

PRESSKIT

Melina IENCO Lucie JURIC Caroline LEIBEL Faustine MERLE Claire PELLET



Pitch:

In a fantastic world, Gerror, a griffin embraces his fate and goes on an epic journey to find a legendary creature:

The Human.



Synopsis:

Gerror is a monster obsessed with the myth of humans, his research on this subject covers the walls of his house. As he sorts through his mail and throws away the Village Epic Quest's flyer, brought by a postman dragon, he finds the newspaper and discovers an article that claims «a human has been sighted»! He decides to leave his house and embark on a long journey in order to find it and thus prove their existence, showing his worth.

Our hero begins his adventure by going to see the monster who said he saw a human. He listens to his testimony and goes to the city near where the human was sighted.

He finds human shoe prints on the way, which confirm his convictions. Beside him, other monsters can be seen doing fantastic quests as he continues his less than epic quest. In moments of uncertainty, he looks at his lucky charm, a human coin which he found in his childhood.

As he arrives at the place the witness told him about, he still hopes to find the human! Unfortunately all of his clues are disproved. Indeed, having been obsessed with the human myth for so long, he now comes face to face with his self-centeredness and ignorance about his own world. After these terrible revelations, he brandishes his last proof, his precious coin. Then, the postman, dragon, told him that it is one of his scales with a deformation due to his psoriasis, definitely not what he believes.

Gerror is shot. He heads to a cliff and looks at the landscape, realizing that his quest was in vain: he finally contemplates the beauty of the world around him and grows from his mistakes. The postman comes to give him a new flyer of «the Quest of the Hydra in the dark». Gerror doesn't reject him and looks at the flyer thoughtfully, then starts to leave. Monsters, who are going on the same quest as him even invite him to join them.

It is the beginning of a new life for Gerror until a one-legged man behind him announces that he heard about another mythological being, a Cow. Gerror slowly turns around, his epic music picking up with his motivation.

Directors Note:

When we started working on *La Quête de l'Humain*, we wanted to talk about the way we sometimes search for what is seen as “exceptional” and how it can lead us to be unsatisfied with the reality of life and what it has to offer. This is something that we have probably all experienced at some point in our lives, which makes it easy to relate to. Gerror, our protagonist, has been chasing rainbows his whole life. And now he can't enjoy the world that surrounds him.

Our story takes place in a parallel universe that is a mirror to ours. Humans don't exist there and are seen as mythological creatures: Gerror misses the beauties of his world and what it has to offer because he is obsessed with those legends, just like some cryptozoologist can be obsessed with finding the Big Foot.

We wanted this world to be inhabited by the weird creatures from the old European folklore, since it's a part of our culture what we don't see often in modern movies. As a consequence, medieval illuminations were a huge inspiration for us when it came to the artistic direction.

Our goal was also to make a comedy, and that may have been the trickiest part: since we are a team of 5 directors, we needed to be able to make every one of us laugh first, and then be sure that our jokes would also work on the audience.

We hope that we succeeded in that. You tell us.

Technical Sheet:

Title : La Quête de l'Humain

Production country : France

Year of production : 2022

Genre : Comedy / Heroic Fantasy / Adventure

Duration : 6'42"

Language : French

Subtitles : English

Technique : 2D computer animation

Aspect ration : 16:9

Sound : stereo, 5.1

Creators / Directors / Animators / Writers : Mélina Jenco, Lucie Juric, Caroline Leibel,
Faustine Merle & Claire Pellet

Voices : Jean-Christophe Lebert, David Faure, Magali Rosenzweig, Mathieu Tiger, Clément Naline

Music by : Julien Vermeulen

Sound design : Mathieu Tiger, Clément Naline

Foley : Christophe Burdet

Production management : Aurélie Foucherot, Caroline Lechien, Lucie Orioux



About the directors:

Mélina Ienco, Lucie Juric, Caroline Leibel, Faustine Merle and Claire Pellet all met during their first year as animation students at Gobelins. They all come from different parts of France, some from the countryside and some others from cities.

They hadn't all studied art before and all like different things, but they quickly bonded over their love for stupid jokes and long coffee breaks in the afternoon.

They had previously worked together on school projects (not everyone in the same team all at once) and thought that there were not enough comedies in the graduation movies they saw. As a consequence, they took up the challenge to create a film that would make people laugh.

It turned out to be a good idea, because

La Quête de l'Humain was very fun to make!



Lucie Juric :

A graduate of the DMA in animation cinema from Ste Geneviève and coming directly from La Rochelle, Lucie is not afraid to experiment in various fields, particularly in sewing and fashion. Endowed with a soft, playful universe, she is always attentive to the small absurdities of everyday life. She wants to specialize in 2D animation and storyboarding, with a touch of humor.



Mélina Ienco :

Originally from Franche Comté, where she studied art history and archeology, Mélina has a curious and adventurous character. She will never back down from a long hike in the mountains or an exploration session in the Catacombs of Paris (legend even says that she would offer to train the bravest there). She would like to specialize in 2D animation or color script.



Caroline Leibel :

Alsacienne and proud of it, Caroline is interested in everything that is folkloric and has a fantastic graphic universe with mostly traditional techniques. Animation, Background and compositing, finishing the plans of others who are late, there are many tricks up his sleeve. She wants to specialize in visual development and 2D animation.



Claire Pellet :

After engineering studies and a very brief career in programming that did not inspire her, Claire turned her back on the «Royal Way» to join the Gobelins. She specializes in 2D animation and is also interested in writing. You will usually find her camping outside a concert hall or at the bottom of a crash barrier. She also likes to find the beach of her hometown, Nice.



Faustine Merle :

Coming straight from the countryside of France, Faustine joined the Gobelins after a year at the DMA in animation cinema of Marseille. Her graphic universe full of curves and acid colors will wake up your retina and warm up your soul. She is particularly interested in visual development, background painting and character design.



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