

Press Kit

About

In the Spring of 2020, Domenic Romano pitched a idea to SCAD for a shot film about a sock puppet. This was done in part because he thought sock puppets were charming, and partly because he wanted to see if they would even approve it. After the film got greenlit, he got together with producer Brandon Drisse to discuss the plot and flesh out a story for the little puppet.

The film tells the story of Lucky, a down on his luck millennial trying to find his spot in the limelight. He works at a run-down pizzeria with a boss who berates him, he is too poor to afford the guitar he wants, and too shy to ask the girl he likes out. All of this changes when he comes across a suitcase full of money in a dumpster and uses it to purchase his dream guitar in the hopes of impressing his crush at a open mike night. His plan falls apart however when the owner of the cash, a crime boss named Denver, corners Lucky and demands it back.

Originally starting out with 8 members the Lucky boy team grew into a crew of more than thirty individuals. Consisting of animators, voice actors, 3D artists and a sound crew. Special thanks for the film also go to Malcolm Smith, who developed a mocap system for sock puppets that was used in the film. The film's style overall is mix media. With 2D, 3D and stop motion elements all being utilized in the final product.

Logline:

A millennial sock puppet tries to find his moment in the lime-light as a musician in Boston.

Synopsis:

Luckyboy tells the story of a young sock puppet named Lucky who dreams of buying a guitar and asking a friend of his, Brooke, out on a date. After promising Brooke that he would attend a open mike night, Lucky approaches his Boss asking for a advance on his pay-check in order to buy a guitar for the night. After he is cruelly rejected Lucky happens to stumble across a suitcase full of cash that he uses to buy his dream guitar. Unfortunetly for him the money belonged to a gang who are not too pleased that it went missing.

The film's original concept came from its director Domenic Romano at the Savannah College of Art and Design. The film originally started with 8 individuals but grew into a crew of 34 participants.



Trailer Link:

<https://vimeo.com/555006838>

Password: teaser

Image Stills:





Technical Specifications:

Running Time: 11:06

Type | Mixed Media (Included 2D, 3D and Stopmotion Animation)

Software | Blender, Breckle Hands Pro, Autodesk Maya, Adobe After Effects, ToonBoom Harmony, ToonBoom Storyboard Pro, FlowFrames, EbSynth, Zbrush, Substance Painter, Substance Designer, Leap Motion, Clip Studio Paint, Adobe Photoshop, Adobe Animate, Adobe Flash, Dragon Frame 4, Meshroom, VirtuCamera, Cam-TrackAR, Adobe Audition, Audacity, SHEEPIT Render Farm, Adobe Premier, Adobe Media Encoder

Language | English (no caption)

Country of Origin | United States of America

Colour | SRGB Colour

Screening Format | FHD 1080p DCP

Aspect Ratio | 16:9

Sound | Stereo 2.0



Meet the Crew:



Domenic Romano-Director

Artist from Boston, MA- where this film actually takes place! I originally wanted to get into comics, but they are really niche, so I switched to being an animator. Having a pretty good time honestly, animators are fun- especially this crew!

Brandon Driesse- Co- Producer

I make stuff; sometimes for money, but always for fun. I animated Lucky crying and I'm happy to say I made David cry at the thought of holding up his arm for another 45 minutes, completely still, while I nudged museum gel frame by frame on the Lucky puppet :)



Amanda Castillo- Co- Producer

I am a 3D artist with a passion for animation. I had a blast working on Luckyboy and experimenting in all different types of media.

David Gelfand - 3D Artist

I love cool 3D art, cinematography and music! Lucky-boy manages to combine all of these things and I am very proud of the work that we all created! I will never-look at socks the same way I used to.



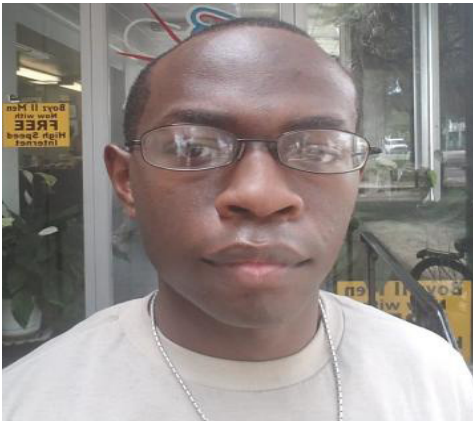


Dylan Yim- Head of 2D

I'm Dylee, and I love cute, funny cartoons.

Ziwei Wang- 3D Artist

I am Ziwei, a 3D modeler and animator. I love animation and the world we create.



Kiam Whitfeild- 2D Artist

A twin, army vet, with a childhood dream to become the “world’s greatest cartoonist” as baby-faced me would declare. My wish is for animation to be accessible and transcontinental, and for studios to exist anywhere and everywhere-starting with a stroke of an idea, followed by a stroke on the paper!

Tony Li- 3D Artist

My name is Tony and I am an international student from China. In this film, I focus on 3D modeling, especially all kinds of buildings. I like the working environment because I always know what I should do for the team and I can get feedback very soon from the group to identify my weak points then to make them better. I can see all the team members are full of enthusiasm and work hard to finish the film. One day, I believe I can be proud of being a member of Luckyboy!



Cast

Ethan Gallardo - Lucky / Thugs

Ethan Gallardo is a professional voice actor based in Dallas, TX. Some of his works include providing voices for Funimation, Borderlands 3, and of course Luckyboy!

Jacob Browning - Denver / Dono / Thugs

Jacob Browning is a Dallas-based voice actor with 10+ years of experience. His notable works include Funimation dubs, Smite and Pokemon Toys.

Hans van Harken - Boss

A Los Angeles based actor and founder of Skel Studio.

Julie Maravich - Brooke

Julie Maravich is a voice actor based out the Philadelphia and Toronto areas. She is delighted to play Brooke in Luckyboy.

Alana MacKay- Kao - Punk

Alana MacKay- Kao is a recent high school graduate with a love of art and animation. Luckyboy is her first project as a voice actor

Nicholas Senatore - Thugs

Nicholas Senatore is a voice actor experienced in audio production, sound design, and radio broadcasting from the Philadelphia area.

Domenic Romano - Thugs/The Fuzz

Director on Luckyboy

Brandon Driesse - The Fuzz

Producer on Luckyboy

Director

Domenic Romano

Visual Effects

**Amanda Castillo
Brandon Driesse
Malcolm Smith**

Animation Department

**Kelsey Bitong
Amanda Castillo
Noah Cheruk
Nick Conter
Erin Davis**

Producers

**Brandon Driesse
Amanda Castillo**

3D Art Department

**Amanda Castillo
Brandon Driesse
David Gelfand
Menno Hageman
Tony Li
Malcolm Smith
Ziwei Wang**

**Brandon Driesse
Giselle Estevez
Camden Galvin
David Gelfand
Savannah Jenss
Emil Morow
Josh Nutt
Andy Ortiz
Ellie Powell
Alex Rocca**

Cinematography

**Brandon Driesse
David Gelfand
Domenic Romano**

Sound Department

Editing

Brandon Driesse

**Brandon Driesse
Ryan Storm**

**Domenic Romano
Dominic Seoane
Malcolm Smith
Kiam Whitfield
Dylan Yim**

Storyboarding

**Amanda Castillo
Brandon Driesse
David Gelfand
Domenic Romano
Dylan Yim**

Music Department

**Logan Calderwood
Mike Carmet
Jared Carson
Conner Nyberg
Chris Oakwood
Chris Piche
John J. Renns
Dylan Yim**



FAQs

Did you use real socks?

No, Luckboy uses hyper- realistic CG socks. And high tech motion capture technology to create the realest socks you've ever seen since the ones you put on this morning. Wait. Maybe we used a few real ones...

Why mixed media?

Mixed media was a way to keep our crew from getting bored and kept the film from being stale. Plus it looks cool.

Why Boston?

We love the city. It's a great place with great food, (though it has terrible pizza). Oh yeah, I guess our director grew up there too.

How many frames is it?

Easy, 15984

