HISTORY
ARTS
CULTURE

ANIMATION
DOCUMENTARY
11 MIN.

VERSIONS
Arabic, English, French,
German, Portuguese, Russian,
Spanish: 02 x 11 min.

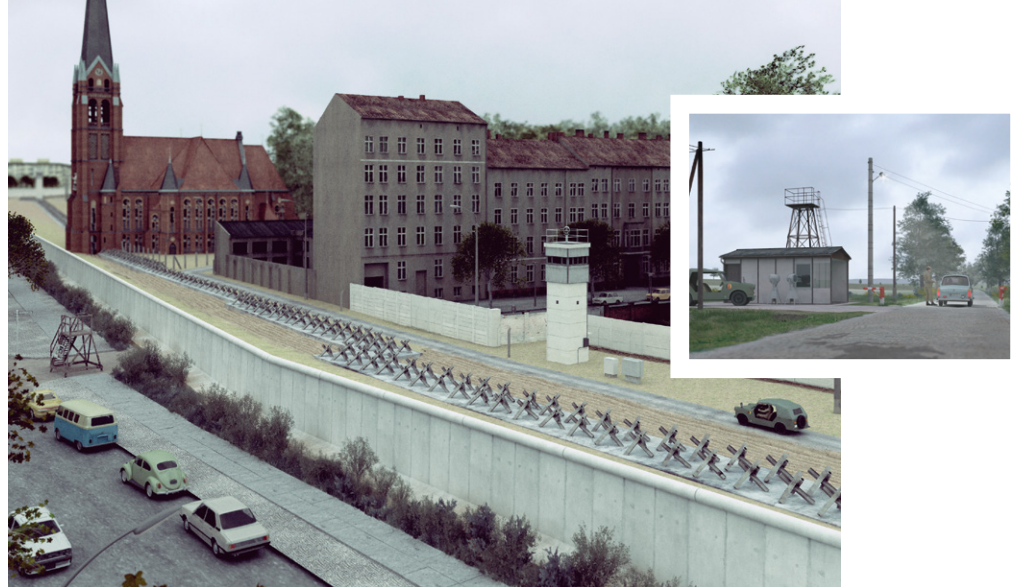**RIGHTS**
Worldwid [VoD] [M]

ORDER NUMBER
52 4730 | 01, 02
01 ANIMATION
02 DOCUMENTARY

Walled in! The Inner German Border

01   Walled in!   [HD]

The computer animation, depicting the Berlin Wall and the border between East and West Germany, illustrates the oppressive reality of the border region as it seeks to answer the question: "What was the Wall really like?"

Today, only fractions of the no-man's land and the Wall itself remain. The computer animation connects the dots – making the perils of the border region visible. For the first time, historians and television producers have created a detailed reconstruction of the no-man's land as it looked at the start of the 1980s, including new views of the border fortifications.

With startling imagery, the animation recreates what was once a divided Germany for those who know it today as just another piece of distant history, helping younger generations better understand the suffering of people in Berlin and throughout Germany, divided for decades by the border between East and West.

02   Making of "Walled in!"   [SD]

To recreate the border region in as much detail as possible, animators generated more than 130,000 images from historical models, in a high-definition computer process that took some 100,000 hours to complete. Every object had to be created as an individual graphical element using polygon shapes. The Church of Reconciliation, located in the death strip, for instance required some 500,000 polygons. The Making of **Walled in!** tells the backstory of the striking animation, including the intensive effort required to build a virtual replication of the Berlin Wall.