



*Metamorphosis*

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# About

*Metamorphosis was born from a single drawing — a sketch by director Hannah Kim that carried within it an entire world. Before any story existed, the aesthetic did: dark, whimsical, and rooted in the timeless magic of fairy tales. From the earliest stages of ideation, the crew explored countless script variations, but one idea kept pulling them back — the turning of seasons. At its core, Metamorphosis is a film about change and rebirth.*

*The path to the screen was itself a transformation. Originally conceived for Unreal Engine and an XR stage, the project pivoted mid-preproduction when the team honestly assessed both their strengths and the engine's limitations. Rather than abandon the XR stage, they reimaged it — using it as a massive blue screen, a resource few productions ever get to work with. From there, every environment and CG asset was built in Houdini and brought to life by a gifted compositing team.*

*The result is something far more alive than the original vision: a stylized, handcrafted world full of expressive camera work and moments of pure visual magic.*



# Logline

*A newly born fairy ventures into a dark, monster-haunted forest and must find the courage to trust a mysterious force of moonlight — before the shadows close in around her.*

# Synopsis

*In a dark, snow-covered forest, a fairy emerges from a glowing cocoon — luminous, innocent, and full of wonder. Drawn by curiosity into the shadows, she discovers she can breathe life into the world around her with a single touch. But the forest is dangerous, and something ancient and predatory lurks in the dark.*

*When all seems lost, a shimmer of moonlight — the Twinkles — guides her through the woods into an open moonlit field, where the monsters close in and surround her. With nowhere left to run, she steps into a glowing circle of light at the field's center and chooses to trust it.*

*The moonlight embraces her — and she dissolves into warm pink particles that rise into the sky. In her place, spring erupts: snow melts, flowers bloom, and life reclaims the frozen earth.*

*The monsters flee.*

*In the final image, a butterfly lands gently on a blooming flower — its wings a perfect mirror of the fairy's own — suggesting she has not ended, but transformed.*



# Fact Sheet

*Run Time: 00:04:02*

*Softwares: Houdini, Nuke, Maya,  
Substance Painter, Unreal Engine*

*Screening Format: mP4*

*Aspect Ratio: 2K DCP*

*Sound:*

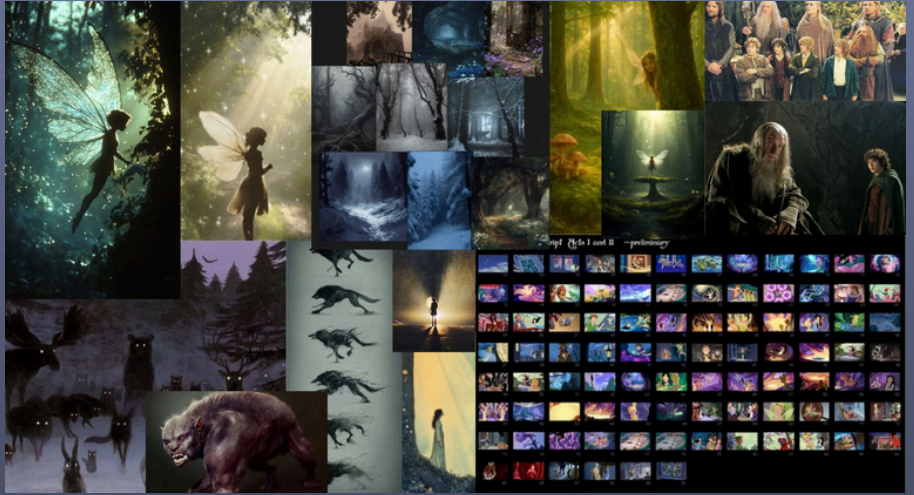
*Country of Production: United States*

*Year: 2026*

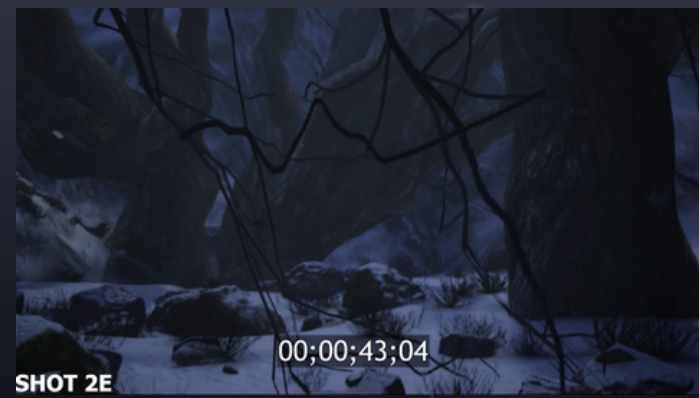
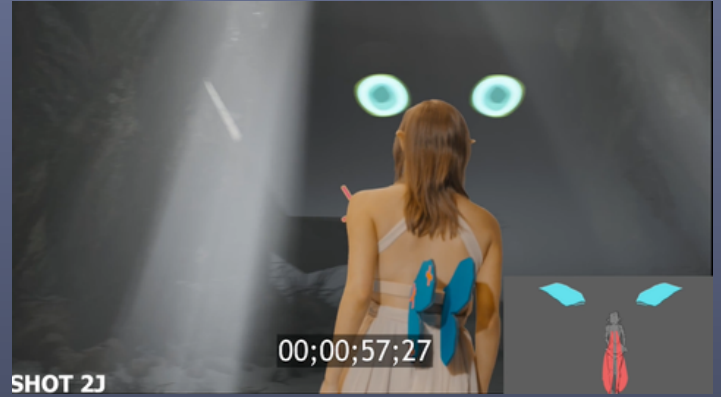
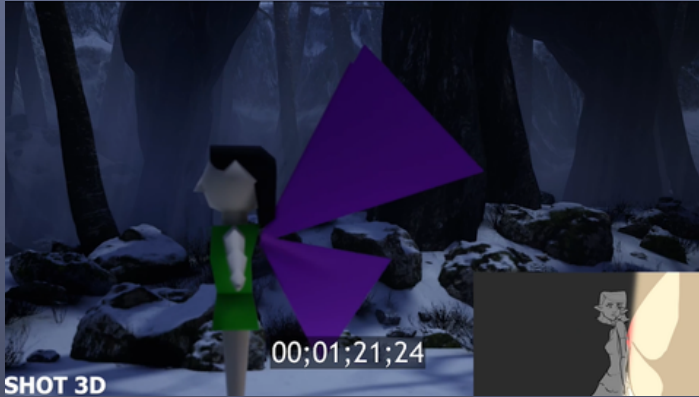
*Contact: [gracieszymanski04@gmail.com](mailto:gracieszymanski04@gmail.com)*



# Concept



# Pre-Visualization







# Meet the Crew



**Gracie Szymanski / Co-Director, Co-Producer, FX Artist**

*Hi, I'm Gracie. As the Co-Director and Co-Producer I've been in charge of organization and creative direction for the project. I loved getting to direct on the XR Stage and I've enjoyed making spreadsheets to keep us all on track. As an FX artist, I've had the chance to play with simulations from particles to vellum.*



**Hannah Kim / Co-Director, Co-Producer, FX Artist**

*Hi! I'm Hannah Kim, and I am the Co-Director and a lead FX artist for Metamorphosis! This project gratefully gave me the opportunity to combine my love of fantasy storytelling with my technical skills. Through my roles, I was scheduling and creating from beginning to end. Whether it was drafting scripts, organizing teams, or working on sims, I always jumped around if it meant lending out an extra hand!*



**Sydney Relkin / Lead Composer, On-Set VFX Supervisor**

*Hello! I'm Sydney. As lead composer and on-set vfx supervisor, it was my role to work closely with everyone on set making sure we were getting our shots in a way we would be able to composite with as much ease as possible. This included making sure we had interactive lighting on our actress so integrating the wings would be seamless.*



**Mia Esparragoza / Lead Environment Artist**

*Hi! I'm Mia Esparragoza and I was responsible for the creating the environment layout through sourcing assets and using procedural methods, and I also created the texture for the snow terrain.*



# Meet the Crew



***Olivia Wesling / Editor, Composer, Colorist, Motion Media***

*Hi! I'm Olivia Wesling. I am composer, editor, colorist, and motion media designer. My roles included adding the "final touches" to Metamorphosis. From comping several shots creating seamless FX and live action integration to stitching shots together to create final story and look.*



***Benji Hopkins / Lead Texture Artist, Costume Designer***

*Hello, I'm Benji. I am lead texture artist and costume designer. I researched and organized references of forests in both winter and spring to determine the look and style of our CG background. I also designed and sewed our fairy's dress, ensuring it stayed within the constraints of working with a green screen.*



***Charlie Ragland / Lead Lighter***

*Hello! My name is Charlie Ragland. I am the lighting artist on Metamorphosis. I was responsible for all lighting aspects in our environment and I was also gaffer on the stage.*



# Credits

## *Cast*

*Julie Twomey*

## *Environment Lead*

*Mia Esparragoza*

## *Texturing Lead*

*Benji Hopkins*

## *Director/Producer*

*Gracie Szymanski  
Hannah Kim*

## *Lighting Lead*

*Charlie Ragland*

## *Texturing*

*Anca Dubalaru*

## *Story and Concept*

*Hannah Kim  
Gracie Szymanski*

## *Lighting*

*Anca Dubalaru*

## *Compositing Lead*

*Sydney Relkin*

## *Director of Photography*

*Ben Jones  
Julien Schenker*

## *FX*

*Gracie Szymanski  
Hannah Kim*

## *Compositing*

*Olivia Wesling  
Robyn Roach*

## *Pipeline TD*

*Gracie Szymanski*

## *Motion Media Design*

*Olivia Wesling*

## *On-Set VFX Supervisor*

*Sydney Relkin*

## *Modeling*

*Sloane Blake  
Sania Khullar*

## *Sound Supervisor*

*Diego Aguilar*

## *Production Design*

*Olivia Schroeder  
Gracie Szymanski  
Hannah Kim  
Olivia Wesling  
Sydney Relkin*

*Gracie Szymanski  
Hannah Kim*

## *Foley*

*Diego Aguilar*

## *Rigging*

*Nico Hoyos  
Nicholas Charalambous  
James Kislenko*

## *SFX Editor*

*Akex Solis*

## *Costume Design*

*Benji Hopkins*

## *Animation*

*Celia Merina Sanchez  
Danielle Focazio  
Delphine Peck  
Madison Jennings*

## *Re-Recording Mixer*

*Cody Cote*

## *Makeup Artist*

*Gracie Szymanski*

## *Composer*

*Cooper Frandina*

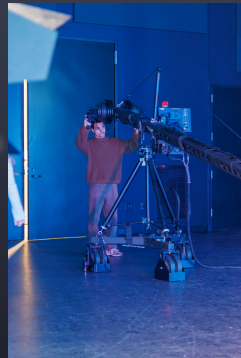
## *BTS Photographer*

*Emily Kraus*

## *Editorial and Color*

*Olivia Wesling*









*Metamorphosis*