

CAR
WARS

CHIEFTAIN STUDIOS

CONTENTS

Contents.....	2
Foreword.....	3
The Team.....	4
Synopsis.....	6
Credits.....	7
Contact us.....	8
Technical Info.....	9

FOREWORD



Richard Stubbs

We are Chieftain Studios, and we proudly present: **CAR WARS**, *the animated short*. this short is centred around two characters, who battle it out for the last parking space in a shopping mall littered with obstacles. I'm Richard, the producer and during the production phase I will be modelling, rigging and animating the lead characters and vehicles in our project. As producer I ensure the group is working well together and we're constantly on schedule.

THE TEAM



Ina Stokland

I'm Ina, and I'm the lead animator for this group project. I also worked as a storyboard artist and the pre-vis artist through the pre-production phase. I am hoping that this project will improve my animation skills and gain more experience in areas I want to work in after I graduate.

Darryl Horsley

I'm Darryl and I'm the sound chief and all round versatile member of the group. For pre-production I had put together the animation bible and worked on editing the previs. Carrying on from this throughout preproduction I will be working on creating the environment as well as utilising VFX simulations to further embellish our animation.



THE TEAM



Daniel Gibson

Hi, my names Dan. I'm one of the modellers for Chieftain studios. For the pre-production work I modelled basic designs for assets. Carrying on from this work I modelled the background assets for the scene.

Marketa Borikova

Hi I'm Maya and I'm the lead concept artist. I worked on designs, turnarounds and expression boards for the characters. Throughout production I worked on texturing and modelling the environmental assets.



SYNOPSIS

Two cars roll up towards a mall car park with a panel stating there are zero spaces available. A business man and a family man are in their respective cars, staring at each other. The panel then says there is one space available. Both cars speed off in opposite directions once the barriers are lifted open. The business man drifts around corners, moving at incredible speed. He suddenly has to stop because an old lady is walking across the car park at a really slow speed. Meanwhile, the family man turns a corner, to find that it is blocked off with traffic cones. He has to drift around the corner while trying not to crash. After turning a few more corners, he comes across two lorries blocking the path. He hits a speedbump at high speed and flips the car onto two wheels, allowing him to get through the gap. This then cuts to a cctv shot of the family man who is actually taking care while navigating this obstacle. Cutting back to the business man, the old lady has finally passed him and he shoots off. Both the family man and the business man are getting closer and closer to the free space. It becomes really intense, both going at incredible speeds. They both then crash into each other and find out the space has been taken by the old lady.











CREDITS

Richard Stubbs

Producer
Lead Modeller
Lead Rigger
Animator
Render Wrangler

Marketa Borikova

Asset modelling
Texturing

Darryl Horsley

Sound Chief
Compositor
Lead VFX Artist
Lead Texture artist
Modelling
Simulation artist

Ina Stokland

Director
Lead Animator
Storyboard Artist

Daniel Gibson

Asset modelling
Texturing

CONTACT US

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Darryl Horsley

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Daniel Gibson

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Marketa Borikova

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TECHNICAL INFO

Original title of the film	Car Wars	
Technical details		
Year/month of production completion	January 2017	
Target audience	All Ages	
Genre or style	Comedy Animation	
Techniques of animation	3D	
Total Duration (Minutes:Seconds)	Minutes: 1	Seconds: 30
Colour	Colour	
Frame rate (Projection speed)	25 fps	
Aspect ratio	16:9	
Pixel dimensions	1280 x 720p	
Original movie file format	Quicktime .mov	
Original video compression codec	H.264	
Audio	stereo	
Audio codec	AAC	
Audio rate	48 kHz	
Commentary / dialogue	yes	
Main Language If there is commentary/dialogue)	English	
Other languages	N/A	
Subtitles	no	
Software used	Maya 2016, Photoshop, After Effects	
Hardware used	Windows PC, Wacom Tablet	