Bear

2021 Community Project Grant - Individual Applicants

Celia Tewey

O: 303-709-6126
M: 303-709-6126

Ms. Celia Tewey

celia.a.tewey@gmail.com
O: 303-709-6126
M: 303-709-6126
Application Form

Grant information and confirmation

Si prefiere leer esta información en español, por favor haga clic aquí. Se puede responder a la solicitud en español. Un miembro del personal de la Oficina de Artes y Cultura traducirá sus respuestas para que sean revisadas por el panel.

DESCRIPTION: Community Project Grants encourage innovation and exploration in order to achieve progress on the Community Priorities from Boulder’s Community Cultural Plan.

PURPOSE: The Community Cultural Plan identifies a set of “Community Priorities” derived directly from the hopes and aspirations of Boulder’s residents:

- Support the resiliency and sustainability of cultural organizations to enhance their ability to benefit the community.
- Create a supportive environment for artists and creative professionals, while fostering innovative thinking and leadership among them.
- Prioritize the civic dialogue about the ability of culture to positively contribute to the economy, social offerings, the environment, and the authentic expression of diversity.
- Develop Boulder’s creative identity in becoming an innovative world leader in cultural matters and projects that identity to the region and the world.
- Focus on the expression of culture and creativity in the public realm through public art, the urban landscape, culture in the neighborhoods, and serendipitous encounters with the arts.
- Amplify the vibrancy of Boulder’s cultural destinations: the lively mix of museums, performance venues, events, districts, studios, maker spaces, and other facilities that make Boulder an enticing place to visit, live, play, and work. Fill in the gaps and address issues of access and affordability.

These complex issues are the most important initiatives we can work on as a cultural community in the coming years. The purpose of the Community Projects Grant is to encourage innovation and exploration in order to achieve progress on these Community Priorities.

In 2021, it is also important to the Boulder Arts Commission that the Cultural Grants Program is responsive to current pressures of the COVID-19 pandemic. There are no questions directly related to the pandemic on the application. However, the Commission asks the community to apply with projects, emphasizing collaborations, that directly address those most impacted by the pandemic. The goal is an equitable distribution of resources throughout the community in a way that supports economic and social recovery.

Awards: Organizations $25,000 @ maximum $5,000 each

Details: The award amount of $5,000 for individuals. Smaller requests will be accepted.

Cycle: Annually.

DEADLINE TO SUBMIT APPLICATIONS – INDIVIDUALS: Monday, March 15, 2021 at 11:59 p.m.
Definitions: "Individual" is defined as: applications in which the project is created and managed by a single individual, a sole-proprietorship, or a for-profit business with only one employee. "Organization" is defined as: applications in which the project is being created and managed by a nonprofit or a for-profit business with multiple employees.

DECISION TIMELINE

- Monday, March 15 at 11:59 p.m. – Deadline for applications
- March 15 to 19 – Review by staff for eligibility and revision by applicants if necessary
- March 19 to April 2 – Preliminary review and score by panel (16 days)
- April 2 to 9 – Score processing by staff
- April 9 – Preliminary scores and comments sent to applicants via email
- April 9 to April 19 – Applicants prepare and send written responses to the panel’s questions. The written response should be emailed to Lauren Click at clickl@boulderlibrary.org by Monday, April 19, 2021 at 11:59pm.
- April 19 to 23 – Response processing by staff
- April 23 – Responses sent to panel
- April 23 to May 10 – Final review and score by panel (14 days)
- May 10 to 14 – Processing of final scores
- May 14 – Final scores sent to applicants via email
- May 19, 2021 – Arts Commission meeting. Discussion and final decisions on grants

ELIGIBILITY REQUIREMENTS

- General eligibility. Meets all the general eligibility requirements.
- Open to all. Anyone may apply once the general eligibility requirements are met, including individuals, artists, non-profit organizations, organizations with pending non-profit status, fiscally sponsored organizations and for-profit organizations with a community focus. Organizations not headquartered in Boulder may be considered (refer to Panel Evaluation question entitled Boulder Focus).
- Service area and programming. Projects must have a significant component of public programming that takes place within the city limits of Boulder. This programming must meet the criteria described in the Chapter 14-1-2 of the City of Boulder Revised Code.
- Projects must take place after the grant funding decision and be completed by June 30, 2022.

MORE INFORMATION

General Eligibility Requirements
2021 Grant Application Schedule
2021 Scoring System
General Grant Guidelines & Process
Grant FAQs
REVIEW PROCESS

- Deliberation. Applications are reviewed by the Boulder Arts Commission grants panel. Final funding decisions are made at public Boulder Arts Commission meetings. See schedule.

- Evaluation criteria.
  - Community priorities (Maximum 8 points)
  - Cultural offerings (Maximum 8 points)
  - Cultural equity (Maximum 8 points)
  - Proposed outcomes and evaluation strategy (Maximum 8 points)
  - Boulder focus (Maximum 4 points)
  - Encouragement points (Maximum 4 points)

- The complete scoring system and rubric for the Community Project Grants can be found here.

GRANT AWARDS

- **Notifications and dispersal of funds.** Staff notifies all applicants if their Application has been successful and begins the process of securing supporting information and issuing payment for successful applicants. Grantees must contact the grant coordinator to arrange for payment. Checks are sent by mail or electronically to bank accounts designated by the applicant.

- **Communications.** All official communications and notifications will be made to the named individual applicant or person designated as the organization contact. It is this person’s responsibility to communicate Boulder Arts Commission requirements of the grant award to collaborators or other participants. This includes, but is not limited to, requirements for compliance with grant agreements, identifying Boulder Arts Commission sponsorship on publicity materials, and reporting.

- **Implementation.** Grantees shall implement programs / projects as outlined in the grant application. Any change to the project, venue, Grantee address, schedule, or staff / team members must be reported to culturegrants@boulderlibrary.org.

- **Award amount.** The Boulder Arts Commission reserves the right to adjust the amount of a grant award offered to an Applicant.

- **PERA impacts.** Retirees affiliated with the Colorado Public Employees Retirement Association (PERA) will be impacted by a withholding requirement enacted by the Colorado State Legislature if awarded an arts grant. Details are available on the PERA website. See "Disclosure of Compensation."

- **Vendor forms.** Grantees must submit a City of Boulder vendor form and current IRS W-9 form in order to receive the grant award. The W-9 must be in the same name as the Grantee named on the grant application. Individual Grantees must also submit an Immigration Status Affidavit and Determination of Independent Contractor / Employee Status for Payment document. Colorado law requires proof of legal residency prior to payment. Applicants will receive the appropriate forms from payments@colorado.gov. Failure to supply a proper W-9 may invalidate the grant award.

- **IRS taxation.** Grant awards are non-transferable, taxable and are reported to the federal government.

- **Agreement.** When a grant award is made by the Boulder Arts Commission, the successful Applicant will be contacted by staff to sign a Grant Letter of Agreement. In that agreement, the Grantee will indicate the completion date of the project and the date a grant report will be submitted.
• **Issuance of funding checks.** Once the agreement is signed, staff of the Office of Arts and Culture will submit it to City Finance along with the invoice. Funds/checks are delivered within the next three weeks. Grants are initially funded at 80 percent of the grant amount awarded. The remaining 20 percent of the grant awarded is paid out upon receipt and Boulder Arts Commission approval of the grant report. Failure to submit a final grant report will result in ineligibility to apply for future grants.

• **Acknowledgment of Boulder Arts Commission funding.** All publicity for Boulder Arts Commission-funded projects must include the following credit line: *This project is funded (or funded in part) by a grant from the Boulder Arts Commission, an agency of the Boulder City Council.* In lieu of the credit line, the Boulder Arts Commission Logo may be used. The Grantee must sign a release form and submit photographs and/or videos of the project that the Office and Arts and Culture may use on its website, social media, printed materials or for any other publicity purpose.

• **Thanking City Council.** It is suggested that all grant recipients write the Boulder City Council members to thank them for supporting the Boulder Arts Commission and the Office of Arts and Culture. Please let them know how this grant will be used, and the difference it will make to your organization. Please also invite them to attend your events and programs. Visit the City Council website page to find out more about contacting City Council members.

**REQUIRED REPORTING**

• **Timeframe for reporting.** The grant report is due one month after the project is completed.

• **Method.** Submit the report through the online system access through the boulderarts.org website. Log in with the same user name and password utilized to submit the application. After logging in, go to the ‘Dashboard’, then you’ll see a ‘Follow Up’ section for the grant. On the far right is the ‘Edit’ button. That will take you to complete the final report.

• **Extension requests for reporting.** If circumstances delay the Grantee’s ability to complete the project and/or the report, the Grantee must notify the Boulder Arts Commission before the original report deadline by submitting an email addressed to the Boulder Arts Commission at culturegrants@boulderlibrary.org with the following information:
  - an update on the project status,
  - a request to change the project completion date, and
  - new report due date.

• **Responsibility.** The Grantee is responsible for submitting a report by the due date. The Boulder Arts Commission recommends reviewing the online report form well in advance. There is no grace period for the report.

• **Consequence of Delinquent Report.** Unless an extension request is approved by the Boulder Arts Commission in advance of the due date, all individuals or organizations / businesses attached as collaborators on the project will no longer be eligible to apply for Boulder Arts Commission grants until the delinquent report has been received.

**Certification**

I certify that I have read the above information and that this project meets the Boulder Arts Commission’s eligibility requirements and, if a funding award is made, will continue to comply with the Boulder Arts Commission’s requirements and meet with guidelines for high artistic quality, community impact, inclusiveness, funding acknowledgment and reporting.
I certify

**Applicant information**

**Discipline**
Select your discipline. If multi-discipline, please check all that apply.

- Time-based media, film/video, digital art, and web-based art

**Tax status**
Cultural organizations/businesses are eligible. Nonprofit status is not required for this category.

- Individual

**Date established**
Add the date your organization was established. If not applicable write N/A.

- N/A

**Mission statement**
If not applicable write N/A.

- “Bear” is a short, animated film that tells the story of a young girl named Mila and her struggle with depression, represented by a large, physical bear.

**Annual budget**
If applying as an organization.

**Geographic area served**
If not applicable write N/A.

- N/A

**For individuals: organizational affiliation**
Even if an organizational affiliation is stated, awards will be made to the individual whose account is associated with this application. If no organization affiliated, please state ‘none’.

- None
Number of full time employees*
If not applicable write 0.
0

Number of part time employees*
If not applicable write 0.
0

Number of volunteers*
If not applicable write 0.
0

Project information

Project title*
Bear

Amount requested*
The maximum award amount offered is $10,000 for organizations. The maximum award amount offered is $5,000 for individuals. Smaller requests will be accepted.
$5,000.00

Project summary*
Provide a brief overview of the project.

“Bear” is a short, 5-7-minute animated film that tells the story of a young girl named Mila and her struggle with depression, represented by a large, physical bear. The film will be a metaphorical representation of mental illness and the silent struggle it can cause for a young person. It is our hope that children and young adults may have an easier time explaining their feelings after seeing “Bear,” and that the film may help them understand a struggling friend, family member, or even themself. Mental health should be a topic that people feel comfortable talking about, stigma free.

When Mila is visited late at night by a big, blue bear, the animal soon proves to be a constant weight in her life. Mila’s world begins to collapse around her as she is unable to push away this bear that intrudes in her life. As she learns what this bear is, Mila begins to accept it into her life, and quite literally, “bear” its weight. Mila’s seemingly all-put-together best friend, Mae, reveals to her at the end that she, too, has her own animal, just like Mila’s bear, that she has been hiding. By the close of the film, we see a unique portrayal that shows how many others around us each day have mental health struggles, even those we least expect.
**Project calendar***
Projects must take place after the grant deadline and be completed by June 30, 2022.

Animation production for “Bear” will take place in 2021, aiming for completion by the end of the year. Production includes design and storyboarding, animatic and animation creation, color, and sound. Completion includes a fully colored film with sound and music. Following creation, we will begin the distribution process of submitting it to a full festival circuit throughout the rest of 2021 and early 2022. Following this, the film will be displayed online for public viewership indefinitely.

**Project location***
Where do your projects take place?

Boulder, Colorado & New York, New York

**Collaboration***
Describe your and/or your organization's most significant interactions with other organizations and efforts. If this is a solo project with no partners beyond the applicant, respond with "None."

While “Bear” is primarily a small team project in terms of writing, directing, and producing, the film itself will be animated by a larger professional team of studio animators from a studio to be determined based on our budget. We have a number of studios in mind that will allow us flexibility for our budget, quality, and length of the film.

In addition to this, Boulder-based musician Dafna (https://dafna.rocks) will be creating an original piece for the film.

**Art in Public Places**
By checking this box, I consider this project to include an art in public places component (for example, a public sculpture, mural, projection, or performance in the public realm). I have contacted publicart@bouldercolorado.gov and received feedback from staff which inform my understanding of project review, permitting, and timing considerations.

[Unanswered]

**Project completion date***
This is the last day of any public event related to the project. Project must be completed by June 30, 2022.

12/31/2021

**Date grant report is due***
One month after the project completion date.

01/31/2022
Panel evaluation

Community Priorities. The City of Boulder’s Community Cultural Plan is a visioning and strategic document that describes how the people of Boulder will align efforts, with the support of the municipal government, to achieve our collective vision: Together, we will craft Boulder’s social, physical, and cultural environment to include creativity as an essential ingredient for the wellbeing, prosperity, and joy of everyone in the community. The Community Priorities are six points that summarize the community’s most common responses in answer to the question, “What is your vision for Boulder’s culture and creative economy?” Reference: Cultural Plan and Community Priorities.

Examples of ways to demonstrate impact on the Community Priorities may include descriptions of how your project or organization:

- Supports artists and creative professionals by providing professional development programming.
- Contributes to Boulder’s creative identity and creates a vibrant cultural destination through high artistic merit and excellence in the practice of a medium or discipline.
- Engages the community in civic dialogue about the arts through interactive outreach in the neighborhoods.
- Adds creativity in the public realm by engaging underserved populations in art making for their community.

In what way will this project contribute to one or several of the Community Priorities described in the Community Cultural Plan? Does the project contribute to one priority thoroughly?

“Bear” will contribute to three main Community Priorities for Boulder: “Adding Creativity to the Public Realm,” “Supporting Artists,” and “Enhancing the Civic Dialogue about the Arts.” In addition to these main priorities, the project also aligns heavily with Phase Two’s goals of youth-focused participation, engagement, and mentorship.

“Bear” is a short film about teen and young adult mental health, a topic that is extremely important, yet can be especially hard to talk about. Mental health is often portrayed in the media as scary and clinical. Animation is a much more accessible medium for all ages, and can be a way to introduce difficult topics in a more creative way to the public. It can help make stories easier to tell, understand, and talk about. By being a softer and more colorful representation of mental health, “Bear” will be a way to help people become more comfortable talking about their own struggles seeing similarities with the story and their own journey. Animation allows us to use the metaphor of animals as a symbol for mental health, and “Bear” will be able to come to life in an engaging way because of this. “Bear” will spark creative public dialogue about the arts in tandem with a topic like mental health.

Cultural offerings

In what way does your project fill a gap in the variety of cultural offerings in Boulder? What is exciting or new about your project?

“Bear” will address what we believe is a severe gap in the conversation about young adult mental health.
As I think back to my years in high school and middle school, I can remember many instances between myself and close friends where a film like “Bear” might have helped me express how I was feeling, or helped me to understand how a friend was feeling.

According to a recent Youth.gov study, the rate of serious mental illness is higher for 18-25 year olds than for any other age group over 18, and the onset of almost 50% of adult mental health disorders occur by age 14, and 75% by age 24. Especially within the past year due to the COVID-19 pandemic, many have found themselves struggling to talk about how they are feeling. It can be hard to reach out when one feels lonely and isolated. There is a stigma surrounding the topic of mental health. We believe that if there were more resources available to relate to like “Bear,” these statistics might be lower. “Bear” provides an extremely unique take on mental health. Nothing like this film has been created before, and it should prove to be both a creative and conversation-sparking film.

Cultural equity*

Among the goals of the Boulder Arts Commission is to encourage the equitable, fair, and just distribution of funds in support of the community. This includes providing support to applicants whose organizational leadership or audience represent groups who are typically underrepresented, i.e. culturally diverse groups, organizations focused on age diversity, etc.) Describe how your project does or does not fulfill one or several of these categories. Describe how your project will address affordability, availability, accessibility, accommodation, and acceptability to diverse groups. For reference, please review the Boulder Arts Commission and Americans for the Arts Statements on Cultural Equity.

References:
Boulder Arts Commission Statement on Cultural Equity
Americans for the Arts Statement on Cultural Equity

The film’s number one priority is to demonstrate that mental health can affect anyone, no matter their race, gender, age, socio-economic status, or other demographic. Mental health can affect those we least expect, but also those most underrepresented in traditional media.

Our team noticed a lack of African-American and Asian representation surrounding mental-health discussions and we wanted to change this. Therefore, we chose to make the main character of “Bear,” a young African-American female.

In addition to this, at the close of the film there is a scene where our two characters enter a support group filled with young adults of all ethnicities, each with their own animal, just like Mila’s Bear. This impactful closing scene demonstrates not only that anyone can be affected by mental health, but also that anyone can access help and support, or find a shoulder to lean on.

Proposed outcomes and evaluation strategy*

Describe your evaluation strategy for this project and how you will collect data. Please also include your goals for this project and how the benefit to the community will be measured.

We will evaluate the film’s success based on its viewership and spread. This is why our main strategy during distribution is to start locally and spread from there both nationally and internationally.

We will first collect data from our film festival experiences and acceptances: how many we are able to get accepted into, how many nominations, and how many wins. Following this, once the film is available publicly online, we will collect data analytics from website and film video views. Our main goal for this project is to reach as many children, young adults, mental health professionals, parents, and teachers as we can, specifically within the Boulder community. By making “Bear” free and available to all online, it is our hope that the film can be shown in schools, at conferences, and used by therapists to help open the discussion about mental health. If “Bear” has the power to change even one life, or broaden one’s understanding of mental health, we will consider the film a success.
**Additional Questions**

**Boulder focus***
Are you a Boulder organization/individual serving Boulder or are you an organization/individual outside of Boulder and to what degree do you focus on Boulder programming?

As the creator of this film, I am a Boulder native and resident. Because the majority of this project is Boulder-based, our main goal to reinforce a Boulder focus is to have the film shown at the Boulder International film Festival and film festivals in surrounding Colorado communities such as the Breckenridge Film Festival, the Telluride Film Festival, Aspen ShortsFest, and the Denver Film Festival to name a few. From here, the film will always have its ties to Boulder as we expand to further our viewership. In addition to this, our original songwriter, Dafna Margalit, who has a rather large online following, will help attract local excitement for the film as well.

**Encouragement points***
Among the goals of the Boulder Arts Commission is to encourage the equitable, fair, and just distribution of funds in support of the community. This includes providing support to applicants who have not yet received a grant in this cycle. Confirm if your organization has received more than $1,000 in funding from the Boulder Arts Commission in the current cycle.

No

**Attachments**

ATTACHMENTS

The following attachments are required. Please title your attachments according to the headings listed below.

**Budget summary***
Provide a brief budget summary for this project including all revenue (monetary and in-kind contributions, including this grant) and expenses. Please title the attachment "Budget summary". Permitted file types: xl, xlsx, pdf.

   Budget Summary.pdf

**Venue confirmation letter***
Attach confirmation from the hosting venue that the project is approved and scheduled. Please title the attachment "Venue confirmation letter". Permitted file types: doc, docx, pdf

   Venue Confirmation Letter.pdf
Partner/Collaborator List
Provide a list of each individual / organization that has a significant coordinating role in this project. Please title the attachment, "Collaborator list". Include their name, contact information, and role. Permitted file types: doc, docx, pdf.
  Collaborator List.pdf

Letters of support
Attach any letters of support that will be useful in understanding community involvement and enthusiasm for the project. This is optional. Please title the file, "Letters of support". Permitted file types: doc, docx, pdf
  Letters of Support.pdf

Other support materials
Attach any documents that will help the jury fully understand the project, including videos and other materials that may help the commission evaluate artistic quality. This is optional. Please title the file, "Support materials". Permitted file types: doc, docx, xl, xlsx, pdf
  Support Materials - Pitch Packet and Script.pdf

Submission and signature
Application on the website (optional)
I certify that, if funding is awarded, my application may be presented on the boulderarts.org website. The Office of Arts and Culture staff will send a copy of the document to the applicant listed for approval in advance of posting on the website.
  Yes

Certification*
I certify that all information contained in this application and attachments is true and accurate. All funded activities must provide equal access and equal opportunity in employment and services and may not discriminate on the basis of disability, color, creed or religion.
  I certify

Full name*
Celia Tewey
Submission date*  
03/10/2021

TO COMPLETE AND SUBMIT YOUR APPLICATION

All required fields must be filled in with the appropriate information and/or attachments. Click on the "Submit Application" button and an email notification that your application has been received will be sent. If you do not receive a confirmation email, please notify staff immediately. Note that once the application is submitted, it cannot be revised or added to. Please make certain that you have included all information and attachments prior to submitting.
File Attachment Summary

Applicant File Uploads

- Budget Summary.pdf
- Venue Confirmation Letter.pdf
- Collaborator List.pdf
- Letters of Support.pdf
- Support Materials - Pitch Packet and Script.pdf
### Estimated Line-Item Budget for Expenses

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost Estimate</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pre-Production</strong></td>
<td></td>
</tr>
<tr>
<td>Concept Art Round 1</td>
<td>$366</td>
</tr>
<tr>
<td>Initial Marketing</td>
<td>$57.23</td>
</tr>
<tr>
<td>Website Creation</td>
<td>$156.77</td>
</tr>
<tr>
<td>Initial Marketing</td>
<td>$200</td>
</tr>
<tr>
<td><strong>Animation Production</strong></td>
<td></td>
</tr>
<tr>
<td>(Professional Animation Studio)</td>
<td></td>
</tr>
<tr>
<td>Design and Story Art Round 2</td>
<td>$2,000</td>
</tr>
<tr>
<td>Storyboarding</td>
<td>$2,000</td>
</tr>
<tr>
<td>Animatic (rough animation) creation</td>
<td>$5,000</td>
</tr>
<tr>
<td>Final clean-up animation and color</td>
<td>$10,000</td>
</tr>
<tr>
<td><strong>Post Production</strong></td>
<td></td>
</tr>
<tr>
<td>Sound Design</td>
<td>$500</td>
</tr>
<tr>
<td>Original Music Scoring</td>
<td>$750</td>
</tr>
<tr>
<td>Post Marketing and Distribution</td>
<td>$1,000</td>
</tr>
<tr>
<td><strong>TOTAL ESTIMATE</strong></td>
<td>$23,000</td>
</tr>
</tbody>
</table>

### Revenue In

<table>
<thead>
<tr>
<th>Place/Contributions/Donations</th>
<th>Money Received</th>
</tr>
</thead>
<tbody>
<tr>
<td>NYU Student Class Stipend</td>
<td>$500</td>
</tr>
<tr>
<td>Integrity Arts and Culture Grant</td>
<td>$250</td>
</tr>
<tr>
<td>Kickstarter Campaign (aim)</td>
<td>$15,000</td>
</tr>
<tr>
<td>Independent Donation</td>
<td>$2,000</td>
</tr>
<tr>
<td>Grants and scholarships (aim)</td>
<td>$5,000-$7,000</td>
</tr>
</tbody>
</table>
Due to the nature of “Bear” being a short film, and reliant on the success of the film to get accepted to screen at certain places, some of our public venues ideas consist of:

- Film Festival screenings
  - Priority festivals:
    - Boulder International Film Festival
    - Telluride Film Festival
    - Breckenridge Film Festival
    - Denver Film Festival
    - New York Film Festival
    - Fusion Student Film Festival (NYU)
    - Austin Film Festival
    - Slamdance Film Festival
    - Raindance Film Festival
    - South by Southwest
  - Priority International festivals:
    - Berlin Film Festival
    - Cannes Court Metrage
    - Lisbon Animation Film Festival
    - London International Animation Festival
    - Toronto International Film Festival
- Home screenings
- Small theatre screening
- School screenings at local schools
- Online public screening venues
  
  *Hosted for public viewing on sites like:*
  - Vimeo
  - YouTube
  - Short of the Week
  - FutureShorts
  - Omeletto
  - Film Supply
  - LCSW Private and professional websites
## Partner and Collaborator List

<table>
<thead>
<tr>
<th>Name</th>
<th>Title Role</th>
<th>Portfolio Website or Contact</th>
<th>Biography</th>
</tr>
</thead>
<tbody>
<tr>
<td>Celia Tewey</td>
<td>Project Creator, Producer, Writer, Director</td>
<td><a href="https://www.celiatewey.com/">https://www.celiatewey.com/</a></td>
<td>Celia Tewey is visual artist and producer based in Boulder, Colorado and New York City. She is currently a student at New York University pursuing a major in Film and Television Production with triple minors in Journalism, Entertainment Producing, and BEMT (business, entertainment, and media technologies). As a student, Celia’s work has been nominated over 24 times at 11 different film festivals across the nation including the Boulder International film Festival, Colorado State TESCON, and Breckenridge Film Festival. SHE has won top awards 18 times at these competitions including 1st place in Animation, 1st place in Drama, Best Overall Youth Film, and 1st Place best in Show Overall.</td>
</tr>
<tr>
<td>Lauren Henneberry</td>
<td>Concept Artist</td>
<td><a href="https://www.instagram.com/laurens_scribbles/">https://www.instagram.com/laurens_scribbles/</a></td>
<td>Lauren is a freelance illustrator and graphic designer based in London, United Kingdom.</td>
</tr>
<tr>
<td>Dafna Margalit</td>
<td>Original Song Writer</td>
<td><a href="https://dafna.rocks">https://dafna.rocks</a></td>
<td>Dafna is a 20 year old singer/songwriter, producer, and undergraduate engineering student from Boulder, CO. When she's not making music, studying, or coding, you can find Dafna doing what she loves most: napping. Additional hobbies include video games, eating, rollerblading (but only when the temperature is between 60 and 80 degrees Fahrenheit), and creating this website.</td>
</tr>
<tr>
<td>Spencer Hauck</td>
<td>Original Score Artist</td>
<td><a href="https://www.spencerhauck.com">https://www.spencerhauck.com</a></td>
<td>Spencer Hauck is a multi-instrumentalist and award winning composer from Boulder, Colorado. He is currently a student at The California Institute of The Arts studying saxophone performance and composition. Spencer’s instrument focuses are Clarinet, Western Classical Flute, Shakuhachi, Suling, and Alto and Tenor Saxophones.</td>
</tr>
<tr>
<td>Studio Animation Production Team - to be determined</td>
<td>-Storyboard Artists(s) -Animator(s)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Celia Tewey**

Celia Tewey is a visual artist and producer based in Boulder, Colorado, and New York City. She is currently a student at New York University pursuing a major in Film and Television Production with triple minors in Journalism, Entertainment Producing, and BEMT (business, entertainment, and media technologies). As a student, Celia’s work has been nominated over 24 times at 11 different film festivals across the nation including the Boulder International Film Festival, Colorado State TESCON, and Breckenridge Film Festival. She has won top awards 18 times at these competitions including 1st place in Animation, 1st place in Drama, Best Overall Youth Film, and 1st Place best in Show Overall.

**Lauren Henneberry**

Lauren is a freelance illustrator and graphic designer based in London, United Kingdom.

**Dafna Margalit**

Dafna is a 20 year old singer/songwriter, producer, and undergraduate engineering student from Boulder, Colorado. When she's not making music, studying, or coding, you can find Dafna doing what she loves most: napping. Additional hobbies include video games, eating, rollerblading (but only when the temperature is between 60 and 80 degrees Fahrenheit), and creating this website.

**Spencer Hauck**

Spencer Hauck is a multi-instrumentalist and award winning composer from Boulder, Colorado. He is currently a student at The California Institute of The Arts studying saxophone performance and composition. Spencer’s instrument focuses are Clarinet, Western Classical Flute, Shakuhachi, Suling, and Alto and Tenor Saxophones.
Kristin Russell, PhD
Louisville, Colorado
303-396-8477
Co-Producer of “I Want My Kid Back: Understanding Emotional Dysregulation.”
https://kristinrussellphd.com
https://mentalhealthmomphd.com

“I am writing to recommend Celia Tewey’s short animated project “Bear” for the Boulder County Arts Commission Grant.

As a professional psychologist, childhood and adolescent mental illness is an important and ever-present topic, and something I believe should be talked about more. I have so much enthusiasm for Celia’s short animated protection, “Bear” and I believe that it will be such an incredible way to teach children about mental health.

I first saw Celia Tewey’s work 4 years ago, when she was a junior in high school and was amazed at what she could do with a camera and a production at that age.

As a result of this exposure, I contacted her in August of last year to help me with a project I was developing. I brought an idea to her that required a level of maturity and sensitivity that I do not believe most college students have. The project was a documentary about childhood and adolescent mental health, a subject that Celia has gone on to find a passion in. She agreed to help produce, direct, and edit a documentary on raising children with mental health issues. She was professional and caring in her approach to working with individuals who were sharing delicate material and personal stories.

Not only did Celia know how to film the project, she was knowledgeable in all aspects of the production, especially the logistics of producing. Her attention to detail has resulted in a visual work of art, and I have no doubt that she will carry on these skills to “Bear.”

Celia’s insight into how to tell a compelling story is well beyond that of someone her age. Despite her academic commitments, she has been available and has followed through on time with commitments, even when the workload increased. I give her my highest recommendation and believe any creative endeavour will be fortunate to have her create it.”
To whom it may concern,

As a school counselor and mental health provider in general, I am very excited about the project, Bear, that Celia Tewey has dedicated so much of her time and energy to and I am so enthusiastic as I watch its progress and growth.

Having known Celia as a student for many years, I have seen her incredible creativity and desire to combine her love of film and animation with meaningful topics that can impact the world in positive ways. This current project is a great demonstration of the power that young people can have as change makers. I feel that this project could not come at a better time, as we are experiencing a mental health crisis among young people. Our youth are suffering, and in many cases, they are doing so in silence. This film offers an opportunity to connect with young people, encourage conversation and destigmatize mental health issues. I have always been a huge believer in the power of communication. The tricky part of getting people to open up, is creating a safe opportunity to be vulnerable. I look forward to someday using Bear in my own classroom and for my own children.

I see Celia’s, Bear, as a tool that can provide that to children, and the more tools that we have to educate and normalize the human experience of struggle, the more lives that can be changed for the better, or perhaps even saved. I am excited to see this project move forward, and the impact that it will have on the Boulder community and beyond!

Sincerely,

Sterling Roper-Kranjcec
Susan V. Saralegui, MA, LPCC
svsaralegui@gmail.com
Wolfheals Shamanic Services
Boulder, CO 80301

As a practicing art therapist, I am excited to see “Bear” come so beautifully to fruition! Its storyline and masterfully crafted multimedia presentation facilitate making difficult and important emotional content accessible to an audience of all ages.

Having authored an illustrated book to help children of all ages process the loss of a loved one, I have a particular appreciation for what Celia is addressing with her work and her creative execution. In as many ways possible, we must educate our ever-changing society on the complexities of mental illness and the need for proper treatments.

Too many people, young and old, feel alone and isolated with their emotional pain. By supporting local Boulder artists like Celia, we can help grow compassion and understanding, facilitate healing, reduce suffering, and collectively address both a significant global and local problem.

Best,

Susan V. Saralegui, MA, LPCC
“Bear” tells the story of a young girl named Mila and her struggle with depression, represented by a large, physical bear. The film aims to be a metaphorical representation of mental illness, specifically depression, and the silent struggle it can cause for a young person.

Nobody should have to deal with the weight of mental illness alone, and it should be a topic that people feel comfortable talking about, stigma free. It gets easier to talk about a struggle when you have others around you.

Children may have an easier time relating to and explaining their feelings after seeing “Bear,” and the film may help them understand a struggling friend, family member, or even themselves.
When Mila is visited late at night by a large blue bear, the bumbling and cumbersome animal soon proves to be a constant weight in her life. Mila’s world begins to collapse around her as she is unable to push away this bear that intrudes in her life, keeping her from her day-to-day activities, and causing her relationships to fall apart. As she learns what this bear is, Mila begins to accept it into her life, and quite literally, “bear” its weight.

Mila’s seemingly all-put-together best friend, Mae, reveals to her that she, too, has her own animal, just like Mila’s bear, that she has been trying to hide. Her’s however, takes the form of a pink rabbit.

By the close of the film, we see a unique portrayal that shows how many others around us each day have mental health struggles, even those we may least expect. Everyone’s struggle may show up in different ways, unique to each of us. It is so important to open up a dialogue about them together.

Nobody is alone in their struggle.
Animation is a very accessible medium for all ages, and can help make stories easier to both tell and understand.

Mental health is so often portrayed in the media as scary, clinical, daunting, or something to be afraid to talk about, and it can be a difficult topic for children to understand.

Instead, by being a softer, more colorful, and engaging representation of mental health "Bear" can be a way to help people become more comfortable talking about their own struggles seeing similarities with the story and their own journey.

With the ability to use the metaphor of these animals as a symbol for mental health, the story of "Bear" will be able to come to life in a relatable way.
It is extremely important to be able to communicate about mental health. Especially within the past year due to the COVID-19 pandemic, many have found themselves struggling to talk about how they are feeling.

Mental health has been a prominent and ever growing issue, particularly among young people, making the message of the film extremely relevant to so many. Due to the physical distance we must keep, Especially now, it can be hard to explain why one feels down and it can be hard to reach out when things feel lonely and isolating.

According to a CDC report, symptoms of anxiety and depressive disorders have increased significantly in the United States during the summer of 2020, compared with the same period in 2019. During late June, 40% of U.S. young adults reported struggling with mental health or substance abuse.

The report states that community-level efforts, including mental health communication strategies, should work to prioritize young adults during this time.
According to a recent *Youth.gov report*, almost 49.5% of adolescents met criteria for mental health disorders, 14.3% of those being mood disorders like depression.

The rate of serious mental illness is higher for **18-25 year olds** than for any other age group over 18 and the onset of almost 50% of adult mental health disorders occur by age 14, and 75% by age 24.

Much of this is due to stigma surrounding the topic of mental health. It’s a difficult thing for anyone to talk about, especially young people.

We believe that if there were more resources available to relate to like “*Bear,*” these numbers would have the chance at becoming lower.
Animated by a professional team of studio animators at a rate of approximately $5,000 per minute, “Bear” will have a polished, handmade look, and will be able to effectively convey the metaphorical message in the story with top notch quality animation.

The short, 5-7 minute film aims to be completed by the end of 2021.

Once completed, it is our hope that this film could have a chance at getting shown at film festivals, mental health workshops, and conferences, both nationally and internationally, to further spread our message to as many children, students, parents, teachers, and mental health professionals as we can.

If “Bear” has the power to change even one life, or broaden one’s understanding of mental health, we consider the film a success.
“Bear” will be available online for free in order to spread our message to as many children, students, parents, teachers, and mental health professionals as we can. We hope to use our funding to pay for the majority of our production costs up front.

In order to have top-notch quality animation created for “Bear,” We are looking to raise approximately $55,000 for this project in total between grant proposals, sponsorship, angel investing, and our independent crowdfunding campaign that will launch March 5th.

To share this important story, any funds that can get us closer to securing our goal can allow us to make our animation the best quality possible.
THANK YOU!

CONTACT US:

BEAR.THE.FILM@GMAIL.COM

CLICK HERE TO VISIT THE WEBSITE
Bear
An original animation by
Celia Tewey

Copyright Celia Tewey
All Rights Reserved
INT. MILA'S HOME BEDROOM - LATE AT NIGHT

MILA, 16, sleeps at her desk in her bedroom, which is messy and covered in papers. Her desk shows remnants of a once organized system, but piles of papers now prove her life in disarray. Her messy hair and glasses are pushed up to the side of her face as she lays sideways. An alarm clock blinks as it changes to 3:30 am.

Mila starts to wake up. She is groggy, and soon shifts into a state of panic. She scrambles to push her glasses back on and reaches for the alarm clock, turning it her way. She sees the time for an instant before getting interrupted by a knock at the front door.

INT. MILA'S FRONT DOOR - LATE AT NIGHT

Mila looks to the source of the knocking as she walks down the stairs to the front door of her house, slipping a tad as she only has one sock on with her sleep shirt. She goes down the stairs timidly as the house is a bit dark and scary. Rubbing her eyes and yawning, she approaches the door and opens it with her eyes basically closed and glasses crooked. She opens the front door.

She stops dead in her tracks, terrified and now wide awake. A massive, looming shadow stands in the darkness. The figure steps into the porch light, and Mila now stares face first into a large, blue hairy mass. Her eyes widen and her gaze drifts upwards as she sees a large, blue BEAR standing in front of her, completely obstructing the doorway view. He is not frightening now that she can see his innocent face, but rather just a very large teddy bear. He stands over her with a blank, innocent stare, sheerly looming over her in size. He glows slightly in his blue color.

Mila stands in disbelief as the Bear lets himself in, walking on two legs, barely squeezing through the doorway but pushing past her.

He invites himself in and walks up the stairs as Mila stands in disbelief staring at the open front door.

INT. MILA'S HOME BEDROOM - LATE AT NIGHT

In the bedroom, the Bear plops himself down in the center of Mila's bed. Mila enters the room moments after, still just staring at the Bear.

The two stare at each other for an almost absurdly-long moment before she rushes to try to push him off. Desperately
trying with her back on his, she hits and struggles against his sheer weight with her back to his. The Bear doesn’t budge. Mila yawns and starts to collapse with exhaustion as she continues to try to push him off. She slides down the bear and falls fully asleep in a ball on the bed beside him. The Bear moves over her and slips further into her bed, under the covers, hogging them as Mila shivers.

In the same shot, the lighting turns to morning light in Mila’s room.

4 INT. MILA'S HOME BEDROOM - MORNING

The alarm clock blares and blinks 7:45 am. Mila has overslept.

At first she does not react, her arm reaching out and hitting the snooze button from underneath the weight off the Bear. She heaves and tries to push the Bear off but she can barely manage. She tries again and she is able to get her head out from under him. The Bear rolls off the bed and flops to the floor with a loud thud. She looks at the ground satisfied and soon rolls back into bed, happy to have the covers to herself. She closes her eyes, slightly smiling, but the Bear's stomach grumbles loudly. Annoyed, she wakes to the sound and groggily turns the alarm clock to her, seeing the time.

She springs to action, groggily rushing to get dressed as she realizes she is late for school. She wears a messy tan overall outfit and puts her hair up crudely in a scrunchie. She stuffs her backpack full, shoves a hard cookie in her mouth, and rushes out the door, leaving her bed unmade, her floor and room a mess, and her desk chair still spinning.

The Bear lags behind, but follows her out, squeezing his massive belly through the bedroom doorway.

5 EXT. MILA'S DRIVEWAY - MORNING

Mila exits the front door to the home, scrambling to zip her bag as she walks. In front of her house, Mila's best friend, MAE, is waiting for her in her car. She wears a preppy, pink blazer, perfectly ironed, and her long blonde hair flows neatly in a brushed-out style.

Mae is the friend that is always perfectly put together. The two of them juxtaposed side by side is a stark contrast.
EXT. MAE'S CAR - MORNING

Mila's Bear squeezes into the back of the car as Mila gets in the front seat. She is disheveled, and leans tiredly against the window, yawning with bags under her eyes.

As she starts to drive, Mae seems to not see the Bear in the back, but leans over to secure her glove compartment as it comes slightly loose, making her nervous for a moment. Mae reaches for the phone cord, but it's chewed for some reason and she tosses it to the side, turning her focus back to driving. Mila doesn't seem to notice the moment.

INT. SCHOOL HALL - DAYTIME

The two arrive at the front entrance of the school.

Mae smiles and walks with her head high.

Mila, behind her, slumps as she walks. The Bear looms over her. Other kids bustle around her in the hall, but she keeps a blank and tired stare.

INT. SCHOOL CLASSROOM - DAYTIME

Mila sits in the back of a classroom. The Bear, once again looms behind her.

She looks to her left, seeing Mae's perfectly organized desk and notes. One of Mae's pages is ripped slightly in the corner with small bite marks, but Mila takes no notice of that. Her desk is otherwise perfect. Mila looks back at her own messy desk and aimless doodles.

Looking up at the board, the teacher's notes scramble and blur before her eyes.

She crumples a piece of paper angrily in one hand and squints angrily at the Bear above her.

EXT. SIDEWALK - DAYTIME

Walking home, Mila slumps over as the Bear looms over her, his sheer size pushing her off the sidewalk. Suddenly, she blows. Angrily, she hits the Bear in his plump stomach, which does nothing. She runs away, her head in her hands.

INT. MILA'S HOME BEDROOM - EARLY EVENING

Mila lays face down in her bed. The Bear's shadow comes over her as she remains in place.
Suddenly, a car honks outside. It's Mae, wanting to pick her up.

Mila flips over, glancing over to the window, but not getting up. She once again has a blank and tired stare. Panning out, it reveals that the Bear is laying on top of her. The car honks again and she doesn't react.

After a moment, the car can be heard driving off.

Mila remains in the bed as the afternoon turns to night. With a knock at the door, Mila's mother enters, offering her a plate of food. Mila is still laying under the crushing weight of the bear.

Her mother sighs as Mila does not get up.

Getting a glimpse of her mother's point of view, there is no Bear in sight, just Mila alone in the bed in a ball. She turns over and her mom closes the door.

11 EXT. BUS STOP - RAINY AFTERNOON

It's dark and gloomy outside.

Mila arrives at the bus stop. She struggles with her umbrella a bit in the storm and wind. Mae is already sitting on the bench, the rain surrounding the structure. Mae looks to Mila, as if to start a conversation but Mila just sits and sulks downward. In between the two, there are two posters. One reads "Have you been feeling down? Join Counseling today!" and the other reads "Don't Bear It Alone."

Mae motions to the poster. Mila, almost offended and not wanting to think about the concept, leaves abruptly.

Mae stands up, trying to stop Mila, but she brushes past. As Mila walks away, Mae's backpack wiggles as she holds back tears, looking at Mila walk away while trying to contain her bag.

12 EXT. SIDEWALK - RAINY AFTERNOON

Mila and the Bear walk in the rain. She keeps the umbrella for herself, staring angrily up at the Bear which pays no attention to her.

In an instant, her umbrella snaps and blows away with a gust of wind. Mila wraps her coat around her, quickly getting soaked in the rain.
A shadow comes over her and she looks up. The Bear has put an arm out above her, covering her with his arm, she looks up at him as they continue to walk.

A slightly shocked smile comes over Mila's face.

13 INT. MILAS HOUSE - RAINY AFTERNOON

The two enter Mila's front door, drenched. It's still raining outside, but Mila helps to dry the Bear off after ringing out her own hair.

The lighting is gloomy. The Bear sits down on the couch. Mila enters the room, slightly smiling, timidly hands him jar of honey, hoping it is the right thing to give him. They share the space on the couch and have a moment together.

To Mila's surprise, there is a knock at the door.

She walks over and opens the door. It is still stormy outside and Mae stands on the stoop. For the first time, Mae is in disarray. Her pink blazer is soaked and dirty, and her hair is unkept. She looks as if she has been crying.

Mila looks confused.

Mae takes a deep breath and opens her backpack to reveal a pink RABBIT. The animal is glowing slightly, just like Mila's Bear.

A quick series of flashbacks enter Mila's head in a moment of realization:

14 INT. SCHOOL BATHROOM - AFTERNOON (FLASHBACK)

Mae is stuffing the pink Rabbit in her backpack, trying to conceal it. She then brushes her hair and fixes her makeup, trying to maintain her perfect appearance.

15 INT. MAE'S CAR - AFTERNOON (FLASHBACK)

The Rabbit is chewing on Mae's phone cord. She angrily yanks it away, ripping it.

16 INT. MAE'S BEDROOM - AFTERNOON (FLASHBACK)

The Rabbit is chewing on Mae's homework.

17 INT. MAE'S CAR - AFTERNOON (FLASHBACK)

Mae is trying to keep the Rabbit concealed in the glove
6. compartment of her car.

18 INT. MILA'S FRONT PORCH - RAINY AFTERNOON

Back on Mila's front porch, Mae looks bashfully up at Mila, and their eyes connect. For the first time, Mila understands that others may have a "bear" type of animal just like her.

Suddenly, a piece of paper blows in the rain storm, landing on Mila's face. Mila peels it off in the heavy rain and is able to read the lettering. It is the same poster from the bus stop: "Don't Bear It Alone!"

She looks up at the Bear and then to Mae.

19 INT. SCHOOL HALLWAY - RAINY AFTERNOON

Mila and Mae walk down a long school hallway, holding hands, with the Bear and Rabbit walking and hopping next to them.

They timidly approach a room with the sign on the door that says "Support Group" They look to each other and enter inside.

When the doors open, the others in the room look up, each with their own colorful and glowing animals beside them, too, just like Mila and Mae.
BEAR

A SHORT ANIMATION
ABOUT MENTAL HEALTH