

Bimberli



short animation

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STARAGARA.



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❖ Logline

“ A fairy-tale adventure of a little girl saying goodbye to her childhood. Bimberlee is a magical being, a child’s anima, who is with the child since birth, who protects and helps him grow up.”

Mood Teaser

teaser

<https://vimeo.com/348023867>

character test

<https://vimeo.com/347274204>

animatik

<https://vimeo.com/388504964>

🔒 Bunko



Synopsis

Bimberlee is a story about a tiny girl and her farewell to childhood.



The girl lives in the old part of the city with her bunky Bimberlee. Bunkies are magical beings who appear in the first months of a child's life. They are their guardians and faithful companions until they become too big. That is when they have to leave to the Island of Memories. They are of different shapes and sizes and they love apples. The girl and her bunky are inseparable. Bimberlee has become too big and too clumsy to life in the girl's apartment, but the girl doesn't want to admit it. The neighbours complain about the noise they cause when they play. But there is more. Bimberlee knocked a pot plant of the lady on the ground floor, he sent the football flying through the janitor's window by accident, he accidentally stepped on the tail of the dog of the distinguished lady from the attic.

A letter with complaints falls through the letter slot in the door in which the house council decided it was time for Bimberlee to leave the community and go to the Island of Memories.

The girl is sad. She fills her suitcase with apples, puts a leash on him and they set off on the journey to the Island of Memories.

First they go to the railway station where two security guards start to chase them because of Bimberlee's boisterousness. They run away to the most remote platform where a kind old lady hides them into her pile of luggage. When the guards leave, the old lady shows them the photograph of her bunky.

They go on the train and look for an empty compartment. Bimberlee is so big he can barely push his own way in. The girl feeds him apples. A young conductor comes and starts to get angry as they don't have the tickets. Bimberlee starts to cry. An elderly conductor helps them, drives the young one away and gives them the tickets. Then he shows the girl a photograph of his bunky Nolo and gives her a letter he wrote for him. He asks her to give it to him when they get to the Island of Memories. It will be easy to recognize him and he is small, wearing a tie. The girl promises to do it.

◆ Synopsis

They get off in the Little Bay where a magic steamship is waiting on the fourth pier to take the children and their bunkies to the Island of Memories. They have dinner on the deck, play with soap bubbles and have fun. The girl and Bimberlee get to know the boy and his bunky Chacha. They become friends. In the morning they arrive to the Island of Memories where the bunkies living there await them with a song. They play on the beach, build giant sand castles, and in the end everyone gets a photograph with his or her bunky.

The girl catches sight of bunky Nolo and gives him the conductor's letter. The steamship blows its horn, it is time to say goodbye. It starts to pour with rain just as they say their last goodbyes. Bunkies run for shelter under the palm trees and the children run on the ship, taking them back home. The girl waves goodbye from the deck and doesn't move despite the rain. The boy with the glasses joins her and holds his umbrella above her. Together they sit on a bench and eat the last two apples from the girl's suitcase. The rain stops, the clouds tear apart, we see a plane flying across the sky, leaving a white trail behind.



Characters' description



THE GIRL

The main protagonist seems like an ordinary girl at first sight. Her eyes blink into the world with enormous curiosity and eagerness. Her early childhood years might almost be over, but her every day can still conjure up tiny improbabilities, seduce her with small wonders like soap bubbles, the falling of dandelion puff, stamps made of potato or curious bitsy beings under a stone in the courtyard that can roll into a ball. But this girl is something special. She is brave- and warm-hearted. Under the fallen leaves she always finds the path leading up on the hill, she is not afraid to approach people, ask a question out loud, recognize a poisonous mushroom or point out an injustice. She knows she is a child but at the same time she understands that someday, maybe soon, she will grow up.

While most children can't wait to grow up, she is comfortable being a child, she is in no hurry, she knows how to enjoy a moment and finds things that are interesting. She found out that sometimes

it is enough to stand on your head and look at the world from a different perspective. Curiosity and playfulness are part of her character, she can't do any differently.

This might be the reason why she gets along better with boys than girls, it is easier to lure them away from reckless mischief or lure them into her game. And as far as the parents are concerned: the world is as it is, with its edges and thorns and spines, so it is not rare that her free spirit clashes with the rigidity of the world of adults. People around her often complain that she is too loud, too demanding, even intruding. But she usually disarms them with her sincere and joyful smile without a trace of falsity. She does not like to pretend, say she did not know.

She faces the challenges by putting them into words, and then taking them by the horns firmly. She will never sweep a problem under the carpet or allow it to burn her, the way a hot baking tray burns her mom who always carries it from the oven to the table without the kitchen cloth.

◆ Characters' description



BIMBERLEE

Bimberlee is one of the adorable magical beings called bunkies. They appear in the first moth of a child's life and can mostly be found under the bed, in the wardrobe, occasionally in shoes and washing machines. These magical beings and the children they belong to are inseparable. Each bunky is something special, unique, just like the images in the clouds on the blue sky of a spring afternoon. These magical beings are actually a reflection of the child, the child's anima, a projection of the child's inner commotion, hidden from the eyes of the world outside, frequently a projection of the little child's unconscious. That enables them to be more daring as their owners are the ones who defend their actions, just like dog owners have to apologise on behalf of their pet for peeing on the fender of a parked bicycle. Bimberlee stand out among magical beings, just like his little girl stands out among children.

He is a gentle giant who is unaware of his mightiness, just as the tiny wings on his back don't know that they are simply too tiny for him to fly. But they

do make a pleasant buzz. Like all magical beings, Bimberlee is fully committed and devoted to his child. He can rock him into sleep, comfort him when injustice is done to him, or protect him if he senses that he is in danger. One of his main tasks is to encourage and lure the child to play.

Bimberlee is the last step before a jump into the pool from the highest diving board; he is the decision that the girl will finally try the olive in the middle of a pizza, and he is also the sour grimace on realizing that olives are disgusting. Unlike a child, he is not interested in the world beyond games, the complicated structure of rules of the grown-up world, just like an ant, he takes no notice of the magnifying glass of the young explorer high up there. Not being susceptible in this sense, a gap between him and the child gets wider and wider as the child grows older, and it will become too big to be crosses, no matter how long the legs are. That is when magical beings have to say goodbye and travel off on the Island of Memories where they can keep on doing their silly pranks in peace.

