



# TALL SHIP BATTLE 3D

**Tall Ship Battle 3D** is a true David and Goliath story. When *Mars* was built in the mid-16<sup>th</sup> century she was the world's largest battleship; "unsinkable" like a *Titanic* of her time—and with powerful guns to keep enemy ships at bay. Yet in her first major battle she goes under, overpowered by a fleet of smaller and more agile ships that refuse to bow to the might and glory of the giant tall ships.

Using state-of-the-art surveying technology, the epic discoveries and scientific exploration of the gargantuan admiral ships will help maritime archaeologists unlock the secrets of tall ship naval warfare. Replicas of the huge guns will be tested to see if it was possible to sink a ship from afar. Could cannonballs really penetrate their thick oak hull? How was it to be a gunner on a tall ship in battle? How was war at sea fought and how did tactics and the ships evolve over time?

**Tall Ship Battle 3D** is a scientific journey into a spectacular event of international significance. Advanced computer-generated images and historical reenactments put the viewer right in the middle of an epic duel on the high seas. The film reveals how revolutionary naval tactics help the smaller ships succeed to bring down the admiralty ship *The Sword*, ending the era of tall ships in battle.



## MOTION PICTURE PRODUCTION DETAILS

Production	Deep Sea Productions/Ocean Discovery in co-operation with Scandinatune Films.
Director	Bo Landin
Associate Directors	Johan Candert, Malcolm Dixelius
Director of Photography	David Douglas
Underwater Photography 3D	DJ Roller
Underwater Photography 2D	Richard Lundgren, Carl Douglas
Sound Design and Mix	Michael McDonough, Ola Eliasson
Editor	Michael R. Fox
Music	Alan Williams
Production Managers	Lasse Rengfelt, Marianne Landin
Post Production Supervisor	Rick Gordon, RGP Productions
Producers	Lasse Rengfelt, Bo Landin
Executive Producer	Carl Douglas
Recording Format	Digital 3D, 5K
Delivery Format	2D and 3D digital, 2D and 3D in 15/70 mm
International Distribution	TBD

## CONTACT INFORMATION

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# TALL SHIP BATTLE 3D



**BO LANDIN** PRODUCER/DIRECTOR  
**DAVID DOUGLAS** DIRECTOR OF PHOTOGRAPHY  
**DJ ROLLER** UNDERWATER 3D PHOTOGRAPHY

**A GIANT SCREEN 3D PRESENTATION 40 MIN**

**DEEP SEA**  
PRODUCTIONS

**SCANDINATUNE**

**Ocean**  
Discovery

# TALL SHIP BATTLE 3D

IT WAS ONE OF THE BIGGEST NAVAL BATTLES IN HISTORY. IN A raging storm, it pitted two fleets with a total of 150 tall ships against one another. When Europe's nation states began forming in the 16th century, royal families sought unlimited power and fought each other for religious and economic dominance. This was a time of unimaginable violence and ruthlessness, a period of wars but also a time of heroism.

Absolute rulers used fear and brutal power to control the people. The ultimate tools to project this power beyond the nation's borders were the baroque-style tall ships. Hugely expensive and decorated to scare the enemy, they were in fact difficult to use in battle. Little is known about how they actually fought. Now, thanks to the discovery of two spectacular shipwrecks in the Baltic Sea, their secrets can be revealed.

**Tall Ship Battle 3D** follows divers and scientists on an adventurous expedition to the deep grave of two of the most majestic ships ever built: *Mars the Magnificent* and *The Sword*. Never before have scientists had a chance to study tall ships sunk in naval warfare. Divers will salvage some of the booty that lured the soldiers to risk their lives trying to board enemy ships in the heat of the battle.



The Swedish warships Kronan (*The Crown*) and Svärdet (*the Sword*), two of the largest ships in the world at the time, sank in the battle of Öland on 1 June 1676.