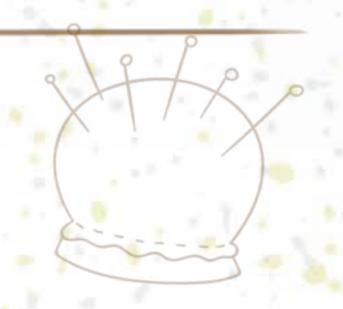


Mormitten the toy kitten brings the entire family together on a playful journey.

Kids will learn how to solve problems and avoid squabbles with their siblings. At the same time parents will have a chance to explore what it means to be a child.









DIRECTOR'S STATEMENT

In the early 90s, while the whole country was falling apart into pieces, same processes happened in our family.

Our father had to leave the family and mother had to take more time for herself and her work, so me and my sister were spending a lot of time together in our room.





However, our father, prominent journalist who covered conflicts and disasters in post-soviet countries, was trying to keep the connection with us even on distance.

He wrote us this story about a toy – kitten Mormitten, who helped us to be stronger and closer to each other.







DIRECTOR'S STATEMENT

Father published this story in one of his newspapers and it quickly became popular among kids. Hundreds of children were sending their paintings and handmade toys to show their own vision of how Mormitten should looks like. They shared lots of stories how Mormitten could help them in their family struggles.

When father passed away, we found Mormitten in his belongings. This toy looked quite new and really different from the one we did over 20 years ago.

So we knew that other children, who read the story years after it was written, were still inspired by it.

And that's the reasons we are doing this project now.





USER'S JOURNEY



VR-SERIES STRUCTURE

Episode One. "Kitten Mormitten" (in production)

Brother and sister are bored being home alone. They decide to create a toyhelper, which we customize with them: paws, tail, nose...and it's done! Kids call him "kitten Mormitten". At night Mormitten decides to see what's inside the old sofa he was put on. We become a kitten and explore the magical world under the pillow...



Episode Two. "New friends" (development)

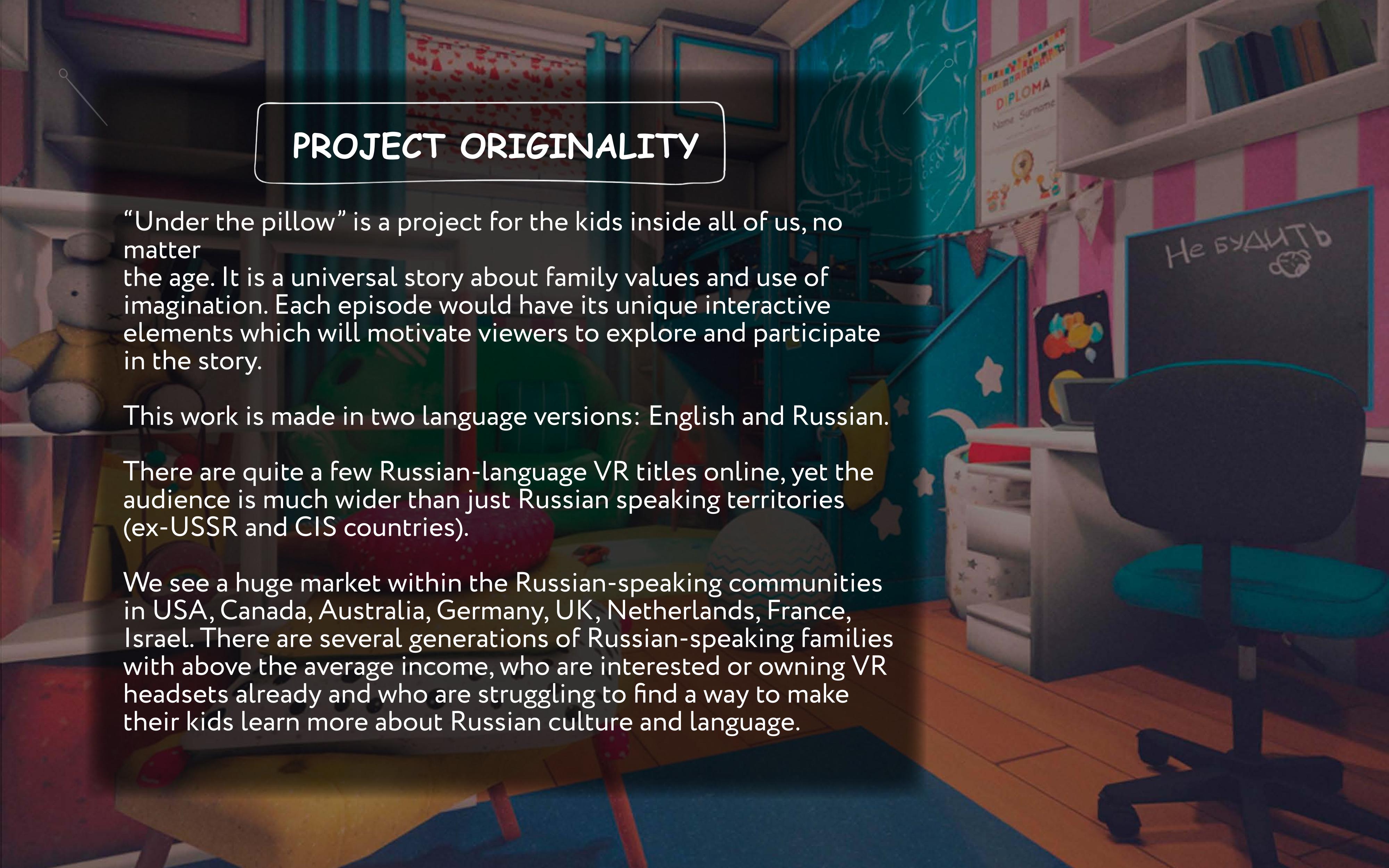
Mormitten helps to a toy-flashlight in shape of the dog and together they find toys kids were arguing about earlier. Mormitten brings is back under the pillow. Kids are happy. Mormitten start to find, fix and clean toys and other "treasures" every morning, but soon he realize that there is not much left.



Episode Three. "Magic never ends" (development)

The only thing left to give back is his dog-friend. When brother finds his toy, his sister is sad as there were nothing for her. But brother decides to put something for her and pretend she just didn't look carefully. She is happy again, even if she understands it was her brother, not Mormitten. From that day, they start to put presents on behalf of Mormitten, while Mormitten moved to a living room, where treasures from the guests never ended!

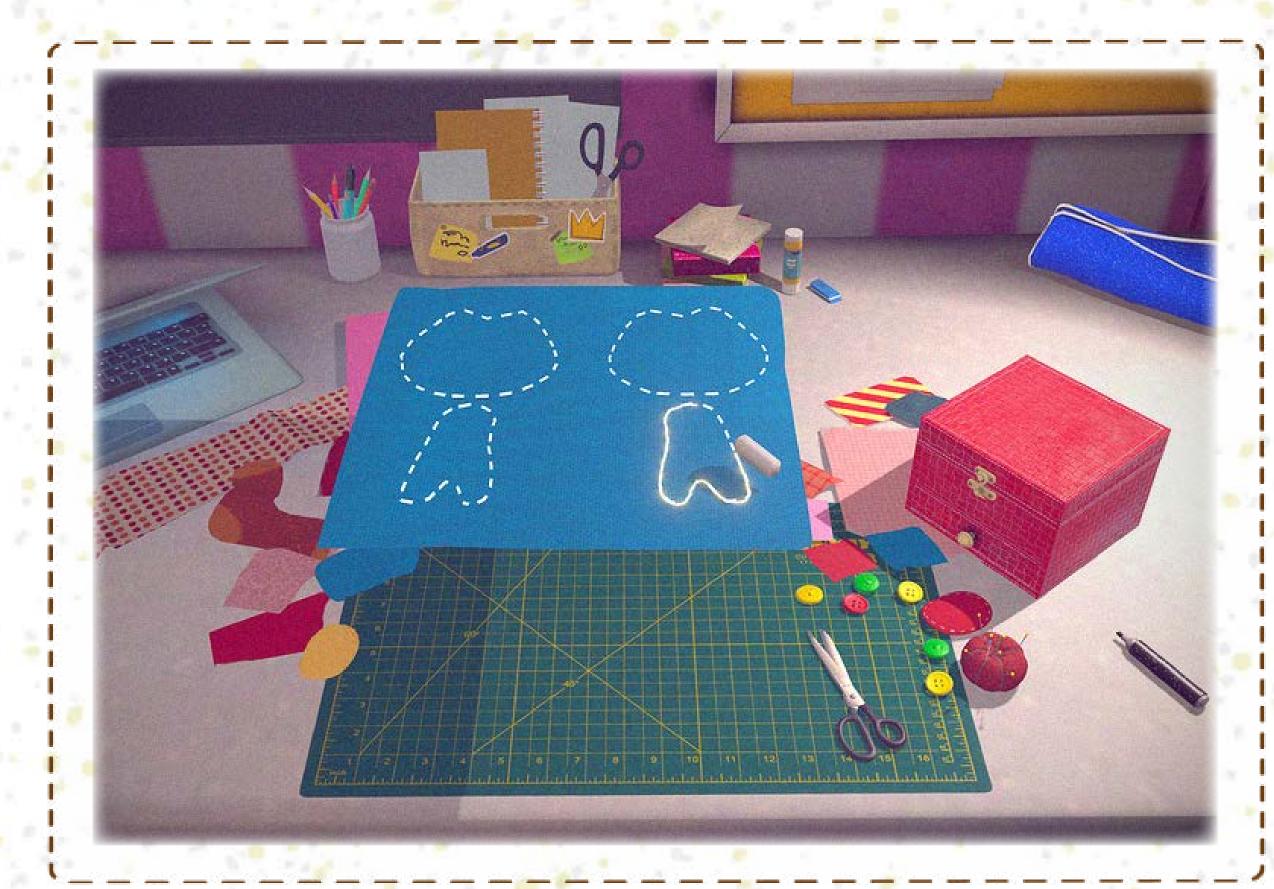




1. Choose Fabrics



2. Use chalk to trace the sewing patterns







CREATE YOUR OWN KITTEN





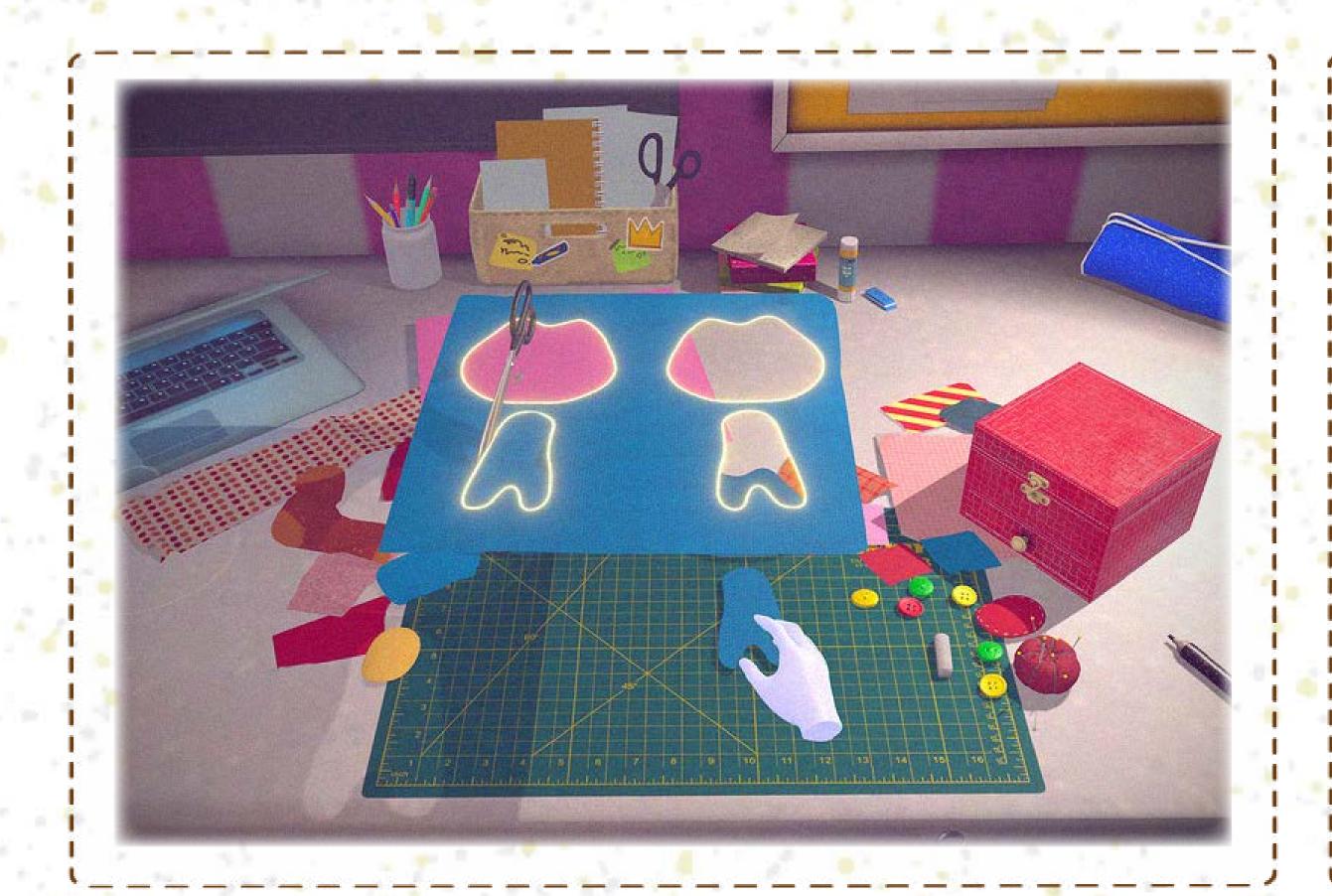




4. Stitch two pieces



5. Choose the color of the tall and paws









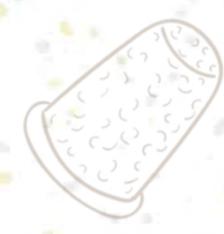




















CREATE YOUR OWN KITTEN





6. Choose buttons for the eyes. nose and mouth



7. Meet a custom kitten Mormitten



8. Visit the world under the pillow

















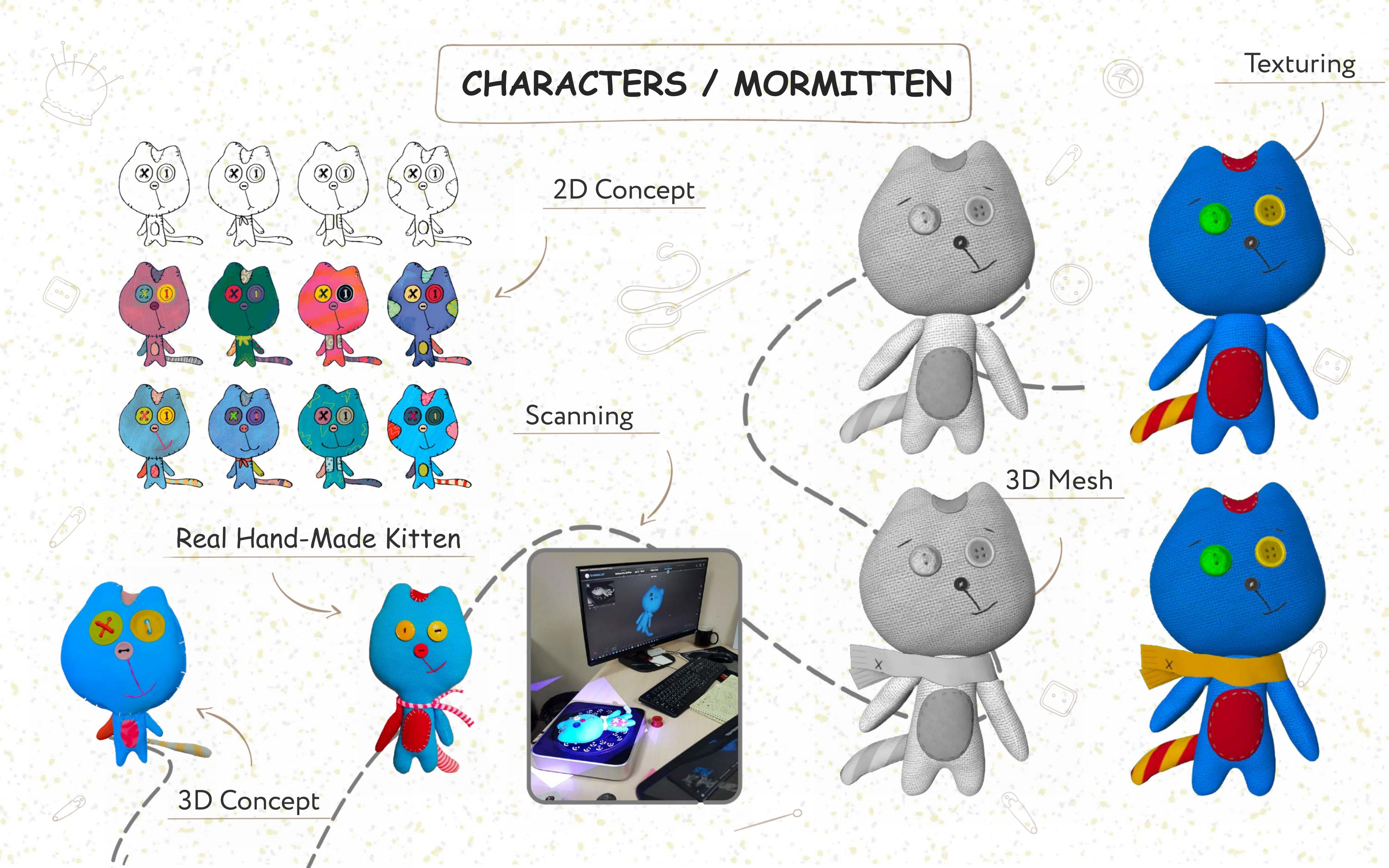




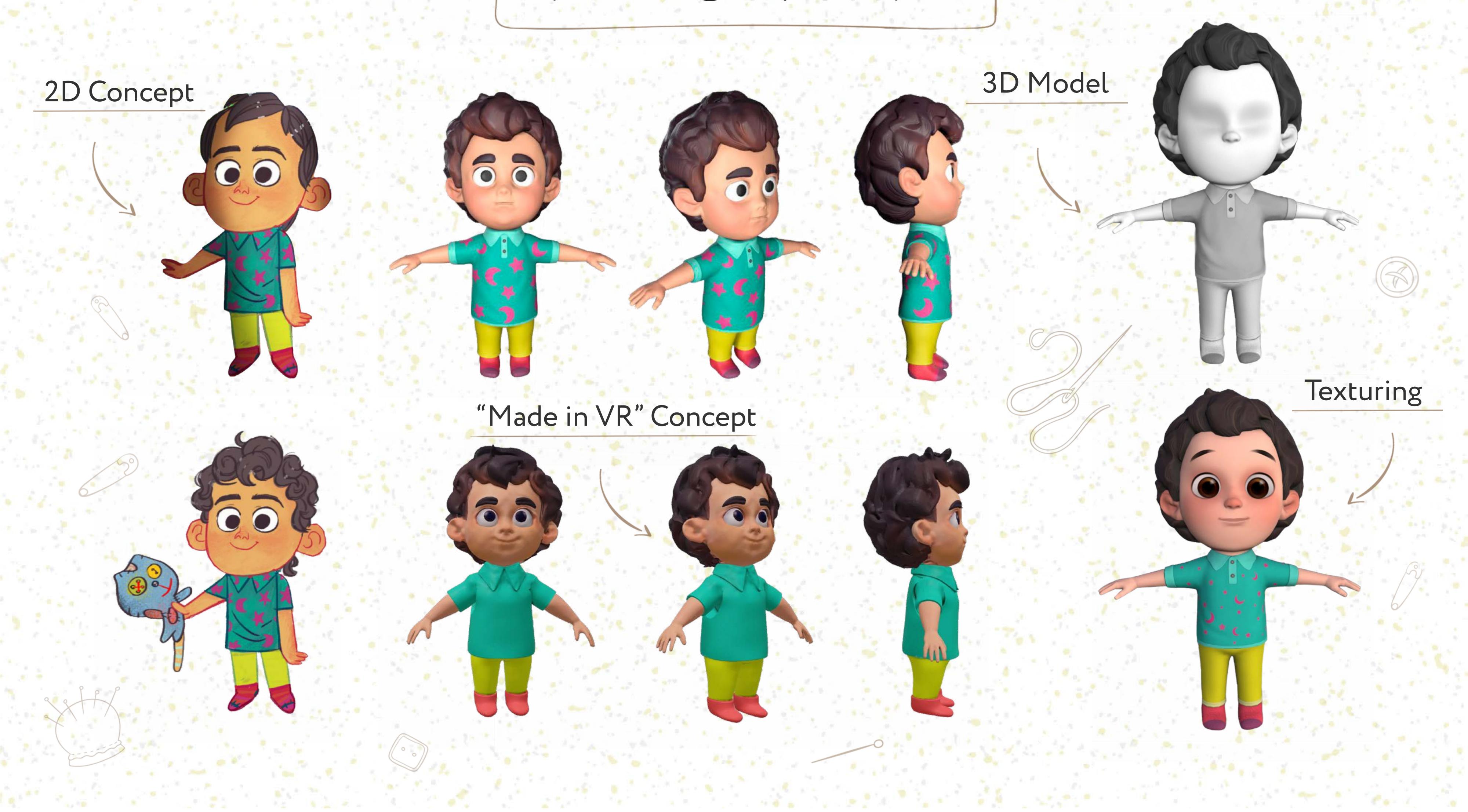


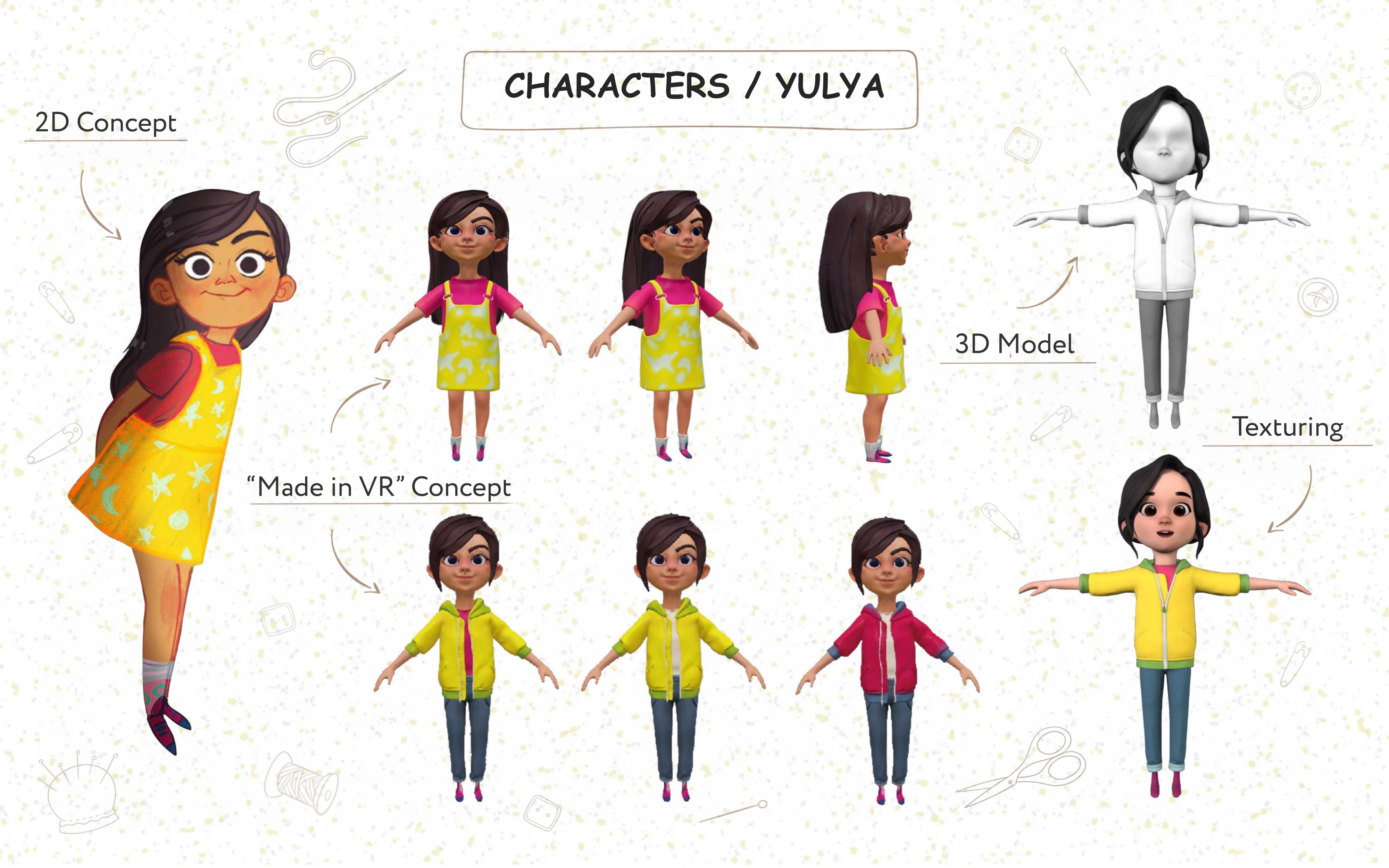






CHARACTERS / GOSHA



















Под пиароном маминоска











BEDROOM



















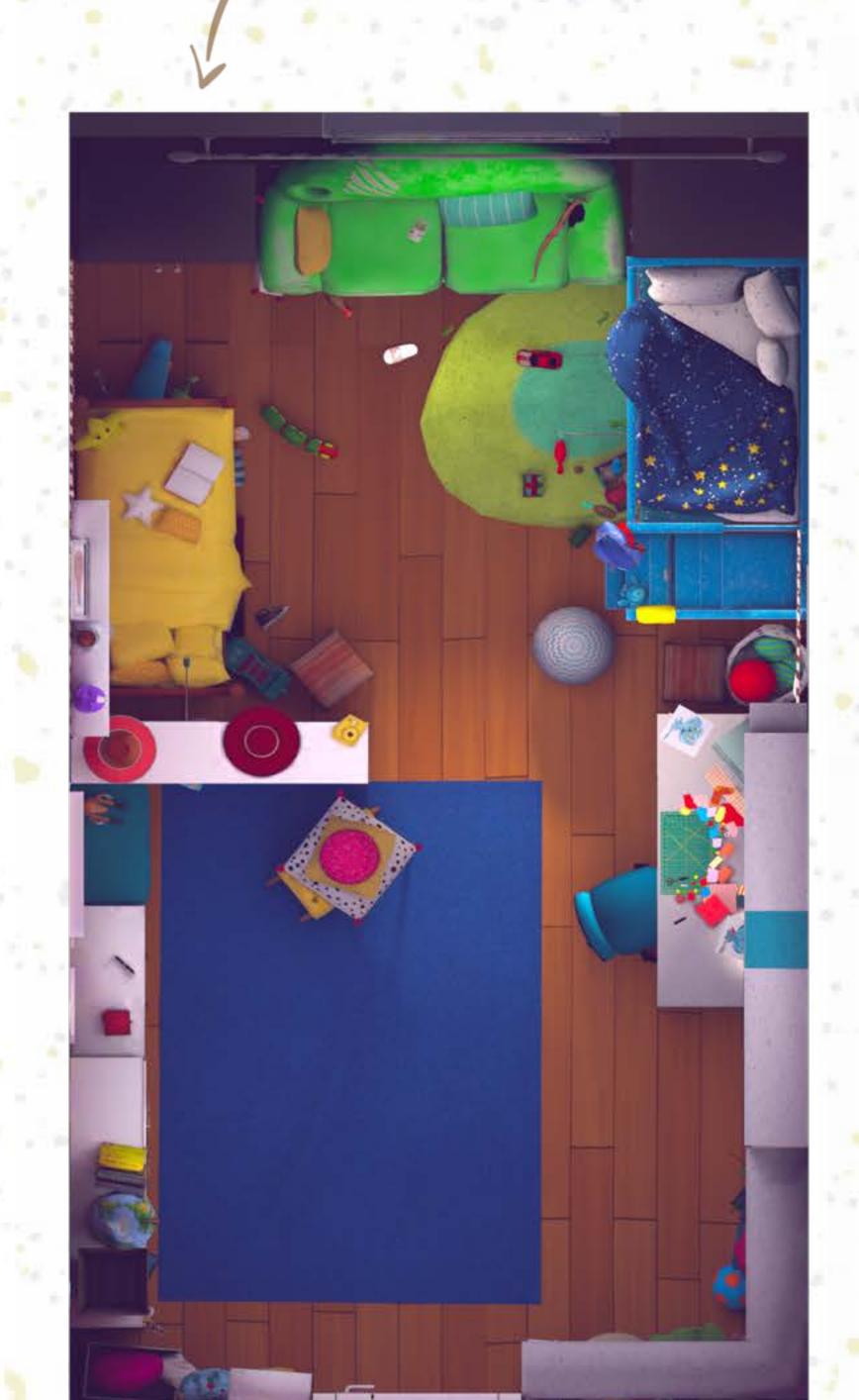
BEDROOM

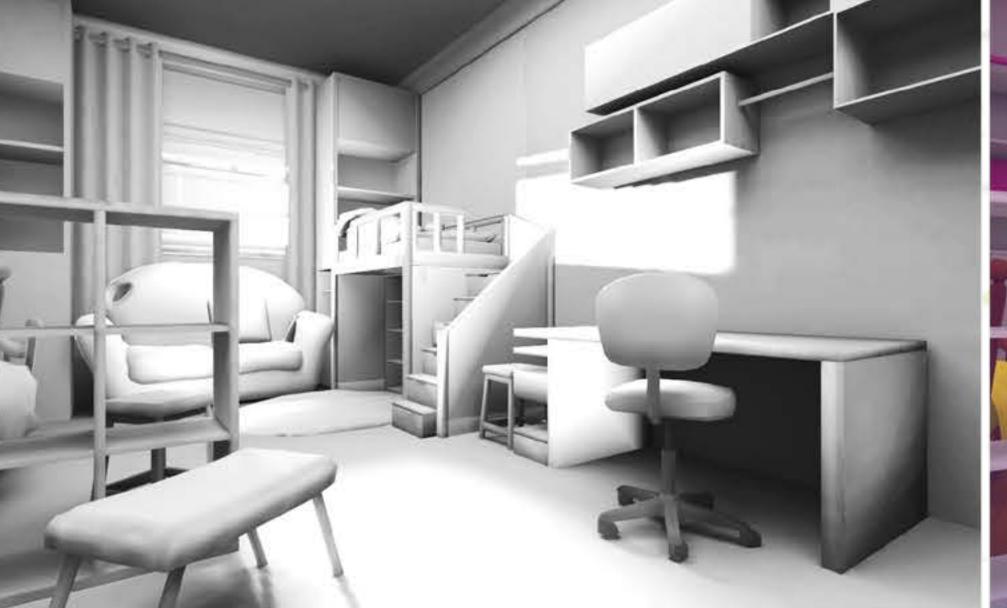




Props



















3D Room

Texturing









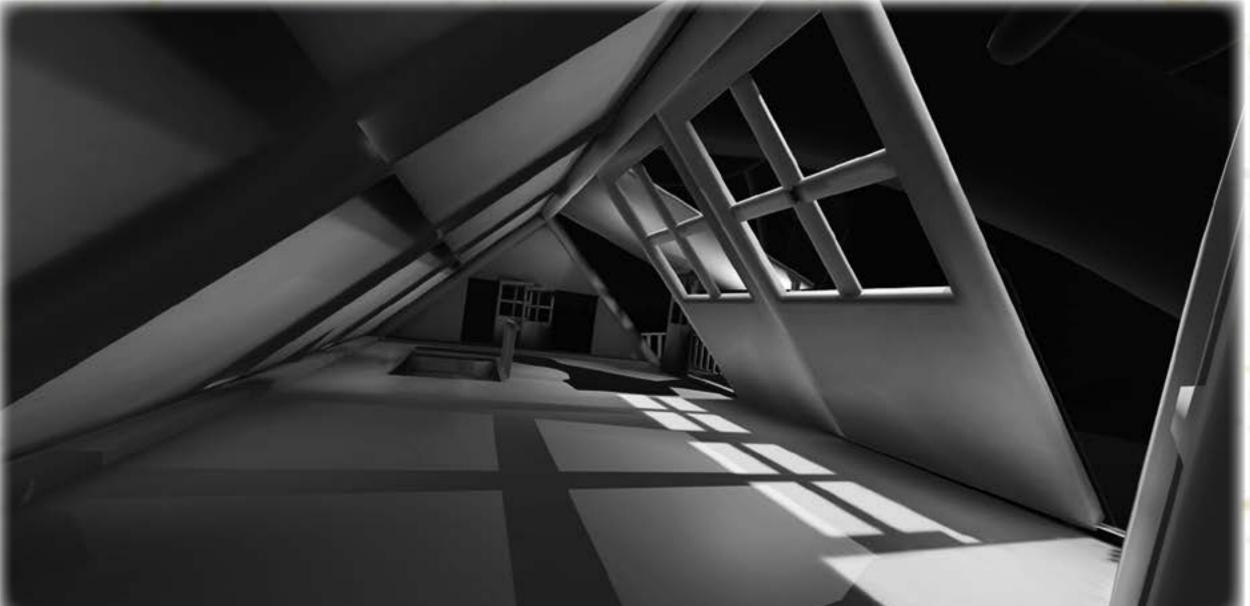
THE WORLD UNDER THE PILLOW

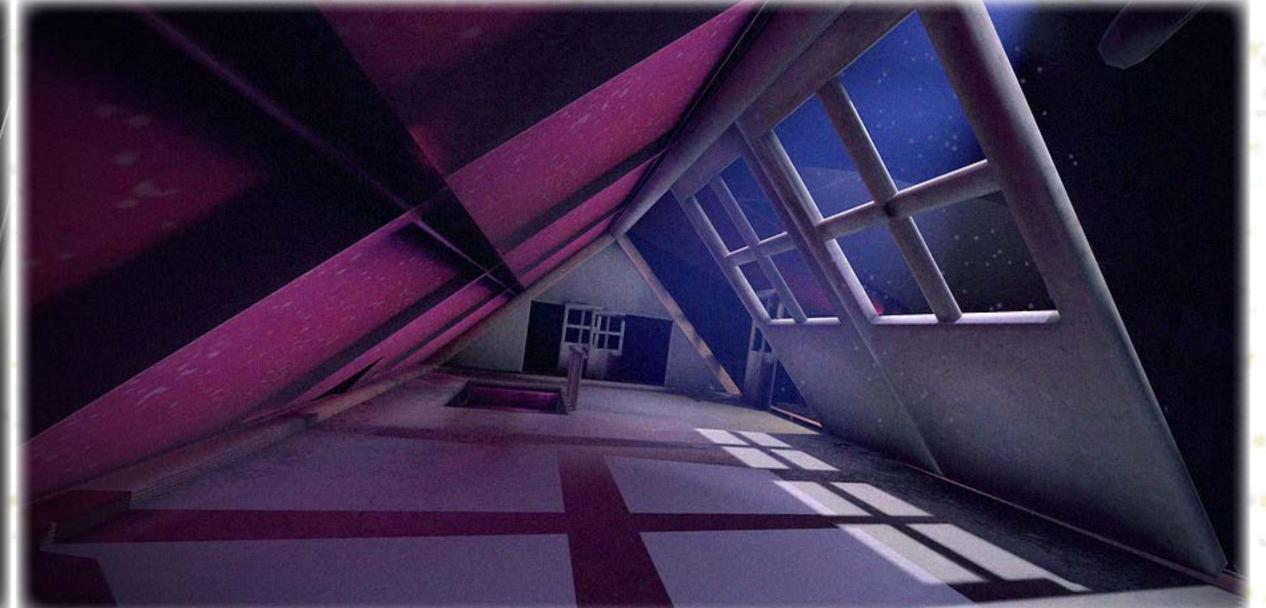


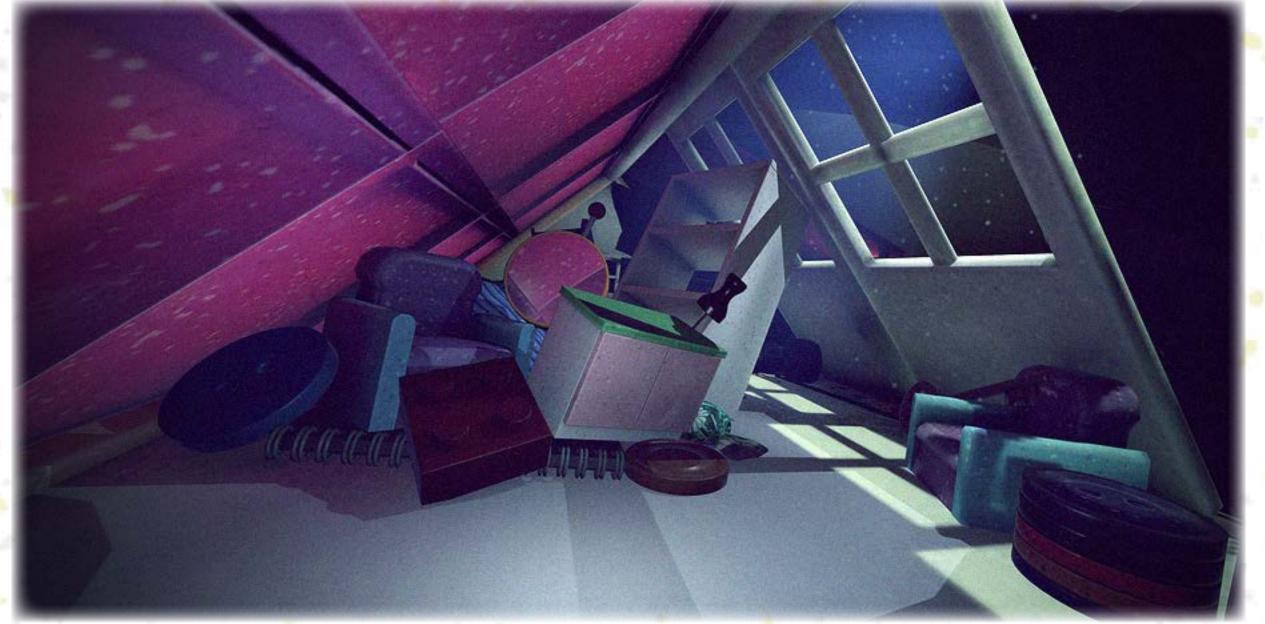


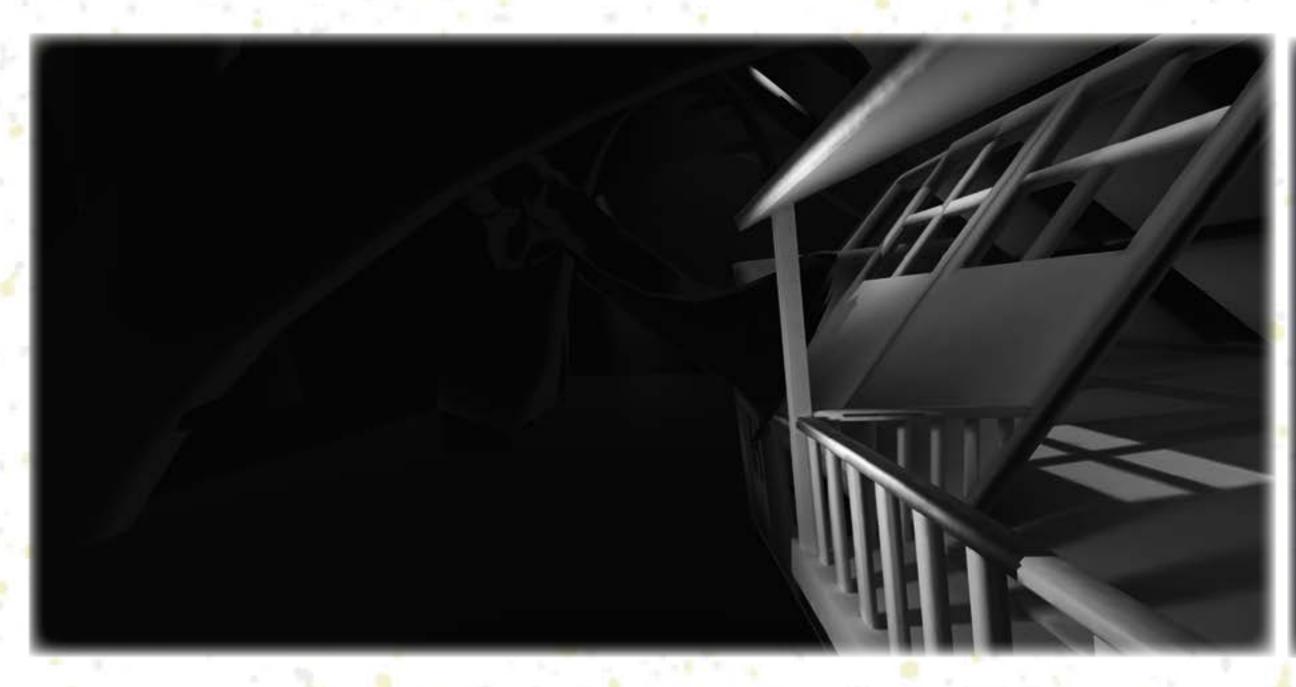
3D Model

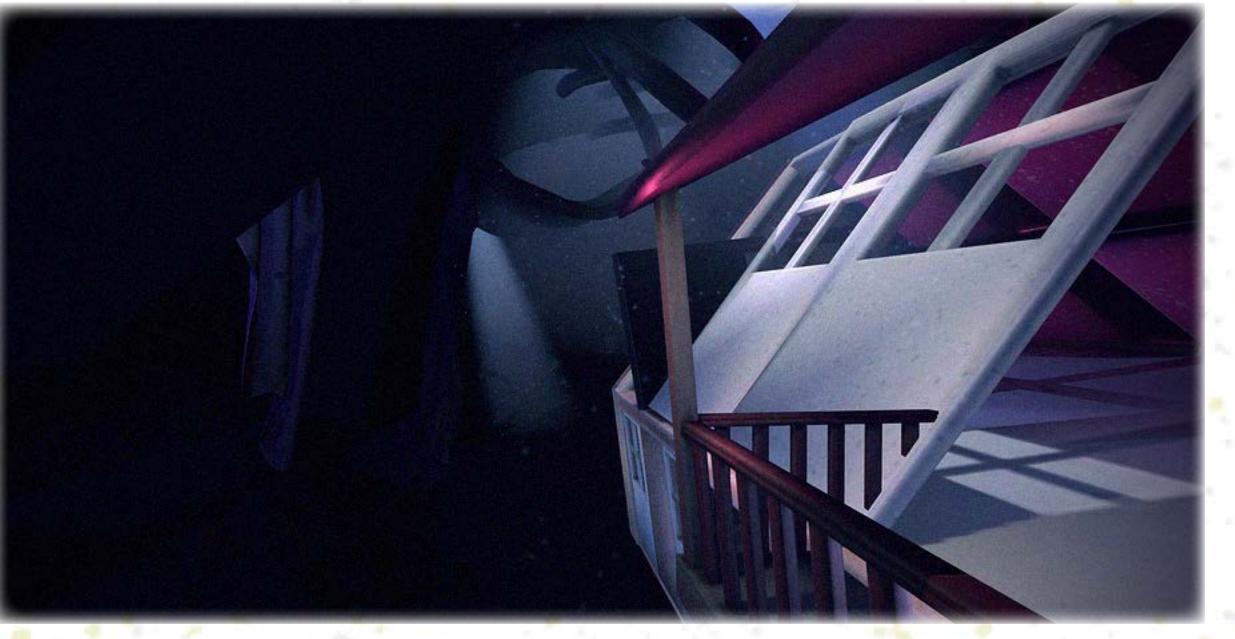
Props

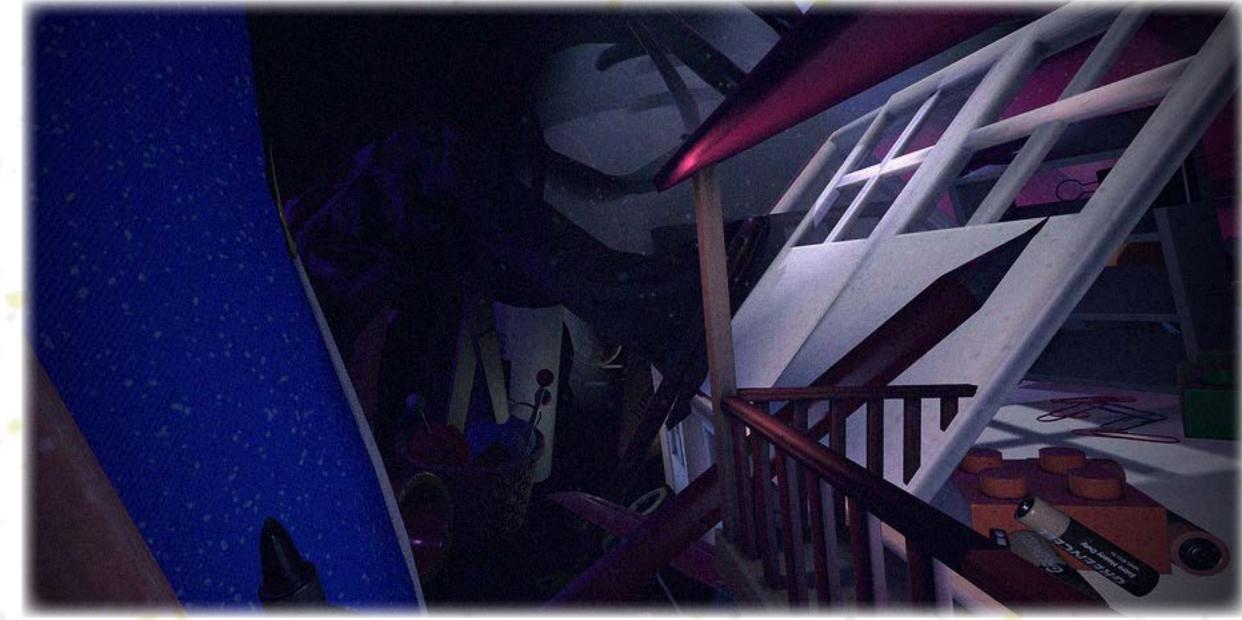


















Texturing







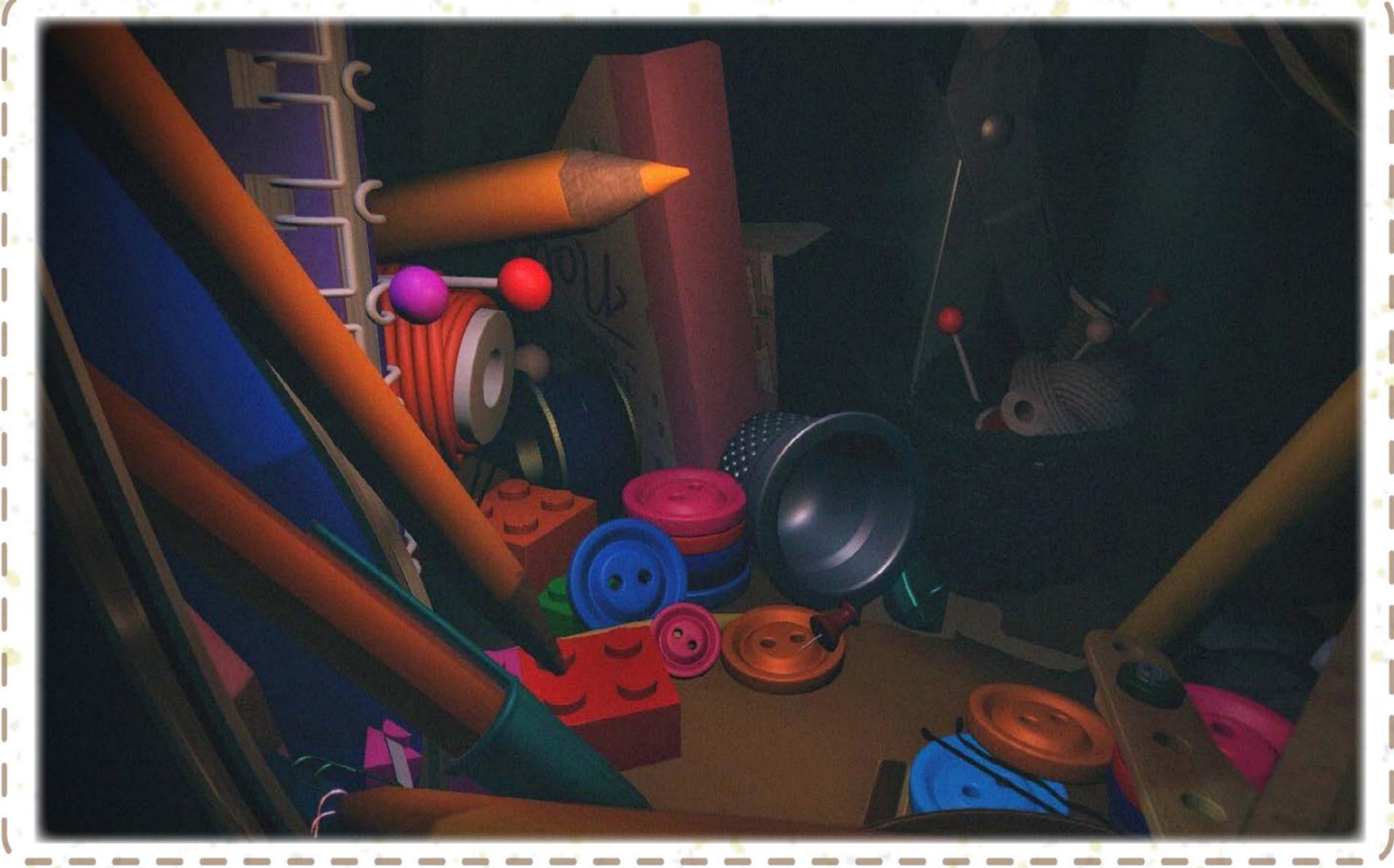


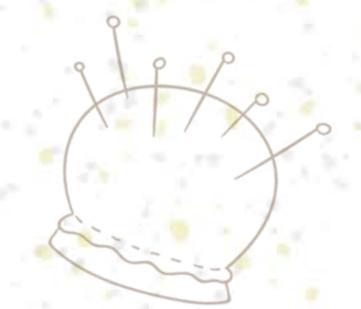
THE WORLD UNDER THE PILLOW





























Georgy Molodtsov director, producer Film XR (Estonia) An award-winning film and VR director, festival programmer and social entrepreneur. Programming director of VR Sci Fest (Sweden), curator of the Open Frame Award for VR within goEast Film Festival (Germany), creative producer of Russian VR Seasons initiative. Co-founder of VRability social good project.

MA in Film and Video 2015, School of Communication, American University, USA (Fulbright Fellow). Studied documentary filmmaking in All-Russian State University of Cinematography (VGIK) in 2003-2008.

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PROJECT DEVELOPERS



Feeling Digital is a VR/AR studio based in Minsk, Belarus. List of customers includes Multiplica, a_Bahn, Wargaming.NET, UNFPA, MIFF Listapad, UNDP and Goethe Institut Minsk.

Besides commercial projects for brands and enterprises their portfolio contains numerous social cultural initiatives and events: annual Cinematic VR festival and VR Laboratory, workshops for artists, art exhibitions using VR and AR.

http://feelingdigital.pro



We really hope that this work would inspire parents and their children to spend more time together and do something unique by themselves in both virtual and real life!

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