



THE PRIVATE LIVES OF  
**WILD CREATURES**

**R**obert R. Taylor photographed *THE PRIVATE LIVES OF WILD CREATURES* long before the hoopla of tundra buggies and “The Polar Bear Capital of the World”. He is a pioneer of eco-tourism who dedicated over sixty years to exploring the most remote areas of Canada to photograph the most elusive animals. Drawing for the first time from Bob’s archive of hundreds of thousands of images, 16mm films and video footage - part biography and part natural history documentary – this film explores the art and science of Canada’s Arctic, boreal and prairie regions.

The polar bear has become a symbol for global warming and Robert Taylor took the pictures that captured our imagination, shaped public opinion, and helped define our nation. Moreover, he photographed the birds and plants and lesser-known specimens with an eye for the beauty of the unexpected. *THE PRIVATE LIVES OF WILD CREATURES* blends archival interviews, field recordings and stories from his friends, family, business partners and scientific colleagues to reveal Bob’s character and his wide circle of influence.

*“I chose to pursue a career of making others aware of their surroundings and helping them to stop and enjoy the beauties of nature. I hoped that if people came to appreciate their environment more, we would become better stewards and want to find ways to live harmoniously with our various ecosystems”*

- Robert R. Taylor

### **Interactive Component**

**T**HE GREAT GRAY OWL EXPERIENCE is an educational video game that will serve as a convergent element for *THE PRIVATE LIVES OF WILD CREATURES*. Robert Taylor is the author of the book *The Great Gray Owl: On Silent Wings* and he is credited as photographer of *The Great Gray Owl*, the definitive text by North American authority Dr. Bob Nero.

This game helps players learn to identify prime habitat for great gray owls, to distinguish their call and locate their forest perch. The reward is a wild ride on the great gray owl flight simulator. Use your ears and eyes to locate a vole under a blanket of snow and set your flight path. Use your speed and agility to swoop down and fly low over the meadow. Feel the force of the plunge as you capture your prey and explode up from the snow and away into the forest.

The Great Gray Owl Experience is being created with the Unity game engine. It will work with a web browser and can be accessed on-line. It will be enhanced when using tablets or mobile devices that take advantage of gesture control. The Experience is also being tested and developed for future use with the Oculus Rift and other virtual reality goggles.

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**Documentary | 1 x 45 | Canada | Currently in production**

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