contrasts with the cold tones and city lights at dawn. There are dirty clothes lying around, rotten food, unwashed dishes, unfinished tasks, and at the same time, posters with motivational phrases, when she is not doing well or doing anything to feel better. Fabiana is in an indistinct city what, what matters is the loneliness she feels, how much time she spends in that place, and how confined she is within herself.



I was Chimera
addresses body
dysmorphia, depression,
anxiety, frustrations,
and fears of a young
woman through
psychological horror
and fantasy, while also
delivering the final
message that self
acceptance is a
terrifying but
necessary process.



QUIMERA FUI

Understanding each department's work, constantly communicating needs, and improving organizational formats were both a challenge and the key to finish the production of this short film.



CREDITS



Based on Quimera fui by Ivanna Landeros and Nicté Díaz

Script writing adaption by Nicté Díaz, Enda Viaani, Fernando Moisés, and Sofía Grijalva

Head Producer Sebastián Dussin

Direction of Photography by Sofía Grijalva and Fernando Moisés

Animation supervising Vary Guillén

Head animator Osmar Pérez

Art Direction by Enda Viaani

2D Animation for credits by Aarón Cruz

Production assistants

Sergio Galdámez, Atzelbi Ceceña, Rodrigo Avila Cardona, Jacobo Oliveros, Eduardo Vilches

Continuity and blocking supervising

Mario P. Islas, Enrique Padrón, Antonio Cruz García, Betty Hernandez

Staff

Emmanuel Magdaleno, David Palestino

Animators

Jaime Rodriguez, Max Teutle

Art Assistance by Coco Quiroz, Tomás Castillo, Berenice Palomino, Esaú Barranco, Nicole Galdámez

Special Thanks

Sánchez Hernández Family, Díaz Manzano Family, Moritz Studio, Conecte Studio, César Cepeda, Escuela de Artes Plásticas y Audiovisuales BUAP, Víctor Ruíz, Frida Pablo, Vanessa Flores, Tania Hernández, and Emilio Bo.



YOYIS films

Recientemente fundada por Nicté Díaz y Enda Viaani, *YOYIS films* es una casa productora audiovisual independiente, especializada en animación, escenografía, puppets, props, así como también de artes plásticas y difusión cultural. Queremos seguir produciendo nuestro arte y visiones de manera sustentable, local para próximamente hacerlo nacional e internacionalmente. Buscamos todos los días que nuestros proyectos mejoren y sean sinónimos de calidad técnica y visión artística para que nuevas audiencias y oportunidades laborales lleguen a nosotras y los miembros de nuestro equipo.

Estamos abiertas a colaboraciones, propuestas artísticas o publicitarias, además de producción de tu proyecto o mecenazgo y coproducción de alguno de los nuestros todos los días. ¡Contáctanos!