



S I N T E L
THE DURIAN OPEN MOVIE PROJECT











This blade has a dark past.



It has shed much innocent blood.





*You're a fool for traveling alone,
so completely unprepared.*

You're lucky your blood's still flowing.



Thank you.



So...

*What brings you
to the land
of the gatekeepers?*

I'm searching for someone.



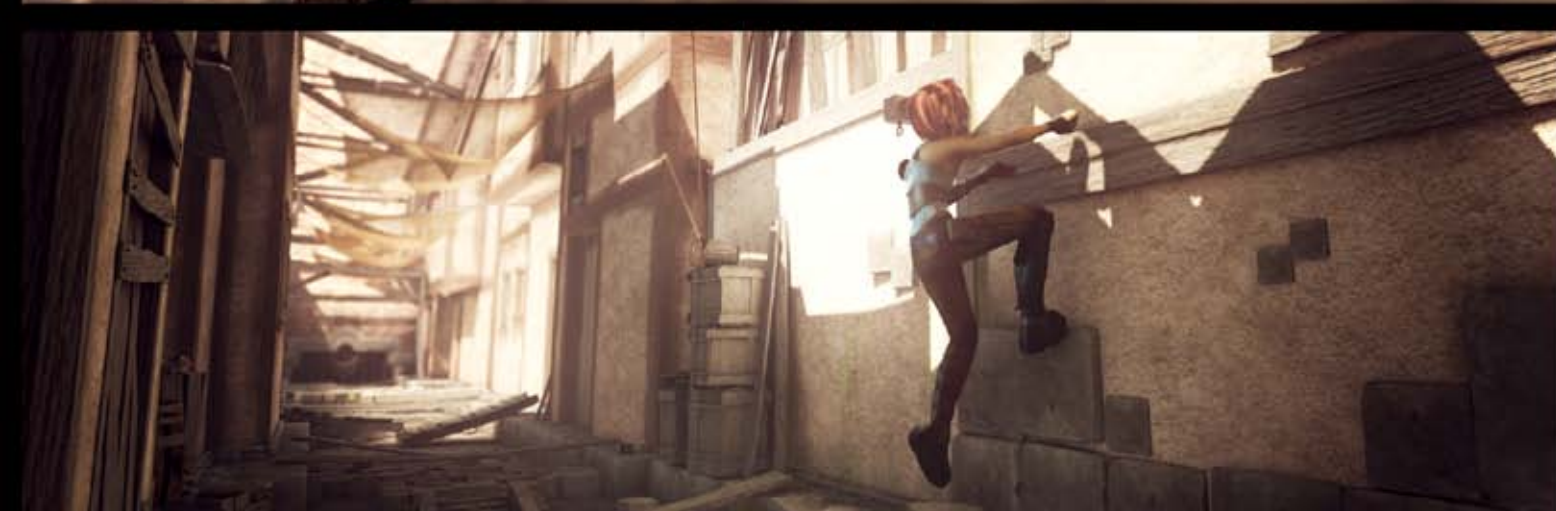
A dragon.



Someone very dear? A kindred spirit?

A dangerous quest for a lone hunter.







Hey, sit still.



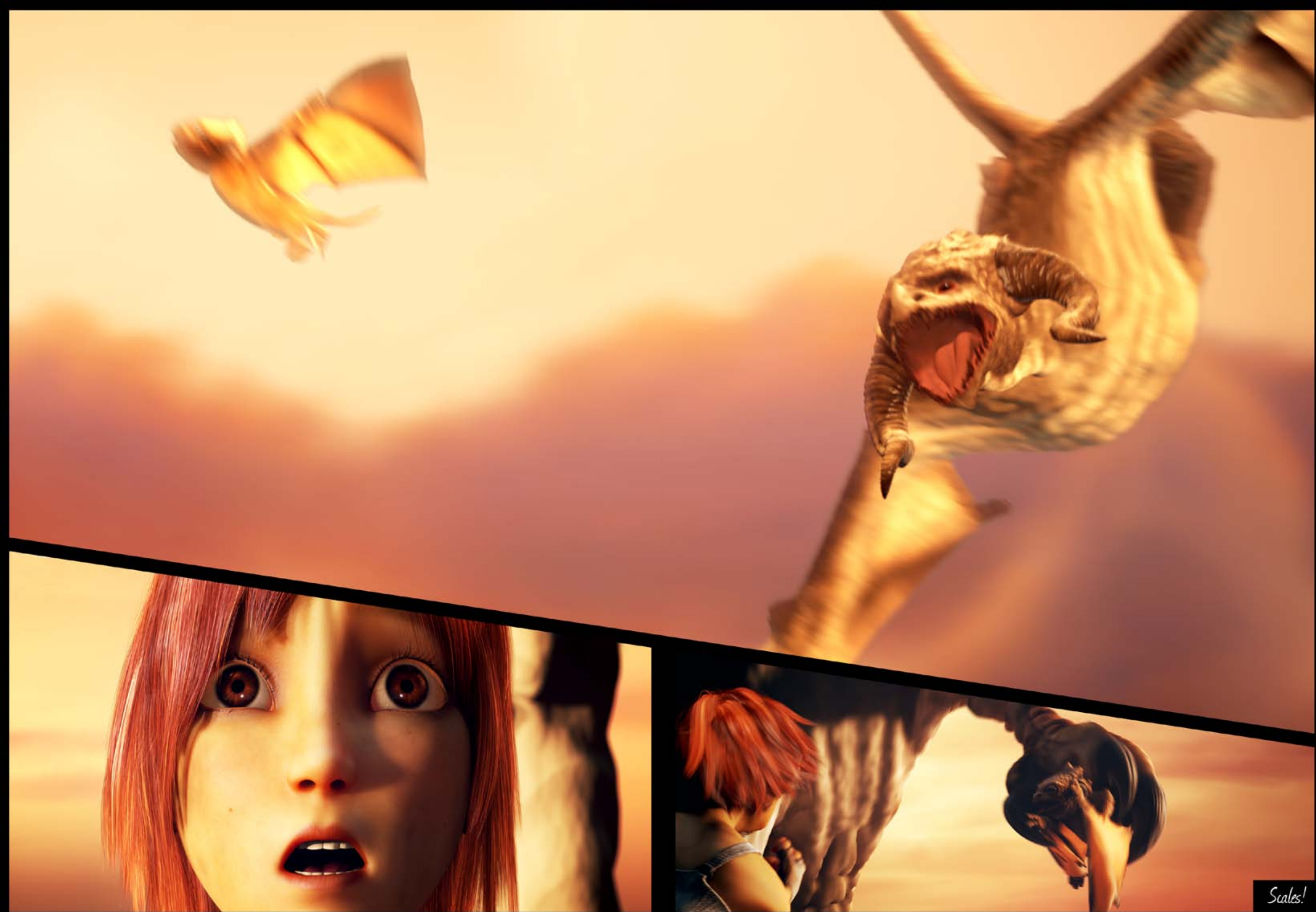
We're almost done. Shhh...



Get him, Scales! Come on!



Yeah! Come on!



Scales!





I have failed.





You've only failed to see...

These are dragon lands, Sintel.

You are closer than you know.































story by
Esther Wouda

direction by
Colin Levi

3d by the Durian Project Team:

<i>David Reay, Concept Art (France)</i>	<i>Pablo Vazquez, 3D Artist (Argentina)</i>
<i>Nathan Vegdahl, Character Rigger (USA)</i>	<i>Beorn Leonard, Character Animator (UK / Australia)</i>
<i>Angela Guenette, Modeler (Canada)</i>	<i>William Reynish, Character Animator (Denmark)</i>
<i>Ben Dansie, 3D Artist (Australia)</i>	<i>Jeremy Davidson, Character Animator (UK / Australia)</i>
<i>Soenke Maeter, 3D Artist (Germany)</i>	<i>Dolf Veenliet, 3D artist (the Netherlands)</i>
<i>Lee Salvemini, Character Animator (Australia)</i>	
<i>Brecht van Lommel, Software Developer (Belgium)</i>	<i>Campbell Barton, Technical Director (Australia)</i>

converted to cartoon by
Joeri Kassenaar

movie produced by
Ton Roosendaal
at the Blender Institute Amsterdam

www.Sintel.org
www.Blender.org

