

Bir azmış Bir çokmuş

once there was too much



FESTIVAL PRESENTATION / 2026

ONCE THERE WAS TOO MUCH

Bir Azmış, Bir Çokmuş

Dialogue-free 3D animated short film

Turkey / 2026 / 08:05

Written and Directed by Ali Kışlar

AI ANIMATION FILM

WRITTEN AND DIRECTED BY
ALİ KIŞLAR



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Once There Was Too Much

Yazan Yöneten
Written and Directed by

Ali Kışlar

THE STORY

A small appetite. An immeasurable desire.

LOGLINE

A tiny ant follows a trail of honey left by a passing villager. What begins as a harmless taste becomes an irresistible pursuit, carrying the smallest creature toward a desire far greater than itself.

SYNOPSIS

A villager walks home with a wooden bowl hanging from a stick, unaware that drops of honey are falling onto the road. An ant leaves its colony and tastes the first drop. The first taste answers a need; the second awakens desire. Each new drop draws the ant farther from its community and deeper into the human world, until the trail leads to the source. Told without dialogue, the film asks when need becomes desire - and when desire becomes captivity.

DIRECTOR'S VISION

Need seeks what is enough; desire erases the boundary of enough.

The film began with a simple question: what changes inside us after our basic need has already been met? I wanted to explore greed without judging it from a distance, using the smallest possible protagonist and a temptation that appears innocent. The ant's journey transforms an everyday appetite into a visual fable about obsession, isolation and the inability to stop.

The story was written years before the film could be produced. Its scale demanded an animation team and resources that were beyond the reach of an independent production. New generative tools finally made it possible to bring the original screenplay to the screen while preserving its human authorship and directorial point of view.

ALI KIŞLAR / WRITER - DIRECTOR

"İhtiyaç yoklukta doğar. Arzu, sahip oldukça büyür."

Need is born of absence; desire grows with possession.





PRODUCTION APPROACH

AI as a means of production, not a substitute for authorship.

Once There Was Too Much is an AI-generated animated film created because the original screenplay could not be produced for years with the available budget and without a full animation team. Generative tools made the physical production of the film possible; they did not originate its story, theme or dramatic intention.

HUMAN AUTHORSHIP

Original concept and screenplay; direction; shot design; performance intention; continuity; editing; final image and sound decisions.

AI-ENABLED PRODUCTION

Character and environment visualization; animated shot generation; selected foley, sound effects, ambience and music generation.

FINAL POST-PRODUCTION

Human-led selection, assembly, timing, sound construction, colour refinement and final mastering.



FILM INFORMATION

Once There Was Too Much

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TECHNICAL

Country: Turkey
Completion: August 2026
Runtime: 08:05
Language: No dialogue
Technique: Stylized 3D animation
Format: 16:9 / 24 fps / Digital

CREDITS

Written and Directed by Ali Kışlar
Edited by Nebihan Tanır
Independent Production

Festival Status
Finalist - New York International Film Awards,
August 2026

CONTACT

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Written from a human story.