

PLAY NICE IN NATURE

A short animated film, 5' 40'', Slovenia, 2026

Direction, Animation & Editing: Jernej Myint

Concept & Visual Design: Jernej Myint

Screenplay: Jernej Myint, Lenka Stermecki, Mojca Bedjanič, Primož Vodovnik

Sound Design & Voice: Aleš Gangl (Studio Spektakularnost glasbe)

Music: ZircuS

Production: MYINT.ILLUSTRATES

Short Synopsis

When a curious hero finds himself inside the video game *PLAY NICE IN NATURE*, he quickly discovers that clicks do not solve everything. Every wrong move awakens a new surprise, while every bonus hints that true victory is not about conquering nature, but about playing with it respectfully. Will he manage to complete all the levels and find his way home?

About the Director/Animator

Jernej Myint is an architect by education and an illustrator and animator at heart. He draws, designs, animates, learns and teaches. He explores illustration in many different forms — on paper, walls, children's book covers and the film screen, where drawn worlds come to life through movement.

In his work, he often looks for playful ways to tell stories about serious subjects. In the animated film *PLAY NICE IN NATURE*, he places nature inside the world of a retro video game, where every decision has consequences, every mistake carries a lesson and every reward has its meaning. Through humour, rhythm and the visual language of games, the film explores the question of our responsibility towards nature and speaks to younger audiences in a language that feels familiar to them.

He likes to push the boundaries of his creative practice, acquire new skills and explore new approaches in order to bring each project to life as a complete and memorable whole. When working on something that truly fulfils him, days pass quickly — and evenings are sometimes still surprisingly short.

PLAY NICE IN NATURE is his second short — “almost feature-length” — animated film.