

CREATING THE

Kalikantzari

IN THE FILM "MOTHERWITCH"

OVERVIEW

The Kalikantzari creatures will appear in more than one way in the film.

We will only see and hear them in bits and pieces. More and more will be revealed as the story unfolds, but the full picture of the creatures will only be **formed in the audience's mind, utilizing the power of imagination.**

We NEVER see their full body.
How they will appear:

1. HEARD OFF-SCREEN

- a) As Whispering Voices
- b) As Sound Effects: their hooves on rooftops, their voices and laughter

2. SEEN ON-SCREEN

- a) As Shadows
- b) As Silhouettes
- c) As glowing Eyes
- d) As glimpses of their Bodies: Feet, Hands, Faces

They are NOT
CGI characters...



They are NOT
Puppets...



They are NOT
actors in full
body suits...



They are NOT
Friendly Aliens
(sorry!)



SCREEN

TIME

APPROX 4 MINUTES TOTAL SCREEN TIME =
MYSTERY + MANAGEABLE OPTICAL FX & VFX

SCENE	PAGES	SHOTS	TYPE
45	1/8	1	Silhouette
48	3/8	5	Silhouettes, Shadows, Eyes, Clawed hands
65	1/8	2	Shadows
69	1	8	Shadows, Webbed Feet, 1 x Furry Tail, Faces, Eyes
72	2/8	4	Eyes, Faces
81-83	2/8	4	Silhouettes, Shadows
94	1/8	3	Shadows
97	1/8	2	Eyes
98	1/8	1	Eyes
99	1/8	5	Eyes, Shadows
100	3/8	6	Silhouettes, Shadows, Eyes, Faces, hands, 1 x foot
101	1/8	3	Faces
113	1/8	1	Shadows
14	3 & 2/8	45	TOTAL

C A S T

CYPRUS-BASED ACTORS & MOVEMENT ARTISTS

Cyprus-based actors and movement artists have been cast to perform specific Kalikantzari action and motion for the shadow and silhouette shots. Each artist is 5 feet tall or less.

Performer / Choreographer:

Diamanto Hatzizacharia / [CV](#)

Training includes SEAD, Salzburg, Austria and Manchester Metropolitan University.

Performers:

Sophia Barka, Elena Gavriel

For the shots of Faces, child actors will be cast.

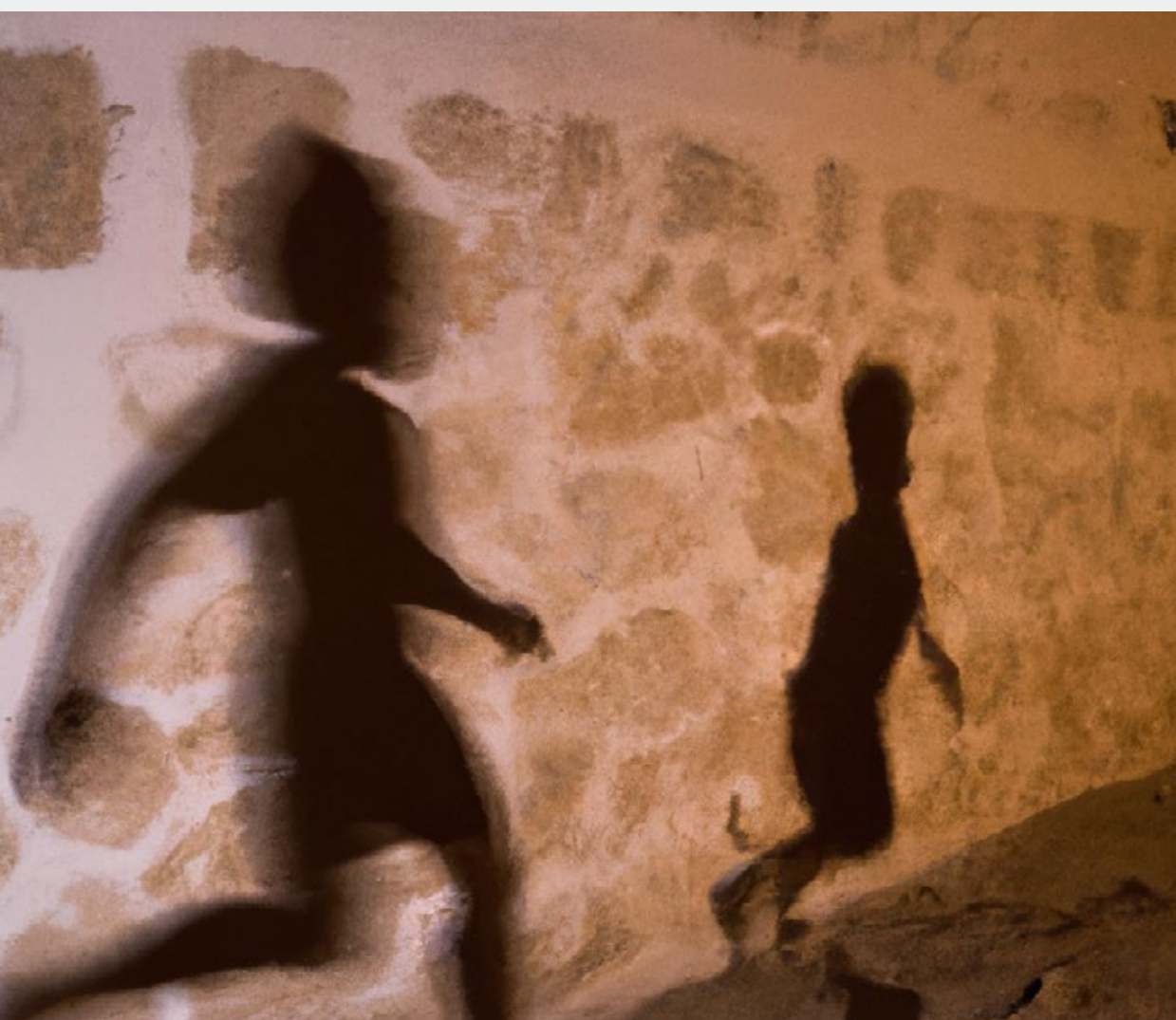


MOTHERWITCH

SHADOWS

The Kalikantzari are first seen as Shadows cast on walls. They seem like normal shadows, but then they move with a life of their own.

Achieved optically with fresnel lights and diopters on light units, casting shadows of actors and movement artists on walls. Enhanced with VFX.



SILHOUETTES

The creatures will also be glimpsed as back-lit silhouettes running fast across rooftops.

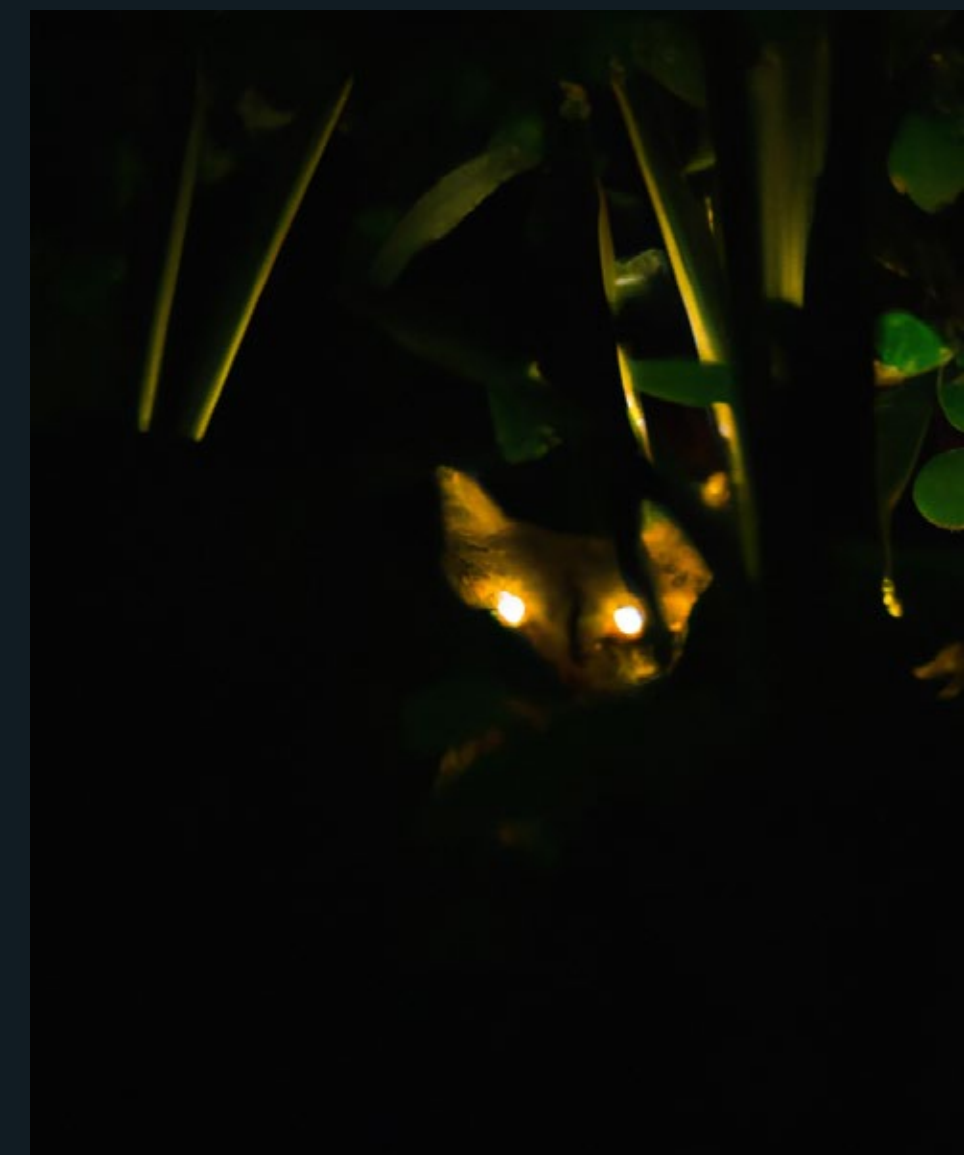
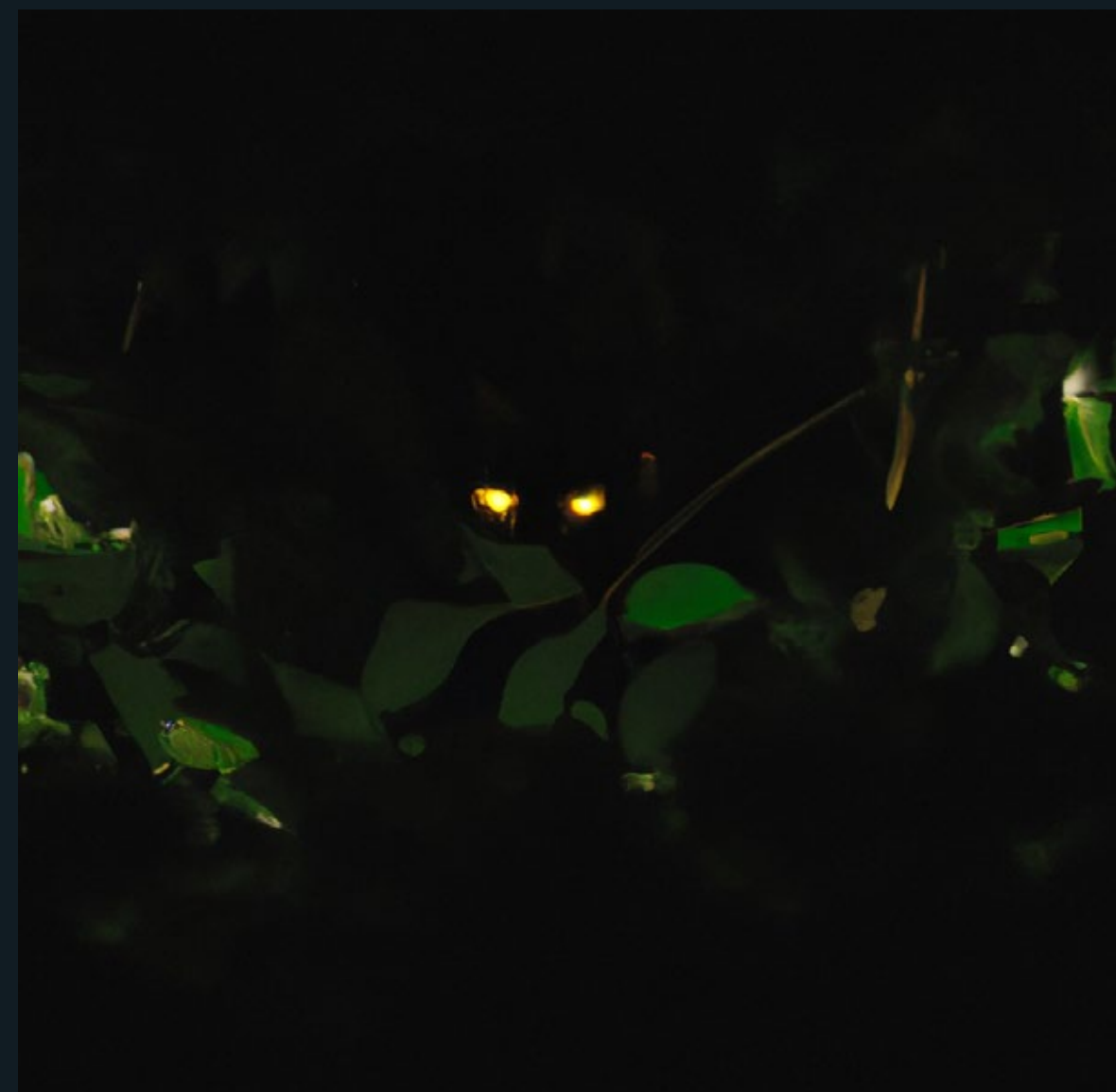
This will be achieved optically with light units casting shadows on translucent material (curtains in scene 69, the silk in scene 83).

Also achieved by backlighting actors Enhanced with VFX. Some with talent shot against Greenscreen in black padded suits.

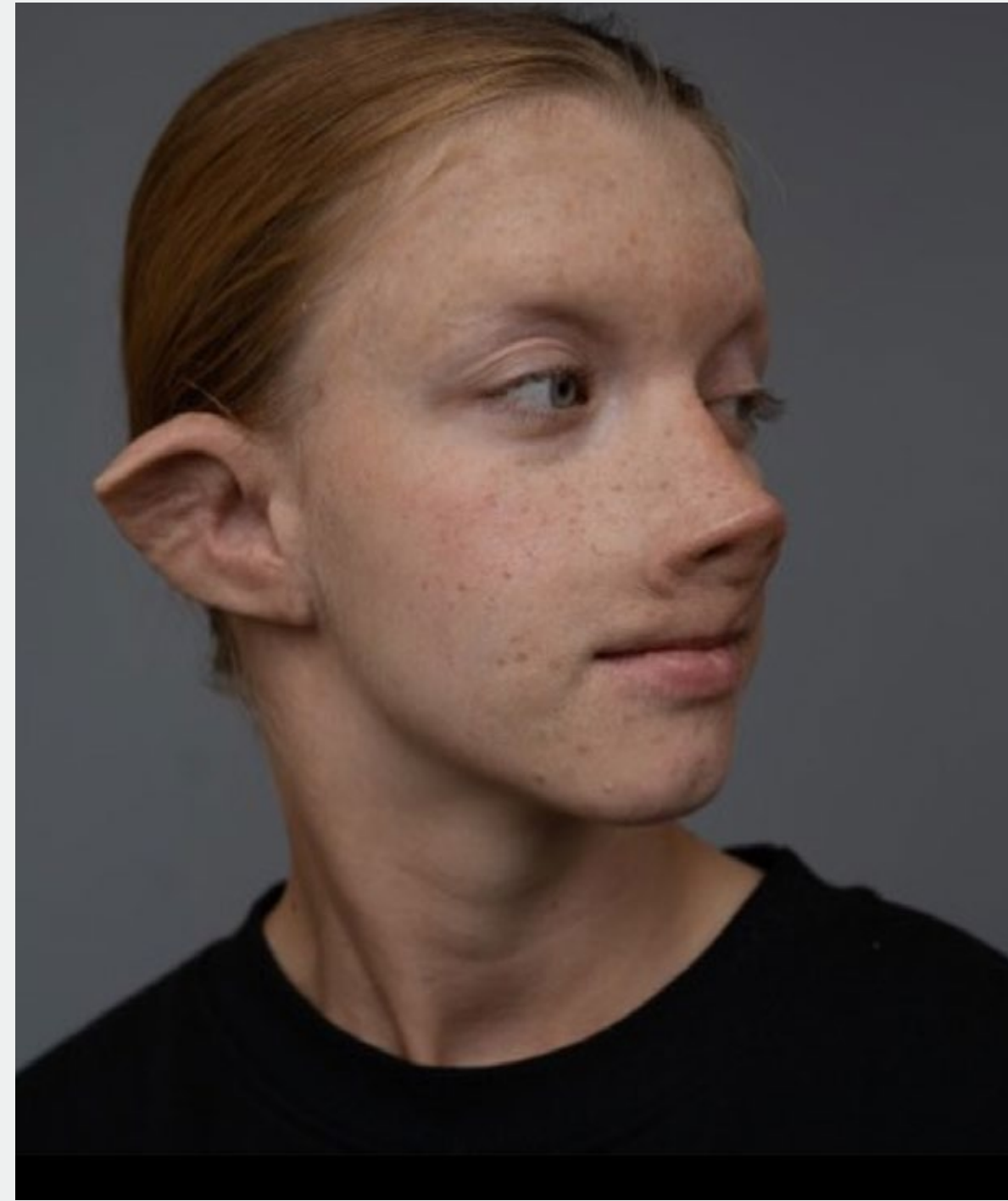


EYES

Often, they are simply glowing eyes, with animalistic features, peering from the dark forest. Their eyes will be created with SFX Make-up and contact lenses on the child actors. Some eyes will be filmed in studio and composited digitally in picture (wide shots).



FEACES



The Kalikantzari's faces will be glimpsed very briefly in certain scenes where they are revealed. Simple prosthetic features will be added to the child actors: Animal ears, noses, eyes, fur.



Multiple prosthetic parts will be ordered and then applied by our SFX Make-Up team.



Limbs are seen in some of the fight scenes: running feet, flailing arms, clawed hands. These will be worn by performers.

LIMBS

MOTHERWITCH

HISTORICAL REPERENCES



MOTHERWITCH

C O N T A C T U S

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