

THIS WORLD IS NOT BEAUTIFUL,  
YET, NO MATTER WHAT,  
A LITTLE BIRD WILL ALWAYS LOVE  
YOU

S C A D 2 0 2 5

T H E

D A Y

W E 

F L E W

A TOY BIRD EMBARKS ON A JOURNEY TO FIND AND SAVE ITS OWNER. A TALE OF  
USING PAST HAPPY MEMORIES TO BATTLE THE MEANINGLESSNESS AND  
EMPTINESS

P O R C E L A I N

F E A T H E R S

A N D

C R A F T K N I F E

COMING SOON THIS SUMMER

PRODUCED BY CASIE KWON, MATTHEW YANG, NERISSA XIE, REBECA HEFFERAN, RYAN WANG, SHUJHENG LIN, SOPHIE DE WINTER, WANCHI LIU, TONY WU, FRANK QIAN

# ABOUT THE DAY WE FLEW

This is a story about a long-abandoned ceramic bird and a girl who, after losing her way, chooses to carry on.

Death often feels like a vast, distant idea. But in truth, we spend our entire lives resisting it. It can take the form of a stray cat that didn't survive the winter, a grandmother slowly forgetting the names of her children, or a teenager who, unable to find a way out, quietly disappears.

As a child, I dreamed of creating animated films that would bring people joy—films that could make the world just a little bit better. But as I grew up, I came to see that the world is far harsher than I imagined. Making people smile isn't a simple goal. I often feel powerless in the face of everything I cannot change. Perhaps the only reason I've made it this far—standing here today as a student director—is because I was privileged enough to escape the worst of it.

I don't know what to say to the children who are still in pain. I have no answers to give, nor should I. Because the answer to "Why should I keep living?" can only come from within oneself.

All I can do is make this film with everything I have.

For Ann, the protagonist of this story, her answer lies in a little toy bird from her childhood. An old ceramic wind-up toy, proof that she once existed. It carries memories of days gone by, her dream of becoming an ornithologist, and her connection to the world. It also holds the kindness she once gave to the world, and the kindness she received in return.

That distant memory does not simply resurface—it fights its way back.

The little bird awakens in her final moment— drags itself through layers of forgetting, through storms of silence and the wreckage of time. Chipped, weathered, and nearly broken, it crosses every barrier to reach Ann once more— not as a toy, but as a spirit bird, shaped by everything she had given and everything she had lost, guiding Ann back home.

Struggle is often silent—unseen by anyone but ourselves. Ann chooses death, but she is not weak, not helpless, and not in need of saving.


The traces she left in this world—of pain, of brokenness, but also of warmth and moments of light—are what saved her. Warmth may never be the main theme of life, but it does exist. She accepts them all. The good and the bad, the soft and the strong—they are all part of who she is.

She returns alone. And after her, perhaps more will follow— in the sunlight, in the rain, holding one another's hands tightly, continuing forward.

This is not a film designed to "heal" everyone. I chose to keep certain elements that may feel painful or even triggering, because pain is not abstract—it is something many people are going through right now. But if, by some small chance, this film reaches a boy or girl standing at the window, on the rooftop, or holding a bottle of pills— and it gives them even the smallest, quietest change of thought—could that be a kind of strength?

If so, then that would be more than enough. To me, that is the voice I want this film to carry. It may be small, not sharp enough, not soft enough, but it means someone is still standing with them, still resisting.

The world is not always beautiful. But no matter what, we are still here— and so is a little bird that will always love you. So to every child out there: In this world where there is sunlight, and summer, and people who love you— please protect yourself. Let's walk forward, together.

R y a n   W a n g   
Director

# SHORT SYNOPSIS

An optimistic toy bird embarks on a journey to find its missing owner after 20 years.



# LONG SYNOPSIS

Footage from seven year old Ann's birthday party plays, she is happy and surrounded by her friends as she receives a porcelain wind up toy bird.

Twenty years later the Toy Bird wakes up in an old storage box on Ann's desk. Ann is nowhere to be seen. The Toy Bird explores Ann's desk and strange Soul Birds appear to watch the Toy Bird. The Toy Bird continues to travel through the house, jumping off the desk and shattering a piece of the front of its body.

The Toy Bird enters the kitchen and makes it onto the counter with the help of the Soul Birds. On the counter the Toy Bird finds a cupcake with lit 27th birthday candles. We see a flash of Ann aging and her friends leaving her one by one. When we cut back to the Toy Bird, the candles have gone out and a clatter can be heard from the bathroom. The Toy Bird races towards the noise, falling off the counter in the process and fully breaking open the front section of her chest.

The Toy Bird limps towards the bathroom where she finds Ann idle in the bathtub and a box cutter on the floor. Ann's soul sits on the windowsill. The Toy Bird loses the rest of her life force as Ann dies; she collapses on the bathroom floor. The three Soul Birds that have been watching the Toy Bird then pull the Toy Bird's soul from her body and all the birds fly towards Soul Ann. They guide her back towards her body and then dive into Soul Ann triggering a flash of happy memories Ann has experienced throughout her life.

More and more Soul birds gather and fly into Soul Ann. Once Ann's soul has been reunited with her body she opens her eyes.



# TRAILER

<https://reheffe.wixsite.com/thedayweflew>  
(Trailer is located on the website's home page)

# FACT SHEET

**Running Time:** 3 minutes and 21 seconds

**Software:** Autodesk Maya 2024, Unreal Engine 5, Houdini, Procreate, Redshift, Substance Painter, Nuke, Toon Boom Harmony, Adobe Photoshop, Adobe Premiere Pro

**Screening Format:** 1920 x 1080, MP4, 2K Flat DCP

**Sound:** Stereo

**Country of Production:** Savannah, Georgia, United States

**Year:** May 2025

**Language:** English

**Contact:** reheffe@gmail.com

**Social:** @thedayweflew on Instagram

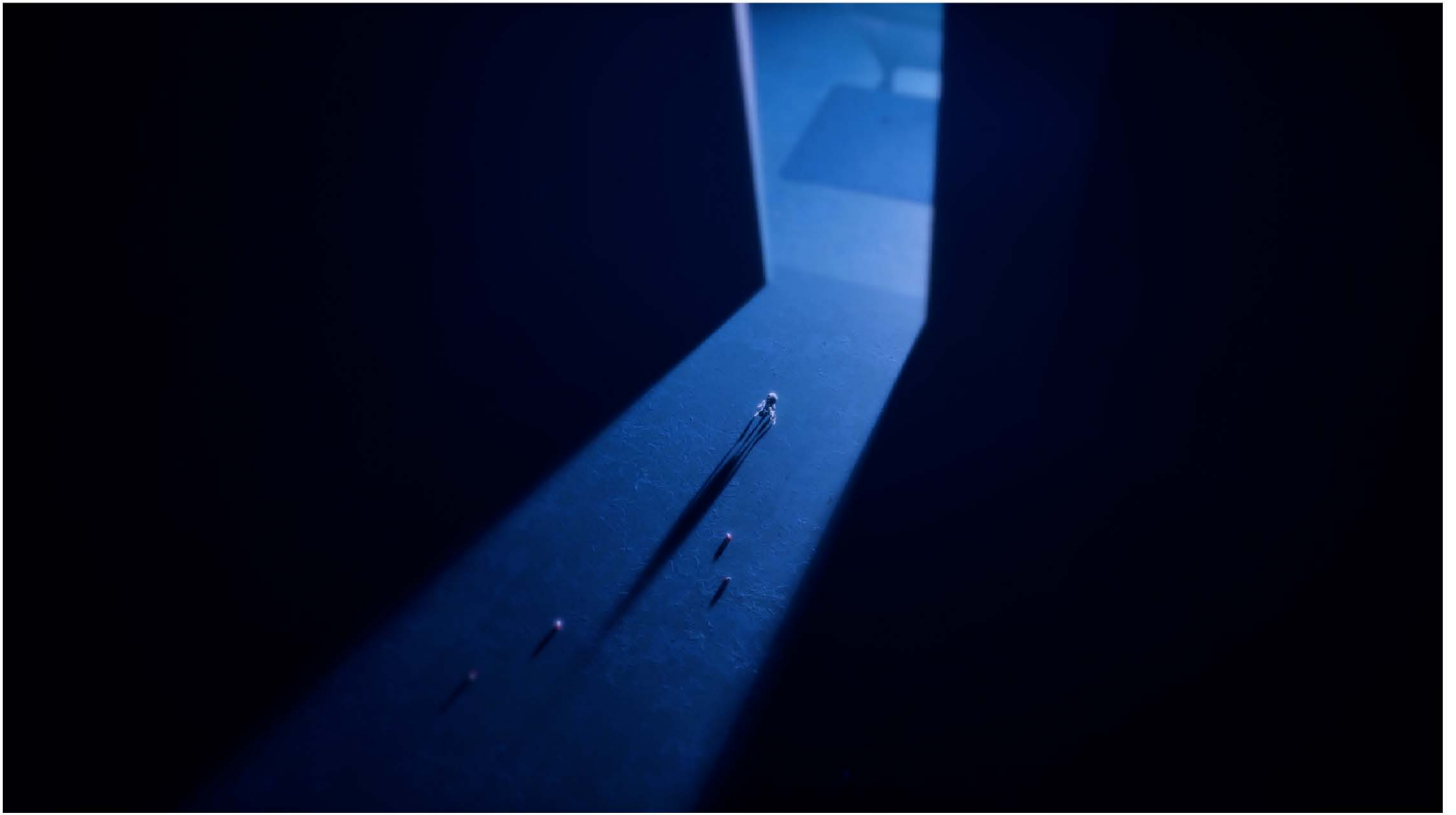
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# FILM STILLS







THE DAY WE FLEW



THE DAY WE FLEW





THE DAY WE FLEW

# MEET THE TEAM

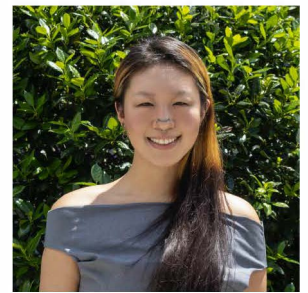
## RUNYU (RYAN) WANG



Ryan Wang is the Director and Art Director of "The Day We Flew". She oversaw the film's overall visual and narrative direction, from character design to story development. Her technical contributions span modeling, texturing, lighting, and rendering. Previously, Ryan served as the lead artist on the board game "OverDucked!" as well as on the indie games "Don't Worry, You're Home Now" and "Sell Your Dream to Me Then Have a Nice Life". She is graduating with a BFA in Technical Animation from the Savannah College of Art and Design in 2025.

## WANCHI LIU

Wanchi Liu is the Producer and Technical Animator of "The Day We Flew". Her technical contributions include modeling, texturing, rigging, lighting, and rendering. She is graduating with a BFA in Technical Animation from the Savannah College of Art and Design in 2025.



## REBECA HEFFERAN



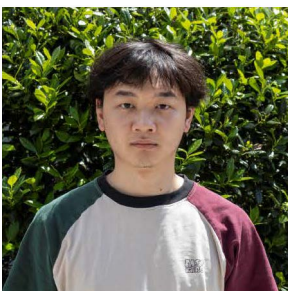
Rebeca Hefferan is an Animator at Electronic Arts working on Madden and College Football. She has previously directed short film "Pain Quotidien" and animated on the short film "Split" at the Savannah College of Art and Design. Rebeca is graduating with a BFA in 3D Character Animation in 2025.

## SHUHENG LIN

Shuheng Lin worked mainly as an VFX and look development artist for "The Day We Flew". He focuses on character effects including hair and clothes creation and simulation. Shuheng is graduating with a BFA in Technical Animation in 2025.

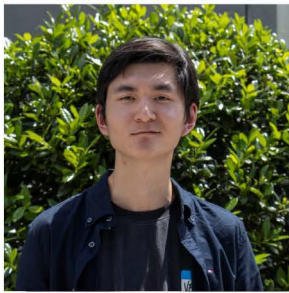


## ZHOUQUAN (FRANK) QIAN



Frank Qian is a character animator who contributed to the animation of "The Day We Flew", with a focus on character performance and timing. He was responsible for key shots and collaborated closely with the director and fellow animators to enhance the overall animation quality. He will graduate with a BFA in 3D Character Animation from the Savannah College of Art and Design in 2025.





## YANZHANG (TONY) WU

Tony Wu is an Animator who mainly works on the animation for "The Day We Flew". He focuses on animation layout in the preliminary stage and does model blocking and some props. Tony is graduating with a BFA in 3D Character Animation from the Savannah College of Art and Design in 2025.

## NING (NERISSA) XIE

Nerissa Xie primarily focused on 3D character animation and also supported the sound design process as an 3D character animator. Her works helped build up the narrative through expressive motion and contributed to the film's immersive audiovisual experience. Nerissa Xie is graduating with a BFA in 3D Character Animation and a minor in Sound Design in Savannah College of Art and Design in 2025.



## SOPHIE DE WINTER

Sophie de Winter worked mainly as an animator and concept artist for "The Day We Flew". She has previously worked as an animator on Pain Quotidien. Her work encompassed tasks from nuance character acting to creating the rendered color keys for the film. Sophie is graduating with a BFA in 3D Character Animation from the Savannah College of Art and Design in 2025.

## MATTHEW YANG

Matthew Yang worked on "The Day We Flew" as a technical animator and look development artist, contributing to 3D modeling, texturing, lighting, compositing and rendering. He is graduating from the Savannah College of Art and Design in 2025 with a BFA in Technical Animation.



## CASSIE KWON

Cassie Kwon worked on the storyboard for "The Day We Flew". She focuses on dramatic storyboarding and 2D animation. Cassie is graduating with a BFA in 2D Animation from the Savannah College of Art and Design in 2025.



# FULL CREDITS

**Director:** Runyu (Ryan) Wang  
**Producer:** Wanchi Liu

**Visual Development:**  
Runyu (Ryan) Wang

**Storyboard Artist:**  
Runyu (Ryan) Wang  
Cassie Kwon

**Lead Animator:**  
Rebeca Hefferan

**Animator:**  
Sophie de Winter  
Zhouquan (Frank) Qian  
Yanzhang (Tony) Wu  
Ning (Nerissa) Xie

**Lead Technical Animator:**  
Shuheng Lin

**Modeling:**  
Shuheng Lin  
Wanchi Liu  
Zhouquan (Frank) Qian  
Runyu (Ryan) Wang  
Yanzhang (Tony) Wu  
Matthew Yang

**Texturing:**  
Cassie Kwon  
Shuheng Lin  
Wanchi Liu  
Runyu (Ryan) Wang  
Matthew Yang

**Rigging:**  
Wanchi Liu

**Lighting & Rendering**  
Shuheng Lin  
Wanchi Liu  
Avery Stratton  
Runyu(Ryan) Wang  
Matthew Yang

**Compositing & VSFX:**  
Shuheng Lin  
Wanchi Liu  
Avery Stratton  
Runyu(Ryan) Wang  
Matthew Yang

**Supervising Sound Editor:**  
Aidan Jones

**Sound Designer:**  
Logan Helak  
Luke Schroeter

**Music Composer:**  
Zee Yuen

**Sound Effects Editor:**  
Marco Schodl  
Shawn Tischler

**Foley Artist:**  
Moose Beaudoin  
Petra Estrada

**Foley Mixer:**  
Petra Estrada  
Aidan Jones

**Re-recording Mixer:**  
Cody Cote  
Aidan Jones



# THE DAY WE FLEW

# SPECIAL THANKS TO

Our faculty Supervisor Dongeun (Danny) Shin



Tiffanni Blevins  
Delcio Gomes  
Gloria Mcandrew  
Sean Schur  
Jacob Weston



All friends and family  
Cyberskaters Team

