



DEEP FLAME

ZOMBIE SHIP

*In the ocean's abyss,
salvation wears a predator's face.*

A short film by Art Borowiec

2025 DEEP FLAME P.S.A.
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Synopsis

Tagline: "In the ocean's abyss, salvation wears a predator's face."

Overview:

A hungry beast awakens, hidden in the depths of the endless ocean. The hunt begins, but it's unclear who is the prey... and who is the hunter.

Synopsis:

A lone FISHERMAN faces the relentless pull of a monstrous, storm-tossed sea-drawn back toward a ravenous beast lurking in its depths. Desperate to live, he will sacrifice anything, even his own humanity, in a fatal struggle for survival. Yet there's no escape from the cycle of darkness already set in motion. This is a tale of eternal predation, not salvation. In the horror of 'Zombie Ship,' chiaroscuro reveals only what can be torn from the abyss, while the unknown thrives, undisturbed, in the suffocating shadows. The film plunges into the harrowing moral dilemma: how far will one go to save their life, when survival demands the ultimate price?

Director's Statement

Zombie Ship is a haunting exploration of the **survival paradox** – are there any true limits to the fight for life?

Our nameless Fisherman, fleeing death due to a failing heart, becomes entangled in a conscious leviathan made of the wrecks of devoured ships. This is not a haunted ship; it is a **predatory ecosystem** where victims become hunters, and salvation is simply another word for damnation.

Visually, the film draws from the **chiaroscuro of Caravaggio** to mirror the Fisherman's moral decay. Harsh light cuts through greasy shadows, revealing only fragments – as though the darkness itself is consuming humanity. The ship, a **Frankensteinian collage** of rusted hulls and shattered masts, moves with a grotesque biomechanical rhythm. The helpless crew mindlessly constructs the machinery of their own annihilation.

This is horror as **cultural autopsy**. The ocean is not just the setting, but a character: an ancient, hungry witness to humanity's worst impulse – devouring the weak in the name of self-preservation. When survival demands becoming another link in the chain of predation, what is the acceptable price of life? There is no redemption here, only the terrifying beauty of inevitability – the **unbroken cycle of survival**.

Zombie Ship isn't about monsters. It's about the monster in each of us.

Creative Vision



Writer/Director:

Art Borowiec

Art Borowiec is the writer, director, and producer of *Zombie Ship* (2025). He also produced and directed the air combat sequences for *303 Squadron* (2018 - 1.5M viewers). Borowiec has worked on VFX for several films, including *Tout un hiver sans feu* (2004), *Snow White and Russian Red* (2009), and *Diablo* (2019). With two decades of experience in CGI and animation, he specializes in non-traditional advertising solutions, commercials, graphic design for TV stations, and other custom TV projects. His portfolio includes hundreds of advertising productions for major companies such as Discovery, Viacom, Disney and more.

Voice Cast

Brian Stivale as Fisherman

Brian Stivale is a renowned Hollywood actor and veteran voice artist with over 500 professional credits across stage, film, television, and video games. His voice is recognized in more than 300 million homes in over 150 countries. Stivale is best known for his work as Venom in Marvel's Avengers Academy, Batman for DC Comics, and Rubeus Hagrid for The Wizarding World of Harry Potter. He is also the narrator of acclaimed series such as "Copycat Killers" (Discovery/REELZ) and "Beating Death: The Science of Survival" (CuriosityStream).

Trained by industry legends including Charlie Adler, David Suchet, Avery Brooks, and William Esper, Brian's dynamic range and versatility have earned him awards at the Cannes Film Festival and nominations for the BAFTA and Audie Awards. His recent work includes roles in major feature films premiering in 2025 and collaborations with directors like Guy Ritchie and Michael Bay.

Brian Stivale brings his signature depth and intensity to Zombie Ship Movie, further elevating the film's unique atmosphere.

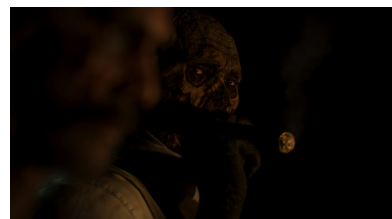
Mike Regan as Boss

Mike Regan is an international voice actor known for his powerful and resonant performances in video games, animation, and narration. Based in Vancouver, he has quickly established himself as a "go-to" talent for leading companies and productions worldwide. His recent credits include the role of Boss in Zombie Ship (2025), the narrator in the acclaimed video game Do Not Buy This Game, and a featured role in Ash of Gods: The Way (2023). Mike's versatility spans commercial voiceovers, character work, and documentary narration, making him a sought-after voice in the industry. He has been professionally coached by industry experts such as Tony Alcantar, Marc Cashman, and Christian Scott, and is recognized for his professionalism and creative range.

Interactive Elements



Visual Assets



Download EPS Assets 



AWARDS 2025



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IMDb Qualifying Festivals

Best Animated Film - **Hollywood Gold Awards** - Los Angeles, United States - April 5, 2025

Gold Award: Animation - **New York Movie Awards** - New York, United States - April 5, 2025

Best Picture - **London Movie Awards** - London, United Kingdom - April 5, 2025

Best Picture - **International Gold Awards** - New York, United States - April 5, 2025

Best Picture - **Paris Film Awards** - Paris, France - April 24, 2025

Best Picture - **Milan Gold Awards** - Milan, Italy - April 5, 2025

Best Picture - **Florence Film Awards** - Florence, Italy - April 5, 2025

Best Animated Film of the Year - **Digital Griffix Film Awards** - Montreal, Canada - May 22, 2025

Best Film - **Yes! Let's Make a Movie International Film Festival** - Montreal, Canada - June 19, 2025

Best Animated Short Film - **Golden Lion International Film Festival** (GLIFF) - Kolkata, India - March 25, 2025

Best First Animated Short Film - **Fotofilm International Short Film Festival** - Istanbul, Turkey - May 5, 2025

Best Animation - **East Village New York Film Festival** - New York, United States - March 30, 2025

Best Animation - **Cinematic European Film Festival** - Craiova, Romania - February 28, 2025

Best European Film - **Monza Film Fest.** - Monza, Italy - March 1, 2025

Best Horror Short Film - **Golden Lion International Film Festival** (GLIFF) - Kolkata, India - March 25, 2025

Best Thriller/Horror Short - **Golden Nugget International Film Festival** - London, United Kingdom - March 29, 2025

Best Animation Short - **Underground Indie Film Festival** - Apopka, United States - June 14, 2025

Audience Choice Winner - **First-Time Filmmaker Sessions** - Pinewood, United Kingdom - March 10, 2025

Finalist: Best Animation Short - **Kinematona Film Festival** - Kronoberg, Sweden - May 31, 2025

Semi-Finalist: Best Horror Film - **Stockholm City Film Festival** - Stockholm, Sweden - March 30, 2025

Nomination: Super Short Film - **Cannes Film Awards** - Cannes, France - June 14, 2025

Nomination: Short Film - Animation - **The Monthly Film Festival TMFF** - Glasgow, United Kingdom - March 31, 2025

Nomination: Best Trailer - **The Monthly Film Festival TMFF** - Glasgow, United Kingdom - March 31, 2025

Honorable Mention: Short Film - **Phoenix FearCON** - Phoenix, United States - March 28, 2025

Honorable Mention: Best Animation - **Night of Shorts** - Milan, Italy - March 30, 2025

Official Selection

Golden Bridge İstanbul Short Film Festival - Istanbul, Turkey - March 9, 2025

Lift-Off Filmmaker Sessions - Pinewood, United Kingdom - March 24, 2025

The North Film Festival - Barcelona, Spain - April 24, 2025

24FRAME Future Film Fest - Bologna, Italy - April 9, 2025

Metropolis Film Festival - Milan, Italy - May 29, 2025

New York Lift-Off Film Festival - New York, USA - June 19, 2025

Production Details

Category	Details
Runtime	8m
Aspect Ratio	16:9
Resolution	1920×1080 (24 fps)
Software	Unreal Engine 5, Maya, Nuke, motion capture
Genre	Animated Horror Short Film
Animation Style	Realistic 3D

Press Contact

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