

ODESSA YOUNG

Odessa



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LOGLINE

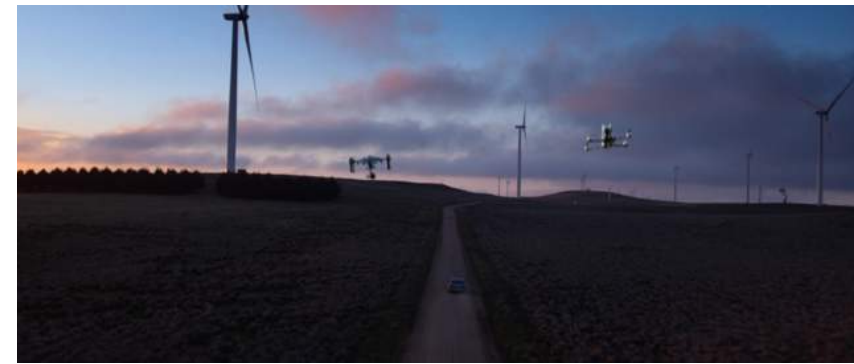
Four wild girls race through a futuristic Australia in their electric Holden Commodore, searching for booze, drugs and reality.

SYNOPSIS

A group of wild young girls roar across the foothills of Australia's Snowy Mountains in their beat-up, solar-powered Holden Commodore.

While recharging the car, the girls come across a family addicted to virtual reality.

As the girls drink, smoke and smash their way through the family's house, they come into contact with what is real and what is fake about themselves.



High-resolution stills available upon request.

DIRECTOR'S STATEMENT

COOEE is everything I believe cinema can and should be; a thoughtful meditation on our place and purpose in the world, a sensitive insight into human nature and an escape from reality which allows us to more effectively reflect upon it. All of this injected with the relentless pacing of an action film and a healthy dose of humour.

Over a year ago Sam Burnett and myself wrote a feature script called "Cooee". Over several months this script evolved into a series of inter-connected narratives exploring how different groups of youth in the future are affected by the popular culture of today. When we stepped back and looked at the whole script we said to ourselves "I think this is something special". We then said "We cannot afford to make this".

Not willing to let costs kill a dream, we got creative. With will, determination and a belief in this story, we took a sequence from this feature script and adapted it into its own short film - giving us an insight into the characters and world of Cooee. The process of adapting a feature film's worth of ideas into a short film proved to be equal parts challenging and rewarding, the end result is a screenplay I'm exceptionally proud of.

I have been creating films non-stop since I was thirteen years old and have never felt this excited about a project. I firmly believe that Cooee is the film which myself and my crew have been working toward; the culmination of a life-long fascination with both youth culture and cinema.

As a director there is nothing more thrilling than looking through a lens and seeing a completely different world before your eyes. After directing for more than half my life, I've had no greater experience than looking through that lens and watching the story of Cooee come to life.

-TOBY MORRIS

PRODUCER'S STATEMENT

'Cooee' is about Nubby, a young woman is putting something out into the world about herself, and hoping to get a response. Each time she puts something out there, whether that be a prank, a made-up story about herself, or a passionate kiss, she is yearning to get something back. Almost as if her words are like sonar, and the more she talks the better she is able to understand the shape of the world as her words bounce off people and surfaces. Of course, in the process of putting herself out there she blurs the lines between what is, and what is not true about herself, she exists as both a real and virtual body.

And so saying that about the film, what is there to say about what it was like to produce?

I think in its best moments producing this film felt right and truthful. We were so lucky to be able to work with our first choice of cast and crew, and we were lucky to be helped by so many amazingly talented people. There really was a sense that everyone was doing great work, and it is an inspiring feeling to be on set like that. A particular thank you to Aaron McLisky, Stuart Beedie and Laura & Caitlin Murray, without their assistance this film would not have been made.

At its most demanding, producing this film felt like a very immersive virtual reality experience. My wife and I had our first child, Artie, 14 days late, and 9 days before shooting commenced. There was also a remote location 5-6 hours outside a major city, car accidents, dead kangaroos, snakes, south africans, dead batteries, and never. ever. reception. We entered an unreal state, and I can't help but look back on it all now as a dream.

So this is Cooee, and we're putting it out into the world. We will leave it up to you to decide whether it is a prank, a made-up story or a passionate kiss.

-SAM BURNETT



THE BIRTH OF THE IDEA

The idea for Cooee came in 2016 when Toby Morris described to his mate Sam Burnett his vision for a sprawling, Richard Linklater-esque anthology film set within the snowy landscapes of a futuristic Australia.

Working with Sam Burnett, the two developed the idea through a range of iterations, writing numerous drafts of a feature screenplay. It was one scene from this feature screenplay, the idea of a group of punk girls exploring a house in which a family is addicted to virtual reality, that formed the basis of the short film adaptation of Cooee.

This simple idea held within it larger conceptual explorations of identity, reality, perception and ultimately connection. It was through the discussion of these themes that Sam and Toby were able to craft a narrative which captured their vision whilst also developing characters through which to explore these themes.

A location scout to the Snowy Mountains revealed an enormous wind-farm and the perfect house, and within weeks cameras were rolling on Cooee...



High-resolution stills available upon request.

THE PROCESS

“Rock & Roll filmmaking” was the go-to description of the process of Cooe’s production, with a cast & crew dedicated to the pursuit of making it happen no matter the costs, which were often significant.

Filming on location in Bungarby, New South Wales, the production saw car chases filmed amongst the spectacular Boco Rock Wind Farm - providing a visually stunning and otherworldly quality to the opening of the film.

The rest of the film was shot at a real family home, with the production doing their best to work around around the six home-schooled children living there. These kids gave affectionate nicknames to the whole cast and crew, a standout being “ponytail bonehead” for Chris Stalley, production assistant & driver.

Coee is the result of over a year of constant work by an incredibly talented and passionate cast & crew.



CAST

NUBBY	Odessa Young
PRIS	Airlie Dodds
LUX	Sapphire Blossom
RIPLEY	Maddy Madden
VOICE OF RATBOY	Rory Potter
VOICE OF FERRET	Otis Dhanji

CREW

DIRECTOR	Toby Morris
PRODUCER	Sam Burnett
SCREENPLAY	Sam Burnett & Toby Morris
CINEMATOGRAPHER	Aaron McLisky
PRODUCTION DESIGNER	Laura Murray
COSTUME DESIGNER	Caitlin Murray
1ST AD	Stuart Beedie
EDITOR	Ben Zemanek
SOUND DESIGN	Michael Newton
COLOURIST	Matt Fezz
TITLES	Reg Mombassa

DIRECTOR - TOBY MORRIS



After directing a feature-length production at sixteen, Toby dedicated himself to pursuing filmmaking as a career. His award-winning short films have played at the Toronto International Film Festival, Tropfest, Flickerfest, Hollyshorts and many more festivals both locally & internationally.

Working professionally as a commercial director, Toby has directed high-profile shoots for clients including Qantas, Coca-Cola, Toyota, Telstra, SBS, Nestle, NRMA, Hewlett-Packard and many more.

tobymorris.com.au

PRODUCER - SAM BURNETT



An ambitious Producer with a sharp eye for detail and an uncompromising commitment to produce great content. Sam's filmmaking ambitions began at Macquarie University, where he met Toby Morris and the two decided to create not just their own films, but their own film festivals as well.

Since then Sam and Toby have written, produced and directed numerous films together; the end results being selected for festivals including Tropfest, Flickerfest, Hollyshorts, the Toronto International Film Festival and more.

Sam also knows how to make great puppets.

CINEMATOGRAPHER - AARON MCLISKY



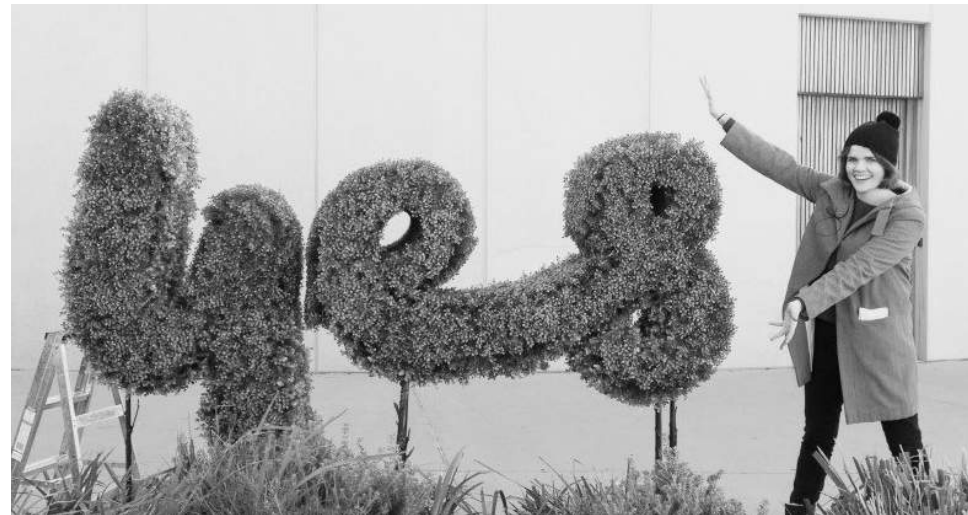
Aaron's narrative work has played in top tier festivals around the world from Palm Springs Short Film Festival, Warsaw International Film Festival and locally in Tropfest, Sydney Film Festival and St Kilda Film Festival.

In the commercial world he has shot award-winning work with brands such as Qantas, Tourism Australia, Wolf Blass, Microsoft, Volkswagen and many more.

Most recently Aaron completed shooting Season Two of award winning ABC television series Soul Mates.

aaronmclisky.com

PRODUCTION DESIGNER - LAURA MURRAY



Laura Murray is a Sydney-based production designer and art department practitioner. After graduating from a BA Communications (Media Arts & Production) at UTS in 2011, she undertook a Grad Diploma in Production Design at AFTRS. In 2013 her final AFTRS film 'Spirit Harbour' won Best Student Design at the APDG awards.

Laura has is experienced across various mediums, from short films to features and TVCs, and is passionate about great storytelling and strong collaboration.

lauraimurray.com

TECHNICAL SPECS

TITLE Cooee
DURATION 18:37
LANGUAGE English

SOUND MIX 5.1 surround
FRAME RATE 25FPS
COLOUR ASPECT RATIO 2.40:1

CAMERA Arri Alexa XT, Red Epic, Blackmagic Micro
Cinema Camera, DJI Inspire X-5r, DJI Mavic

NEGATIVE FORMAT DIGITAL, ARRI RAW

CINEMATOGRAPHIC PROCESS DIGITAL INTERMEDIATE 2K

PRINTED FILM FORMAT DCP, QUICKTIME PRORES 4444

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Sam Burnett (Writer/Producer)
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*What look like stars are just satellites. Shooting stars are rockets burning up in the atmosphere.
For everything humans have accomplished they've never fully been able to leave their own orbit.
They will always be falling back to Earth.*

-RATBOY



CONTACTS

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