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F01

PROJECT TITLE: HIDARI

COUNTRY/REGION | GENRE | LANGUAGE | RUNNING TIME:

Japan | Animation, Drama | Japanese | 90min

DIRECTOR:

Kawamura Masashi

Ogawa Iku

PRODUCER:

Matsumoto Noriko

IDP GOALS:

Funds

FINANCING (USD)

Above-the-Line Production: US\$3,500,000

Below-the-Line Production: US\$10,000,000

Post Production: US\$2,000,000

Other: US\$1,000,000

TOTAL BUDGET: US\$16,500,000

SECURED BUDGET: US\$8,250,000

DIRECTOR'S FILMOGRAPHY

First Feature Director

ONE-SENTENCE SYNOPSIS

Cinematic stop-motion epic that tells the story of a legendary craftsman's quest for revenge and rebirth.

SYNOPSIS

In a wood-punk vision of Edo-era Japan, master carpenter Jingoro loses his loved ones and his arm to a hidden political conspiracy. Left broken, he reforges himself through craft, discipline, and pain. Armed with intricate karakuri prosthetics and accompanied by his loyal cat, Jingoro sets out on a journey that pits handmade creation against mechanised power. As Edo teeters on the edge of collapse, his personal vengeance becomes entangled with a larger struggle over control, legacy, and truth. Battling mechanical soldiers and the ghosts of his past, Jingoro must confront whether destruction can restore what was lost—or whether creation itself is the ultimate act of resistance.

DIRECTOR'S STATEMENT

As a director, I'm drawn to stop-motion because every movement carries the artist's touch, and its imperfections give it life. With *HIDARI*, I wanted to create something only possible in this tangible medium, where materials, light, and texture give the story a physical soul. Wood, central to Japanese culture, led me to the legend of Hidari Jingorō, a sculptor whose creations seemed alive. Using wooden puppets, I blur the line between life and art, merging traditional craft with the energy of Japanese Anime. In an age of instant images, *HIDARI* celebrates the enduring power of the handmade.

DIRECTOR

Kawamura Masashi

Kawamura Masashi, also known as Masa, is a globally acclaimed creator in television and advertising whose work spans genres and disciplines. He won Best Music Video Award at Anney for SOUR's music video *Hibi no neiro* (2009) and has been named one of *Creativity* magazine's "Creative 50" and *Fast Company's* "100 Most Creative People in Business."

Ogawa Iku

Iku is a stop-motion animation director and Tokyo University of the Arts graduate. A member of dwarf studios since 2016, he was an Annie Award nominee for Netflix's *Pokémon Concierge* (2023). His works include the *Rilakkuma* series (2022) and NHK's *Tiny Tales: Tsuna the Empty Can* (2009–22), and he is currently directing projects for a global character franchise.

PRODUCER

Matsumoto Noriko

Co-founder of dwarf studios, she has been a prominent figure in the Japanese stop-motion industry. She began her career in TV commercials before moving to stop-motion with *Komaneko* (2003) and *Domo-kun* (1998), later joining the founding of dwarf studios. In recent years, she has helped position the studio as one of Japan's first to collaborate with global streamers, with the Netflix *Rilakkuma* series (2022) gaining wide acclaim. She focuses on projects that integrate new talent and technologies, transcending traditional methods. Her most prominent recent work is the short film *Bottle George* (2024).

PRODUCTION COMPANY

dwarf studios

The biggest stop-motion animation studio in Japan, with over 20 years of history in making exceptional animation contents and IPs. The studio has produced numerous contents, including NHK's character "Domo-kun," Netflix's *Rilakkuma* series (2022, nominated for both Annie Award and Emmys), as well as *Pokémon Concierge* (2023, nominated for an Annie Award), which has attracted global attention. Their latest short film *Bottle George* (2024), directed by former Pixar director Dice Tsutsumi, was shortlisted for the Oscars 2025.

F01

電影計劃： HIDARI

國家/地區 | 類型 | 語言 | 片長：

日本 | 動畫、劇情 | 日語 | 90 分鐘

導演：

川村真司

小川育

監製／製片：

松本紀子

參與 IDP 目標：

籌集資金

預算分佈（美元）

線上製作：US\$3,500,000

線下製作：US\$10,000,000

後期製作：US\$2,000,000

其他：US\$1,000,0000

製作總預算： US\$16,500,000

已籌集的資金： US\$8,250,000

導演電影作品

首齣劇情長片

故事梗概

一部電影質感濃厚的定格動畫史詩，講述一位傳奇工匠復仇與重生的旅程。

故事大綱

故事設置於「木系龐克」的江戶時代，大木匠左甚五郎因一場潛藏的政治陰謀，失去了摯愛及右臂，人生徹底瓦解。他在痛楚與鍛鍊中重塑自己，靠着親手打造精密的機關義肢，與一隻貓踏上征途，對抗社會機械化力量的全面壓制。隨着江戶動盪崩解，他的私人復仇逐漸捲入更大的權力、傳承與真相之爭。面對機械兵團與過去夢魘，他終將思索：毀滅是否真能復原過往？抑或創作本身才是最有力的反抗？

導演闡述

我之所以深受定格動畫吸引，是因為其中每一個動作、每一幀畫面，都保留着創作者親自雕琢的痕跡，那些不完美恰恰讓作品更有生命。《HIDARI》是一部只能以這種實體媒介實現的作品——透過木材、光影與質地，賦予故事真正的觸感與靈魂。木是日本文化的重要象徵，也引領我走入傳奇工匠左甚五郎的傳說。在這部以木偶演出的電影中，我試圖模糊「生命」與「創作」之間的界線，讓傳統職人精神與日式動畫能量交融共鳴。

導演

川村真司

創作橫跨影視與廣告界，享譽國際的創意總監與導演。曾以樂隊 SOUR 的 MV《Hibi no neuro》獲安錫國際動畫最佳音樂影片獎，亦入選《Creativity》雜誌「最具創意五十人」及《Fast Company》雜誌「全球最具創意百人」。

小川育

為定格動畫導演，畢業於東京藝術大學，2016 年起任職 dwarf studios。曾以 Netflix《寶可夢禮賓部》（2023）入圍安妮獎。代表作包括《鬆弛熊》系列（2022）及 NHK 長壽節目《Tiny Tales: Tsuna the Empty Can》（2009–22），目前正擔任多個全球角色品牌項目的導演。

監製／製片

松本紀子

dwarf studios 聯合創辦人，是日本定格動畫界的先驅之一。起初從事電視廣告製作，後轉投定格動畫領域，參與《可瑪貓》（2003）與 NHK 名角《Domo 君》（1998）等創作。創立 dwarf studios 後致力推展國際合作，使該公司成為首批打入全球串流平台的日本動畫品牌之一，其代表作包括 Netflix 熱門作品《鬆弛熊》系列（2022）。近年專注於結合新銳導演與前沿技術的跨界製作，近期代表作為短片《Bottle George》（2024）。

製作公司

dwarf studios

日本最大規模的定格動畫製作公司，擁有超過 20 年創作實績。自 2006 成立以來推出作品包括 NHK 角色《Domo 君》（1998）、Netflix 推出的《鬆弛熊》系列（2022，入圍安妮獎與艾美獎）與引發全球關注的《寶可夢禮賓部》（2023，入圍安妮獎）。最新作品《Bottle George》（2024）由前彼思導演堤大介執導，入選 2025 奧斯卡最佳動畫短片初選名單。