



61<sup>e</sup> SEMAINE  
DE LA CRITIQUE  
CANNES 2022

# ICE MERCHANTS

A FILM BY **JOÃO GONZALEZ**

*DIRECTED AND WRITTEN BY **JOÃO GONZALEZ** PRODUCED BY **BRUNO CAETANO** CO-PRODUCED BY **MICHAËL PROENÇA**  
ART DIRECTION BY **JOÃO GONZALEZ** ANIMATION BY **JOÃO GONZALEZ** and **ALA NUNU** BACKGROUNDS BY **JOÃO GONZALEZ**  
SOUND DESIGN AND SOUND MIX BY **ED TROUSSEAU** SOUND ENGINEERING BY **RICARDO REAL**  
ASSISTENT SOUND ENGINEERING BY **JOANA RODRIGUES** ORIGINAL SOUNDTRACK / MUSICAL COMPOSITION **JOÃO GONZALEZ**  
ORQUESTRATION AND CONDUCTING BY **NUNO LOBO** EDITING AND POST-PRODUCTION BY **JOÃO GONZALEZ***

A CO-PRODUCTION:



**Wild**  
STREAM



Royal College of Art

WITH FINANCIAL SUPPORT FROM:



INSTITUTO DO CINEMA  
E DO AUDIOVISUAL



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DISTRIBUTION:

**agência**









## TRAILER

<https://vimeo.com/701648301>

# SYNOPSIS

Every day, a father and his son jump with a parachute from their vertiginous cold house, attached to a cliff, to go to the village on the ground, far away, where they sell the ice they produce daily.



# SPECIFICATIONS

**Title** Ice Merchants

**Runtime** 14 minutes

**Resolution** 2048x1080 (2K)

**Frame-rate** 24 fps

**Colour** Yes

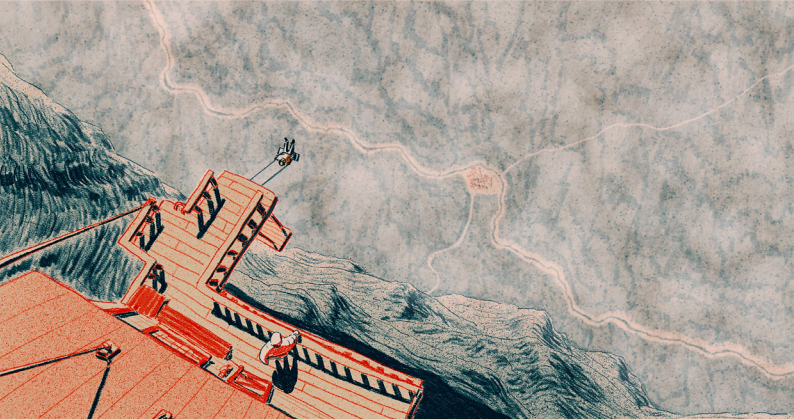
**Language** No Dialogues

**Format** DCP, MOV and H.264

**Sound** 5.1

**Animation Technique**

2D Frame by Frame Animation



## DIRECTOR'S STATEMENT

Like my two other films up to date, Ice Merchants was born out of an image/scenario that came to my mind and stuck with me. Most of those images “appear” while I’m dreaming or about to fall asleep, although sometimes they also come to mind during the day.

Then, I spend a good amount of time “day dreaming” and exploring that reality through drawings and writing, until I feel like I found something that resonates with me. This is my only way of doing location scouting, since my film’s locations don’t actually exist in real life. And that’s when the ideas for the actual film’s narrative start to occur, that naturally end up covering topics that are personal and dear to me. My first two films were more focused on psychological issues that were part of my personality, projecting myself on the narrative’s protagonists. Ice Merchants covers a more humane story (in my view) about family connection, about simple daily rituals and routines, studying them metaphorically as a foundation of human relationships on the long run. All of my 3 films end up covering loneliness and solitude, as well as some sort of conflict between protagonists and the realities where they exist, which makes sense since I treat those realities as active characters from the beginning.

Aesthetically, I also always tend to incorporate my interest in strong shadows, extreme camera angles, and limited colour palettes in my films. There’s also an “on-going” treatment of the film’s soundtrack and sound-design, that I start working on since the beginning of the film’s production, alongside the animation (sometimes even before).

## BIOGRAPHY

*João Gonzalez (1996) is a portuguese director, animator, illustrator and musician, with a classical piano background. With a scholarship from the Calouste Gulbenkian Foundation, he did his master's degree at the Royal College Art (UK), after finishing his degree at ESMAD (PT). In these institutions he directed 2 films, “Nestor” and “The Voyager”, that together received more than 20 national and international awards, as well as more than 130 official selections in film festivals around the world, being present in Oscar and BAFTA qualifying festivals.*

*João has a great interest in combining his musical background with his practice in author animation, always assuming the role of composer and sometimes of instrumentalist in the films he directs, occasionally accompanying them with live performances.*





# CREDITS

Director/Writer **João Gonzalez**

Producer **Bruno Caetano**

Co-Producer **Michaël Proença**

Art Direction / Illustration **João Gonzalez**

Animation **João Gonzalez** and **Ala Nunu**

Backgrounds **João Gonzalez**

Sound Design / Sound Mix **Ed Trousseau**

Sound Engineering **Ricardo Real** and **Joana Rodrigues**

Music / Original Soundtrack **João Gonzalez**

Orchestration / Conductor **Nuno Lobo**

Musicians **André Gamelas, Joana Silva, João Gonzalez, Miguel Teixeira, Nelson Cruzeiro, Pedro Levandeira, Tiago Moreira.**

Colouring **Alicja Grotuz, Bartosz Zarzycki, Jakub**

**Kaczmarek, Hugo Sequeira, João Gonzalez, Louise Hullin,**

**Lucie Andouche, Luis Vital, Owen Barioz, Romy Matar.**

Editing / Post-Production **João Gonzalez**

Clouds FX **Vier Nev**

Additional Animation **Lewis Heriz**

Additional Colouring Supervisor **João Monteiro**

Promotional Materials' Designer **Pedro Soares**

A Co-Production **COLA, Royal College of Art** and

**Wildstream**

With Financial Support from **ICA (Instituto do Cinema e Audiovisual)**

Distribution **Agência - Portuguese Short Film Agency**

A CO-PRODUCTION



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PORTUGUESA  
CULTURA

DISTRIBUTION



# CONTACTS

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