



THE MINUS **03**
HISTORY



Welcome to my head.

Miller*
Creator of THE MINUS.

*“THE MINUS is a
best of my life,
and the essence of
the last 12 years,
in my search for
answers.”*

CREATOR'S
STATEMENT

* ALIAS OF
MICHAEL STENITZER

This Book

- **gives you insights** into the genesis of THE MINUS as a synthesis of the arts.

It shows the personal drive behind this project, which has made THE MINUS an important part of my life, a unique experience, and all the many extraordinary people I have met through it.

Is it personal?

Oh hell yes. THE MINUS is a very personal journey that began with a serious illness, whereupon the question of the meaning of my own existence was inevitable.

“Who am I?”

“What makes me who I am?”

The quest for answers.

Fully recovered, I made my way across Europe to talk to leading scientists, physicists, mathematicians and chaos theorists about the ultimate questions of mankind.



SCREENSHOTS FROM THE (UNFINISHED)
DOCUMENTARY "DEUS EX MACHINA
- A ROADMOVIE TO THE END OF THE
WORLD" (2010)

Why is something, and not nothing?

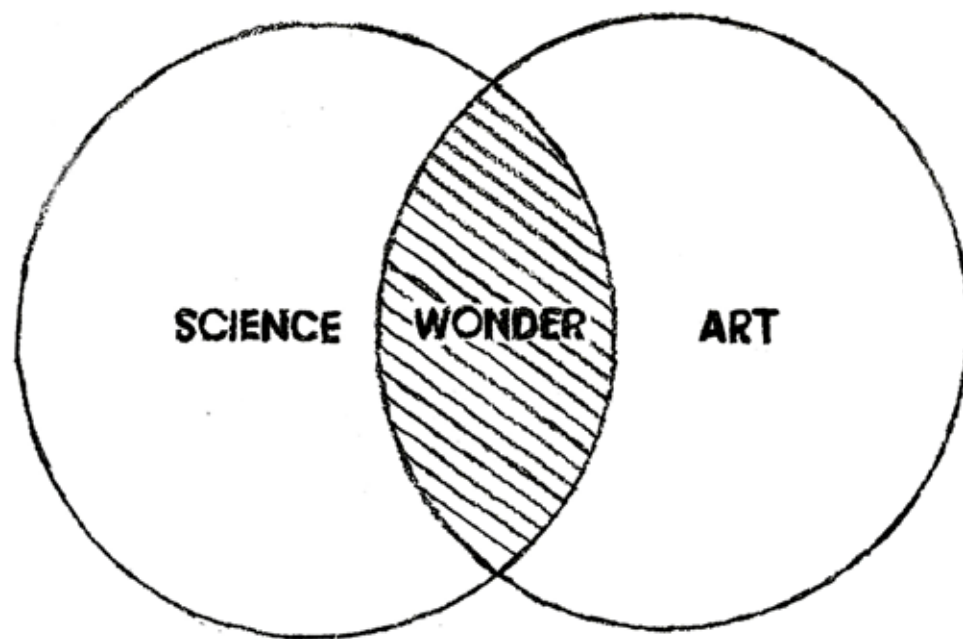
Long story short: Nobody could answer the question of “why” for me
- that was the end of this journey.

The last questions could not longer be answered rationally.
I had to wrap the essential topics in a fictional story.

The artistic answer.

It needed an approach through art, allegories and metaphors.
Pictorially, textually, cinematically, musically.

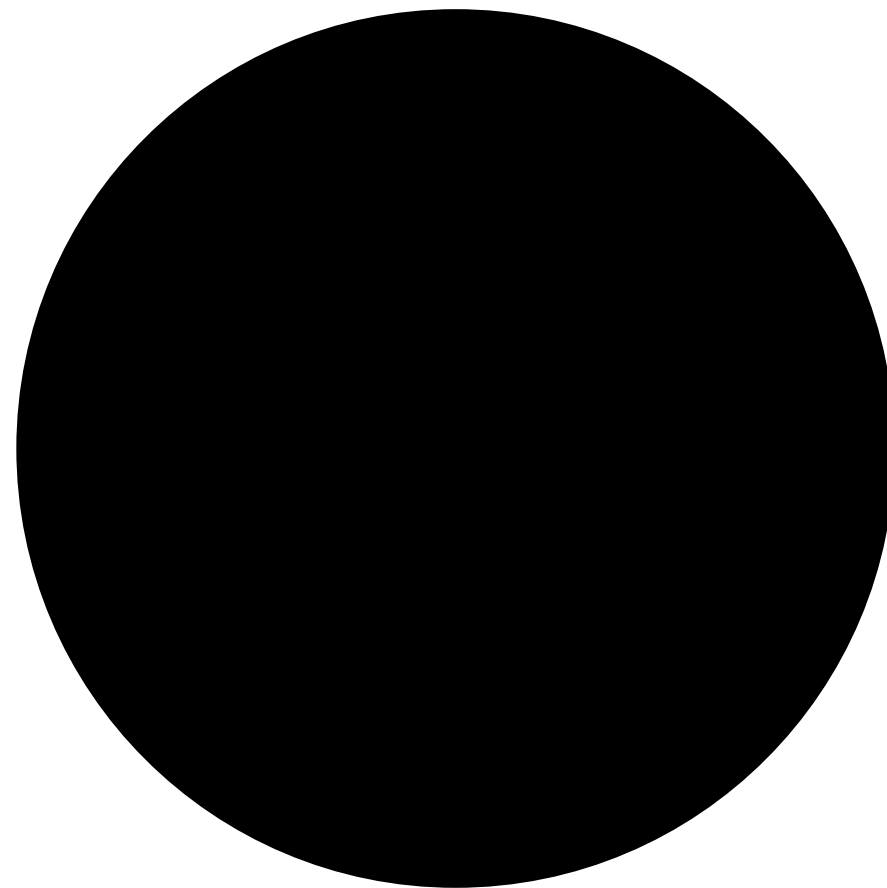
All my interests, backgrounds and professions went into the project,
and form the basis for a whole universe of storytelling.



CREATOR'S
STATEMENT

A simple idea.

A black circle - as a symbol for everything we do not know - is the starting point and the canvas for creative unfolding.



THE MINUS was born.

An infinite void in the
middle of a megacity.

CREATOR'S
STATEMENT

Exploring the unknown.

What is THE MINUS?

Where did it come from?

How did it occur - and why?

How could it appear from one second to the next without any record of it happening?

Where are the people it swallowed?

How deep is it?

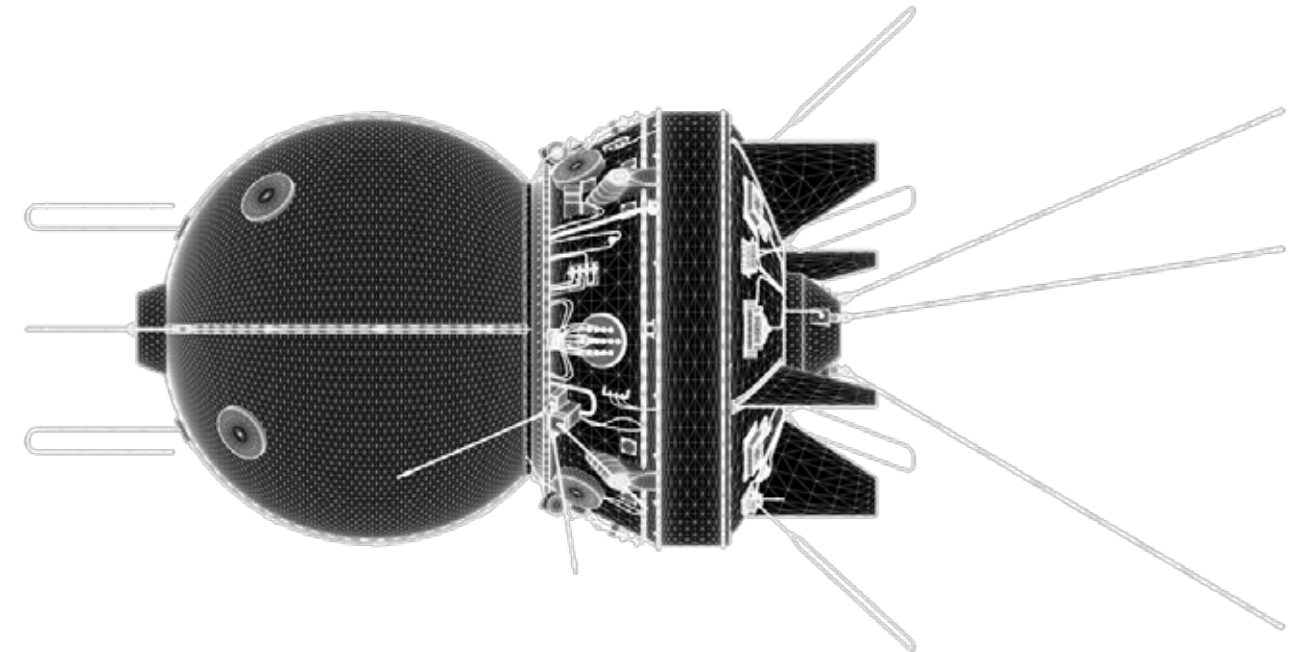
When and where does it end?

...

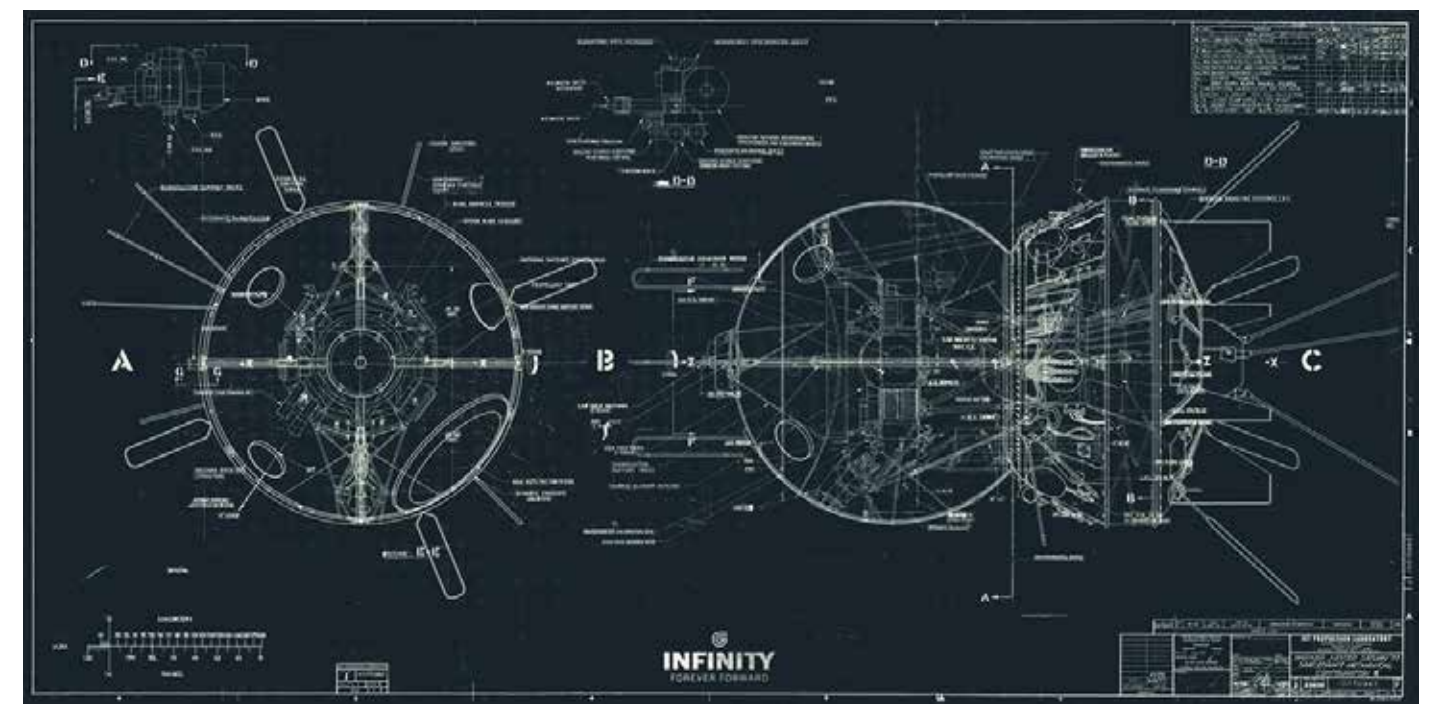
A black and white photograph of a monkey wearing a space helmet, looking directly at the camera. The helmet has the number '92' on the front.



**BY FRANZ GÜNTHER
HAUSER**



GRAND ECHO
THE ANSWER IS YES.



Blueprint for the Intinity-capsule.

CONCEPT
ART

BY FRANZ GÜNTHER
HAUSER

From a storyteller's perspective

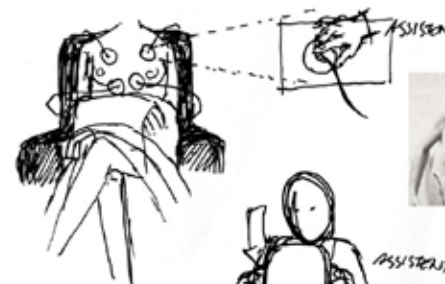
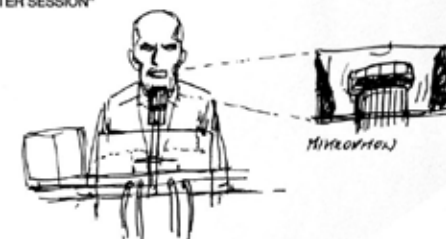
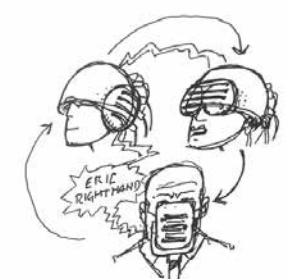
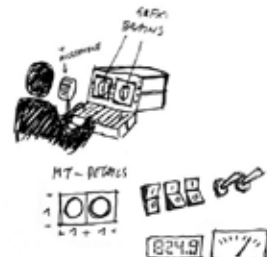
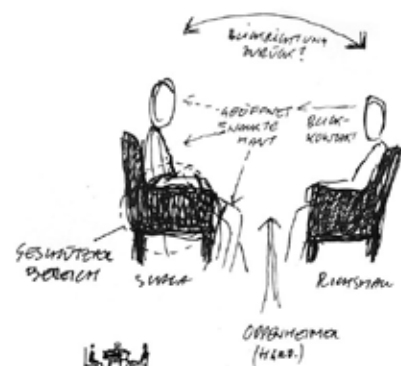
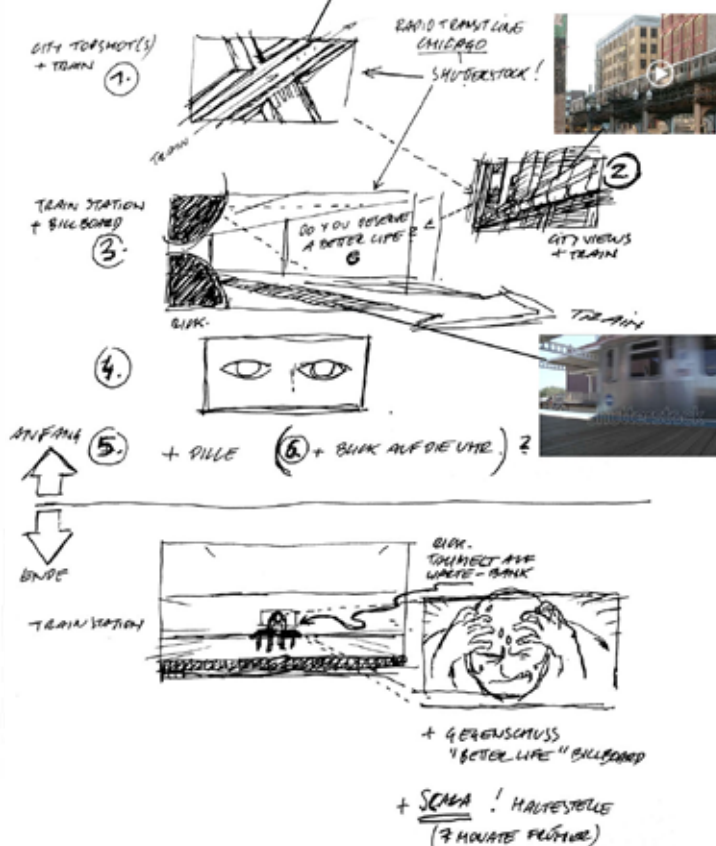
- one question in particular was interesting:
What kind of impact would it have on society?

Let's talk about that.

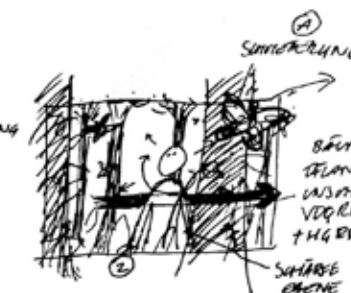
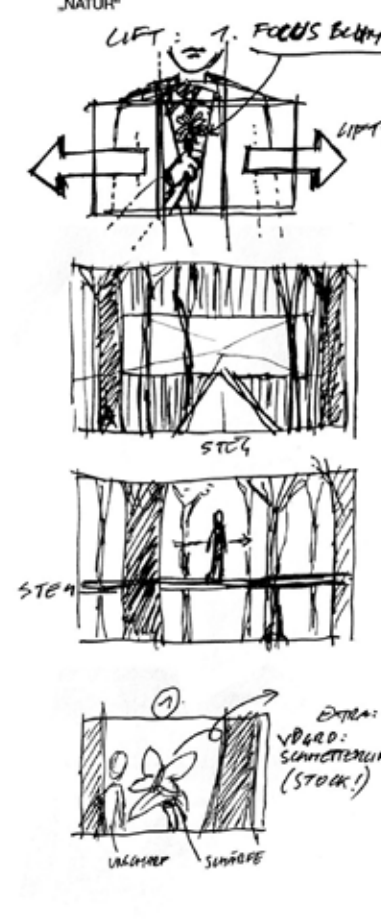
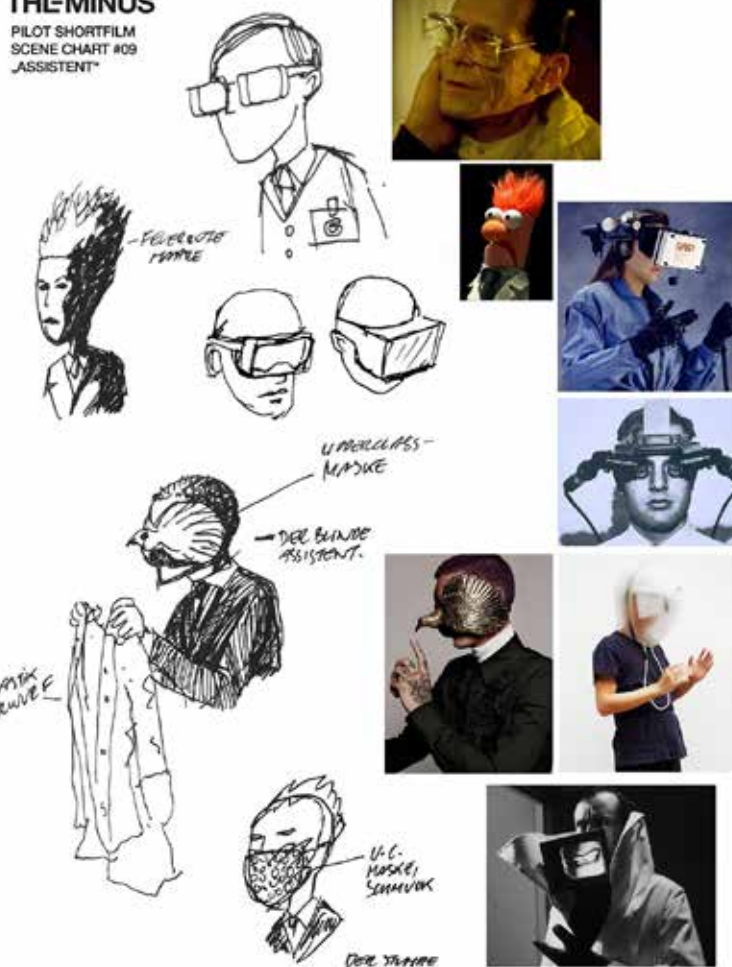
What followed were weekly meetings with people from various fields - physicists & mathematicians, designers & illustrators, 3D & concept artists, scriptwriters & dramatic advisers, musicians, sound designers and moviemakers.



PILOT SHORTFILM
SCENE CHART #01A
"CITY TOPSHOTS"

PILOT SHORTFILM
SCENE CHART #14A
„MINDTRANSPORTER SETUP“PILOT SHORTFILM
SCENE CHART #01C
„METRO TRAIN“

PILOT SHORTFILM
SCENE CHART #07B
„NATUR“

PILOT SHORTFILM
SCENE CHART #09
_ASSISTENT*

Made out of passion.

So what is THE MINUS? Over 40 artists from all over the world have already given their very personal view and made smaller and larger contributions to this 100,000 piece puzzle.



ARTISTS (in order of appearance)

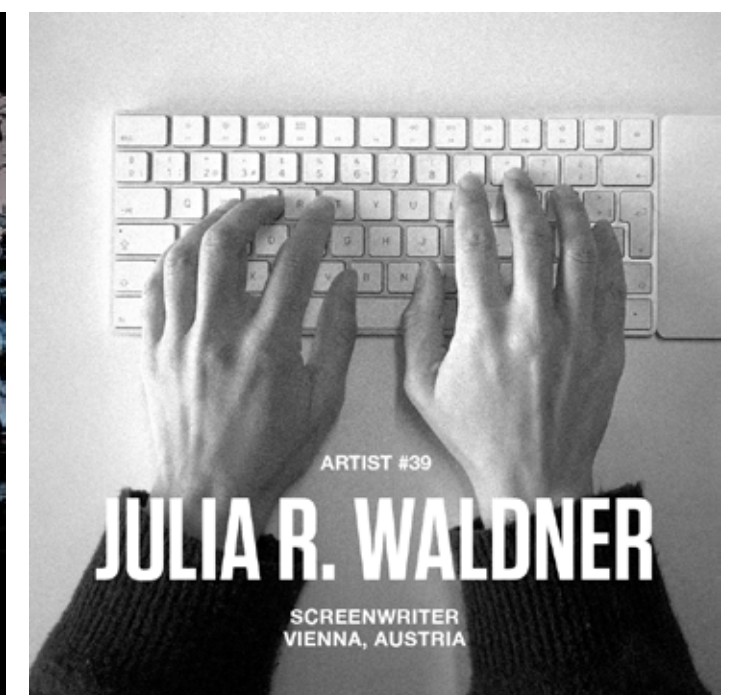
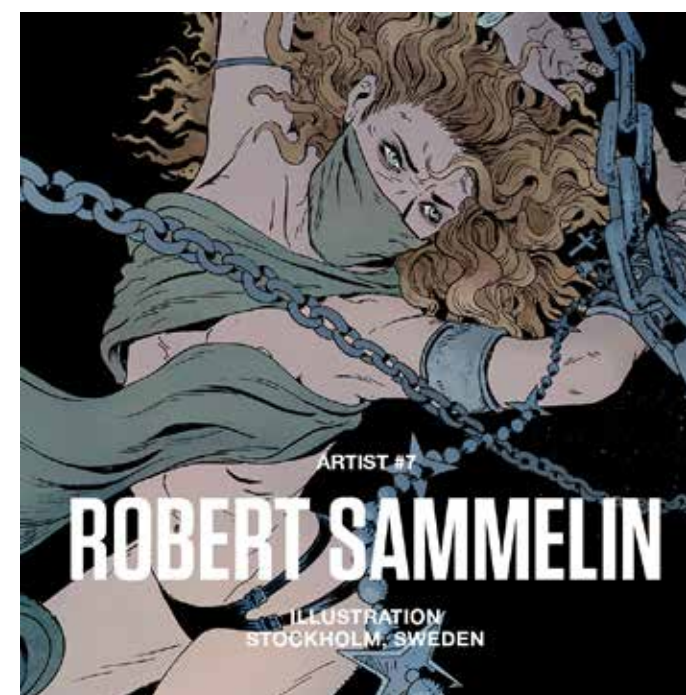
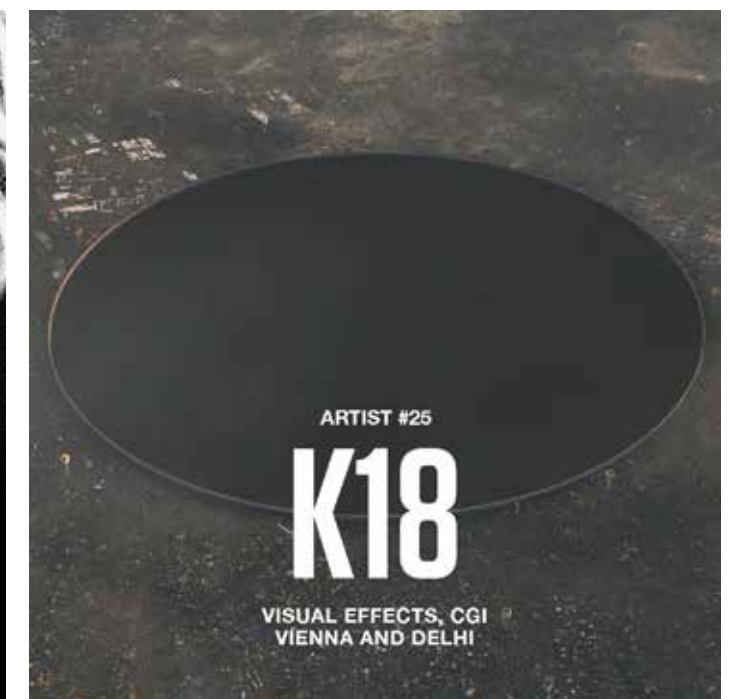
001 Miller (Vienna) Writer, Director
002 Klaudia Medano (Vienna) Artist, Art Direction
003 F. G. Hauser (Vienna) Visual Artist
004 Susanne Thomanek (Vienna) Consultant
005 Kathrin Resetarits (Vienna) Dramatic Advisor
006 Valentin Hitz (Zurich) Dramatic Advisor
007 Robert Sammelin (Stockholm) Illustration
008 Gerald Kerkletz (Vienna) DOP

009 Flo Macheck (Vienna) Sound & Music
010 Maxim Goudin (Amsterdam) Concept Art / 3D
011 Paul Pluesh (Vaduz) Consultant, Text
012 Michael „Mitch“ Dörfler (Vienna) Sound & Music
013 Michael Volk (Los Angeles) Consultant
014 Jason Hernan (New York) Voice
015 Gilbert Kralinger (Barcelona) Writer / Film
016 Georg Geutebrück (Vienna) DOP
017 Bernd Steinhuber (Vienna) Architecture

018 Stoya (New York) Actress
019 Therese Seemann (Graz) Film Production
020 Robert Finster (Vienna) Actor
021 Karin Pauer (Vienna) Contemporary Dancer
022 Georgji (Vienna) Musician, Actor
023 Henri-Paul Jenewein (Vienna) Props-Design
024 Miju (Vienna) Make Up Artist
025 K18 (Vienna) Visual Effects, CGI
026 Paul Schreivogl (Vienna) Physicist

027 Michella Moss (Nelson, CA) Voice
028 Refresh Design (Brisbane) Architecture
029 Juliana Hillbrand (Vienna) Writer
030 Anastasija Lesjak (Graz) Consultant
031 Doctors On Decks (Graz) Music
032 AnJosef (Graz) Music
033 Bridget Sheehan (New York) Voice
034 Chris No. 2 (Pittsburgh) Music
035 Sabrina Stadlober (Vienna) Design

036 Andreas Hofer (Vienna) Photography
037 Felix Schiller (Vienna) Model
038 Alex Linhardt (Vienna) Sales / Producer
039 Julia R. Waldner (Vienna) Screenwriter
040 Iris Groll (Vienna) Producer
041 Nhoah (Berlin) Music
042 Zoran Sugic (Čelinac) Music
043 Lena-Sophie Kornfeld (Vienna) Junior Writer
..... and counting



Science & Art

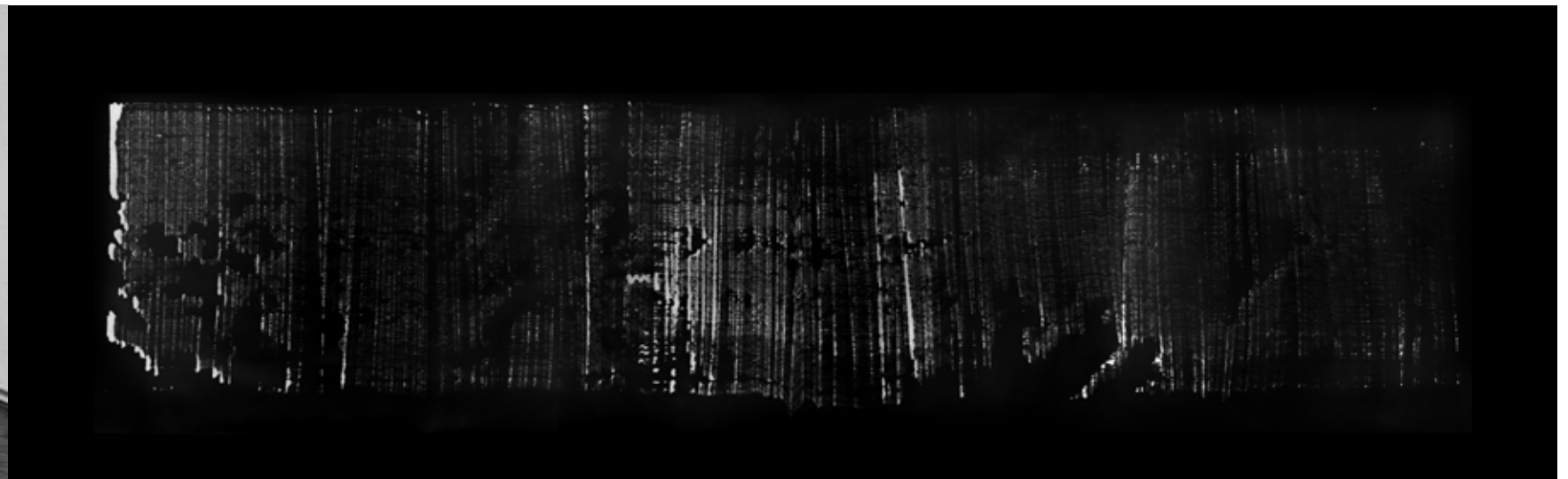
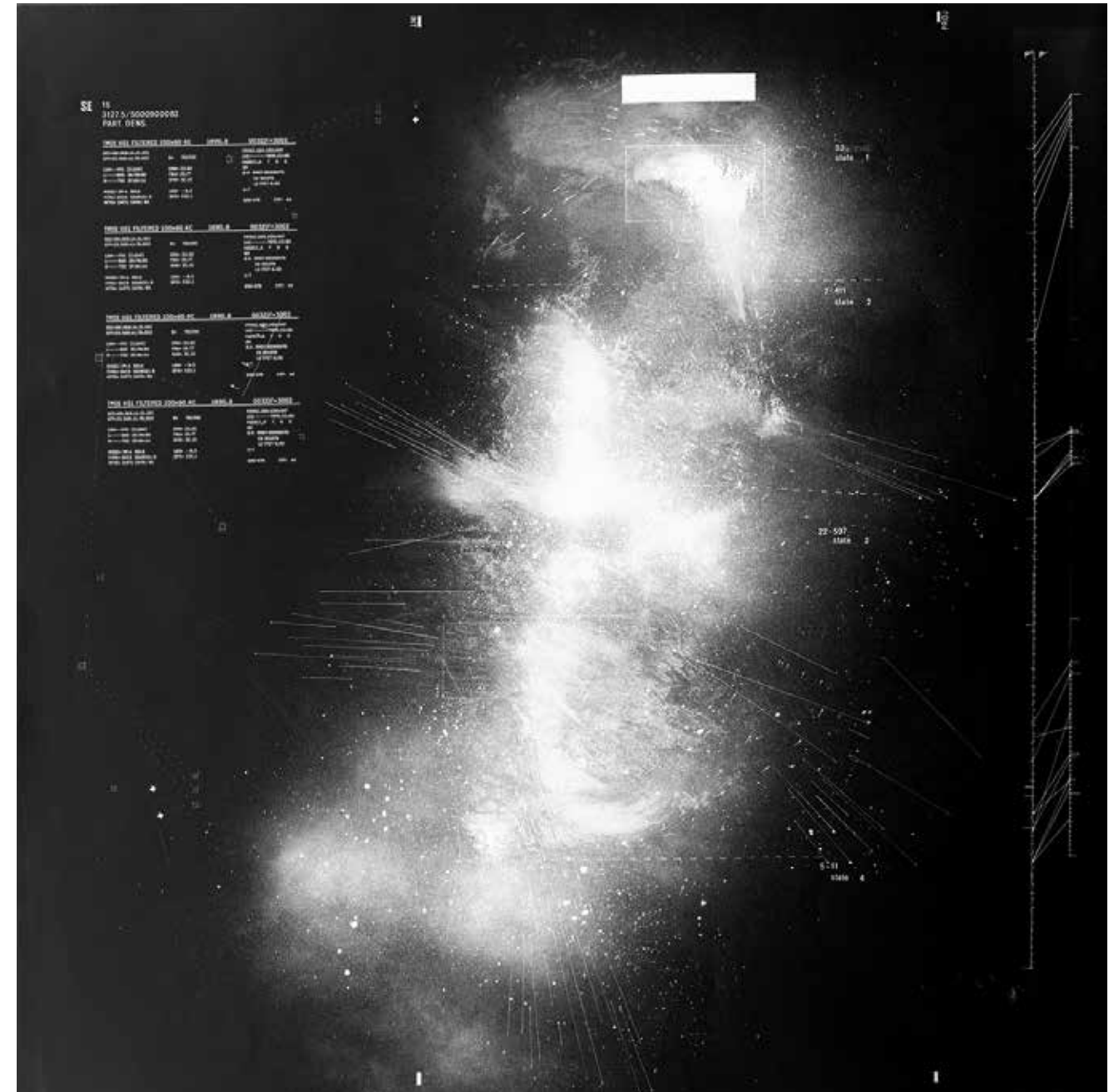
THE MINUS FRAGMENTS

"The Density of Nothingness #01"

59,4cm x 59,4cm

ink, acrylic, pigment, letraset,
tape on coated paper

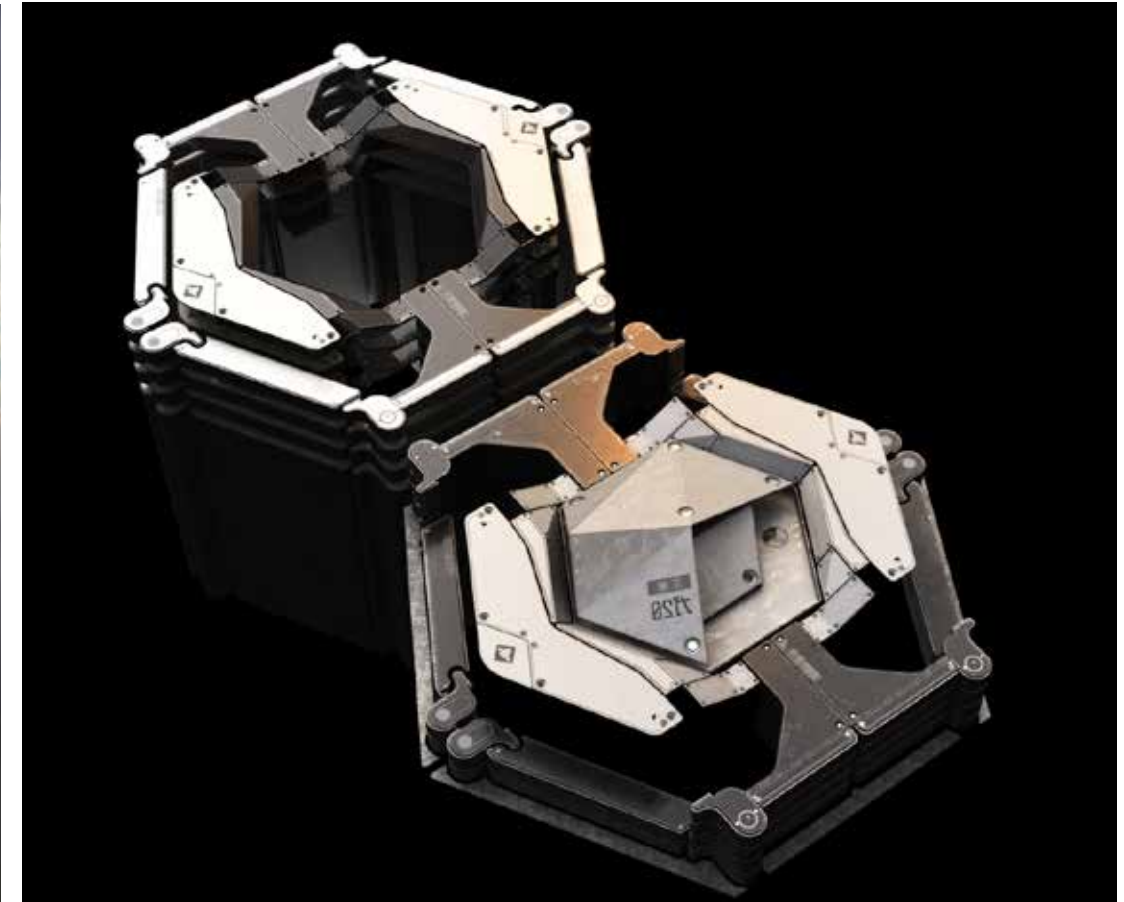
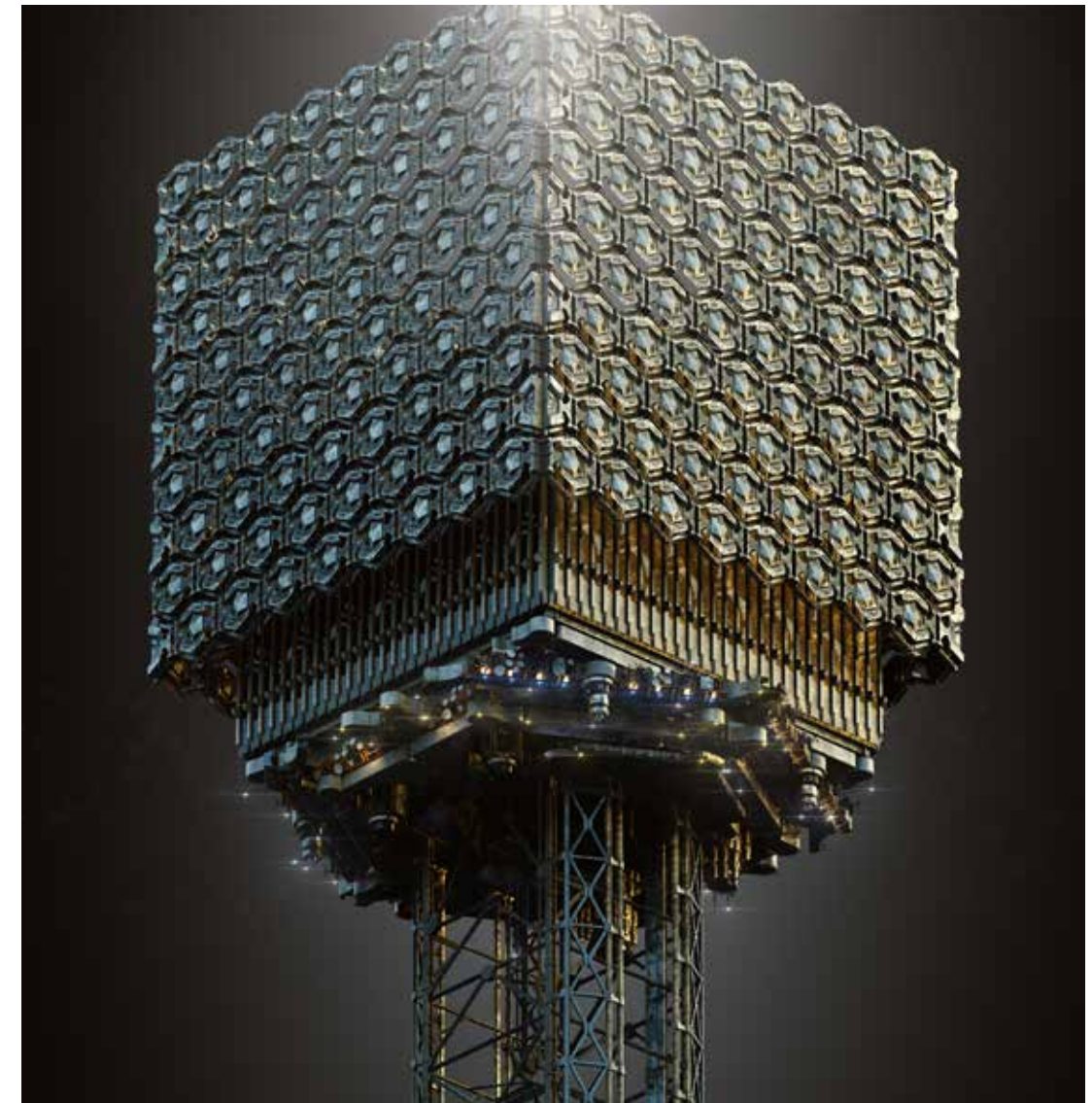
Artist : Klaudia Medano
(Vienna, Austria)



Design & Architecture

THE MINUS
CONCEPT ART

Artist: Maxim Goudin
(Amsterdam, Netherlands)



Concept Album

With the fictional structure of dealing with the effects of the unknown on society, and by reflecting and exaggerating our reality, the FreeJ Collective **Doctors On Decks** uses THE MINUS as an artistic critique of the world we live in.

“excellent!”

Eelke Kleijn (Armada Music)

“awesome!”

Township Rebellion (Still vor Talent)

★★★★★

Alesso (Musical Freedome)

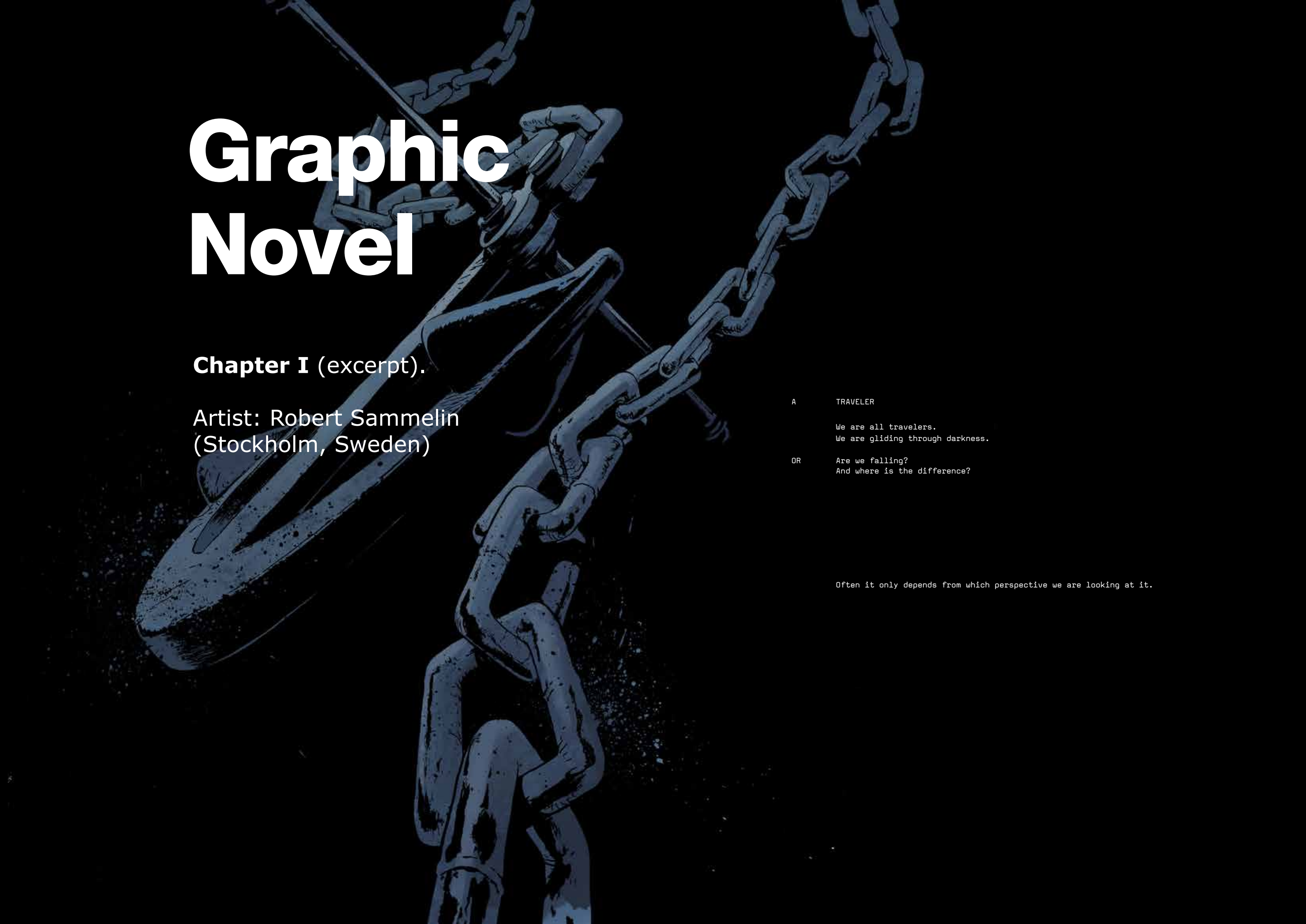


“A vision that has already arrived in reality. We love the video and the band and are curious about the live realization - no one has told such stories for a long time.”

- Nhoah (Music Producer)

*“Wow, this story is
very vivid and rich!
Great stuff!”*

- Robert Sammelin (Concept Artist & Illustrator)



Graphic Novel

Chapter I (excerpt).

Artist: Robert Sammelin
(Stockholm, Sweden)

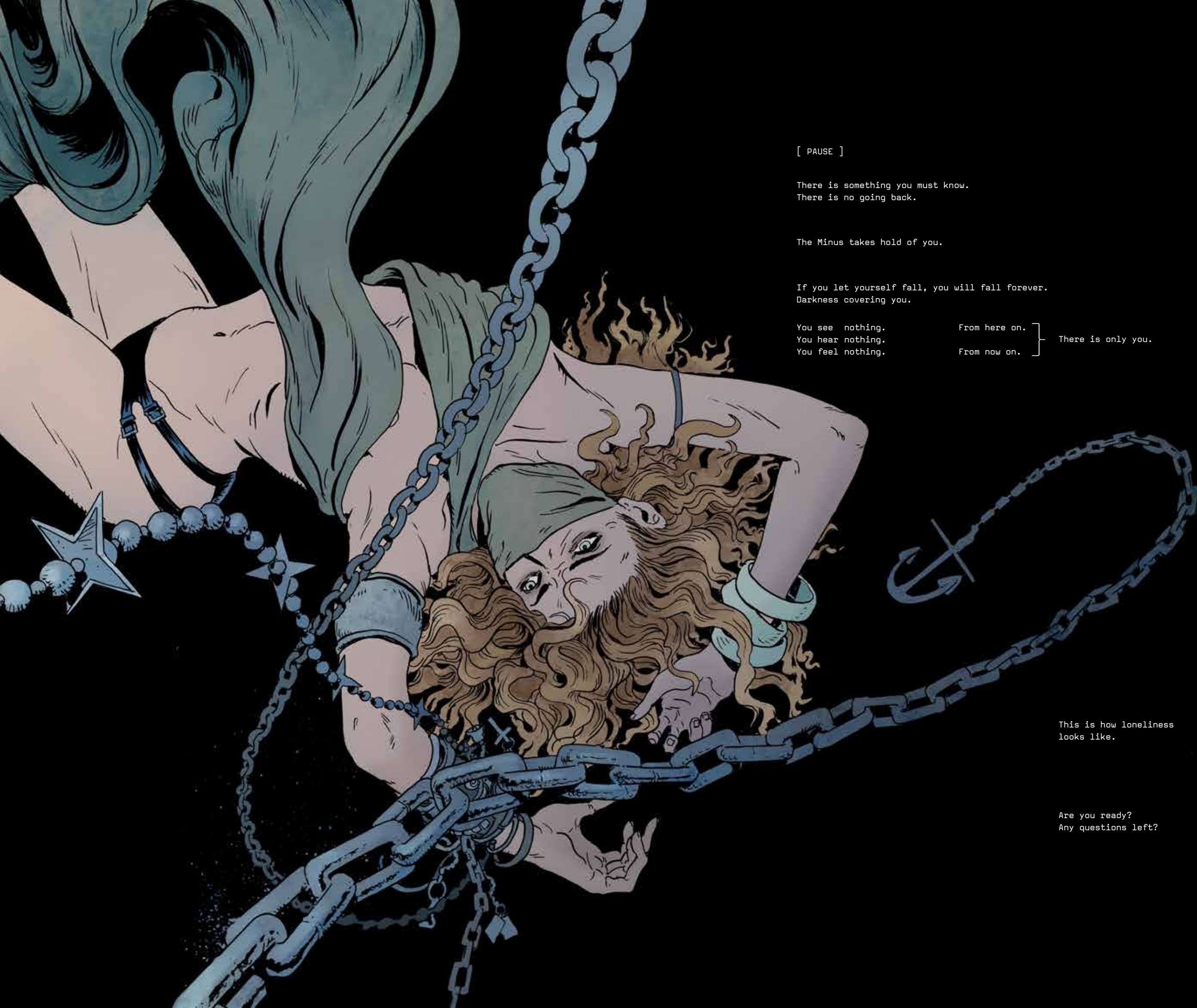
A TRAVELER

We are all travelers.
We are gliding through darkness.

OR

Are we falling?
And where is the difference?

Often it only depends from which perspective we are looking at it.



[PAUSE]

There is something you must know.
There is no going back.

The Minus takes hold of you.

If you let yourself fall, you will fall forever.
Darkness covering you.

You see nothing.
You hear nothing.
You feel nothing.

From here on.
From now on.

} There is only you.

This is how loneliness
looks like.

Are you ready?
Any questions left?

The big picture.

THE MINUS is a **story of a thousand stories** and an invitation to a growing audience who want to deal with meaningful content.

“I want something fresh.”

Dig deeper.

- **Identity and memories** are recurring themes.
What makes us who are we? Why do we keep things?
- **As a contrast:** Curiosity. Why do we always want to know more?
Understand things and look behind the curtain?
- How do societies and hierarchical systems work?
What are the mechanisms?
- Power and control.
- Religions. Promises of salvation. Paradise.
- The not-knowing.
- The unknown threat.
- The distraction.

“Imaginatively and with great gesture set in the future, with high relevance for the present.”

- Kathrin Resetarits (Dramatic Advisor)

The black circle.

Advertising and marketing and its influence on society, is an important part in the world of THE MINUS.

With my background as a creative director and brand strategist for many years, I have brought all my knowledge from this field into this project.

It also makes me aware of the importance of a simple but unique visual idea in the growing competition on the streaming service market.

It's a brand.

With the black circle, THE MINUS has a strong key visual with a very high recognition value, which is excellently suited for merchandising and products.



CREATOR'S
STATEMENT

MOOD
BOARD

Links

Explore:
THE MINUS

World Building:
City Views / Test Renderings

Documentary Trailer:
Deus Ex Machina

Music Video:
"NOW"

Concept Album:
THE MINUS

A Motion Music Picture:
by Doctors On Decks

THE MINUS never ends.

The possibilities are endless. Its various stories and point of views can be discovered, explored and experienced in **all media**, from movies to games, in an epic length or in short pieces.

THE MINUS

IDEA &
CREATED
BY

MICHAEL STENITZER
/ ALIAS:
MILLER

PRODUCTION
COMPANY

Super+

STUDIO SUPERPLUS GMBH
KLOPSTOCKGASSE 47
A-1170 VIENNA

CONTACT

MICHAEL STENITZER
M@STUDIOSUPERPLUS.COM
+43 699 11994202