



42<sup>ND</sup>  
YOUNG ARTIST  
ACADEMY AWARDS

**SUMMER HOWELL Interview**

**Project:** *Hunter Hunter*

**Director:** Shawn Linden



**Watch Trailer**

**How would you describe the plot of this project?**

*Hunter Hunter follows a family of fur trappers including me, Renee, as they struggle to survive in the remote woods of Manitoba, Canada. Their life is hard enough having to catch what they eat and sell, so when a wolf starts stealing from their traps, Renee's father Joe (played by Devon Sawa) sets out to kill it while Renee and her mom Anne (played by Camille Sullivan) stay home. Unfortunately, things don't go as planned for the family and fighting for their lives becomes much harder as a more dangerous predator is revealed to be lurking in the woods.*

**What was your fondest memory from working on the project?**

*Honestly, picking the best memory from this project would be too difficult since I had such a great experience on it all around. I think the coolest part for me is when I think about the beginning compared to the end. How the whole crew bonded and how creating something can bring people so close together. I wouldn't trade it for the world.*

**Were there any cool locations or sets that were fun/different/strange?**

*The entire set of Hunter Hunter was outdoors. Whether that was in a small cabin that we could barely all fit in, up on a cliff with a beautiful view, or standing in a freezing river catching beavers. I had a super cool scene my first day where I stood in a cold, flowing river and pulled a taxidermy beaver out of the water about 30 times. It definitely started the shoot off right since I love a challenge. By the end of the scene the beaver was so waterlogged I could barely lift it.*

**Do you recall any particular memories with castmates or crew that were impactful?**

*I have many special memories from Hunter Hunter. One of the most impactful memories I had was when my director, Shawn, and the producers rushed my final scenes and got them all done early since I had another job offer that was starting before my time on Hunter Hunter was supposed to end. I'm so grateful to them for believing in me and working even harder so I could fly out to Montreal and film the movie "Clouds". Another memory that I'll never forget was on my last day talking to Shawn. We were walking to set for the last time and the conversation we had meant a lot to me. It was bittersweet, but mainly sweet.*

**Did the project inspire you to see the world differently? Or did you learn anything new about the production process?**

*The project taught me how much I love filming Indie movies and how much I appreciate a small, hard-working crew. I was constantly learning on the set; whether that was film industry lingo, how to hold a fake gun without looking silly, or how different departments do their jobs. When it comes to seeing the world differently, the project forced me to live more in the present and get off my phone, even though I did take many photos.*

**What stands out to you from working on this project?**

*The main thing that stands out to me from working on this project is the people. We had a pretty small crew. There were maybe 60 of us on the set. Working with a small crew was the best since I got to know everybody there, no matter their department. Everybody was so nice and I made great connections with lots of them who I still talk to regularly. My co-stars, director, producers, and I all still keep in touch and I'm really thankful for the friendships we have.*

**If you were to produce a sequel or a continuation of this project, what would that be like?**

*If I were to produce a sequel of Hunter Hunter, Shawn would kill me. All jokes aside, Shawn had a clear vision for the movie and a sequel was out of the question. I think that everything that was supposed to happen, happened. I don't think a sequel would benefit the story much since the ending was so crazy. If you have seen it, you'll understand what I mean when I say Hunter Hunter wasn't meant to have a second part. Although, I would love to work with the cast and crew again.*

**What do you love most about the Entertainment Industry? What do you wish could be better?**

*I love that anybody can be a part of the Entertainment Industry if they just put their mind to it and want it enough. I also really like the opportunities it can bring you like meeting amazing people and traveling to do what you love. Something I'm hoping to see more of in the future is women in the Industry, especially with directing. I think progress is always being made, but I'd really love to work with more female directors!*

