

NEVER TOO LATE  
PRODUCTIONS

**HAPPY  
ANNIVERSARY**  
AN UNREAL ENGINE SHORT FILM

## LOGLINE

Jack and Jess are celebrating their 5-year wedding anniversary by taking a bucket-list ride in a hot air balloon, when they discover an uninvited passenger on board ... a deadly brown snake!

## SYNOPSIS

When happily married couple Jess and Jake take a hot air balloon ride to celebrate their anniversary, things go very wrong as they discover an uninvited passenger on board - a deadly brown snake! Add to the mix a dodgy pilot on his maiden voyage, a giant wedge tail eagle looking for his next meal and a looming expanse of ocean, and this bumpy ride is not exactly the celebration the happy couple had planned!





## WHAT IS UNREAL ENGINE?

Unreal Engine is an open and advanced real-time 3D creation tool developed by Epic Games. Continuously evolving to serve not only its original purpose as a state-of-the-art game engine (think Fortnite!), today it is giving filmmakers the freedom and control to deliver cutting edge stories set in virtual worlds.

## UNREAL ENGINE SHORT FILM CHALLENGE

In 2020 Epic Games joined forces with the film bodies in each state / territory to run a national short film challenge in Australia. Here in Adelaide the challenge was co-launched by Epic Games and the South Australian Film Corporation. The competition was designed to support the local film industry, and as a platform for local producers to learn and understand Unreal Engine. The objective was to show producers, especially smaller entities, what the technology was capable of and inspire storytelling possibilities. Animation and/or virtual production, Unreal Engine was the central factor of the challenge, which involved the creation of over 20 short films competing for a first prize of \$50,000.

## HOW DID UNREAL ENGINE HELP MAKE THIS FILM?

Unreal Engine enabled us to realize the visual grandeur and drama of our ambitious story within the confines of a small indie filmmaker budget. Using traditional filmmaking techniques would have made telling this story out of our financial reach. We wanted this project to showcase that virtual production techniques and Unreal Engine can be used on projects without The Mandalorian budget.

Our story involves traversing in a hot air balloon across multiple landscapes, and these scenic expansive shots can be built as external environments in Unreal Engine, in many cases with existing marketplace assets (which we amended to make them look more Australian). This removes the complexity, cost and risk of scouting, licensing, travelling to and setting up multiple locations that need to be shot from the inside of a hot air balloon or via the use of drones.

Unreal Engine also offered us the opportunity to animate lifelike dangerous animals using existing marketplace assets including an eagle and a snake. These animations within Unreal Engine are photorealistic images that can be manipulated to fit the story without dealing with risk of actual animals and their trainers.

*“Using Unreal Engine and the virtual production LED walls meant that instead of having 63 visual effects shots we only had 21. I didn’t have to wait until post production to find out what we were shooting was working and our entire post was shorter and more manageable”*

*Gareth Wilkes, Director*



## WOULD YOU RECOMMEND UNREAL ENGINE?

Yes. Unreal Engine was hugely beneficial because it enabled us to previsualize each shot and combine them in a shot list sequence that could then be projected on screen during the shoot to assist with camera and lighting set-ups. In effect Unreal Engine gave us our storyboards!

Effectively Unreal Engine enabled us to bring post forward in the filming pipeline. The workflows are different because the story can be edited, composited and colour graded all within Unreal Engine. Also, we rendered ideas and concepts in real time when required, which is time saver.

Unreal Engine is now our preferred software because it is free to use and it comes with substantial support infrastructure, from Facebook communities to online tutorials, marketplace forums, Answer Hub and a Virtual Production Hub.

We were able to disrupt the idea that Unreal Engine, as a gaming engine, has to be tied to science fiction or fighting stories. Our film demonstrates its capability across another genre, namely comedy. In other words, the capabilities of Unreal Engine can be applied by filmmakers without limiting the possibilities of storytelling.





## FILMED IN SOUTH AUSTRALIA

South Australia is on the verge of creating an Unreal Engine virtual production capability. As filmmakers we entered this competition to skill-up and be part of this trail-blazing evolution and provide Adelaide-based VFX artists the opportunity to develop Unreal Engine capabilities.

South Australia has a rich history in screen production, providing the backdrop and production base for many iconic film and television productions over the last 50 years. Adelaide's actors and crews have a deserved reputation on par with the most experienced in the world. We are a close-knit community, and enthusiastically share the burden and throw our support behind each other. The film industry is small but iconic, with state-of-the-art facilities, an internationally recognized film festival, and some of the best educational institutions in Australia for filmmakers.

We used The Void Studio at Flinders University in South Australia. Flinders University recently invested in Unreal Engine infrastructure and thanks to a new partnership with the company Novatech, now has in-situ LED Walls that project Unreal Engine images, in front of which live action actors can perform.

## **EMMA BARGER** plays Jess

Emma is an actress, singer, and performing arts coach with a strong passion for arts, education, and mental health. Emma has performed as a lead actor/singer in various bands, musicals, plays, vocal groups, and festivals around Australia.

On film, Emma has acted in TV shows including the Netflix Series Pine Gap, and Australian TV Show Danger 5, official music videos for many Australian bands, and TVCs. She is excited for the release of the new fantasy web series, Warparth Chronicles, where she plays the role of Shaya, a fierce warrior woman. Emma has worked alongside Erik Thomson and Geoffrey Rush in a small role in the 2019 feature film Storm Boy. She has been nominated at the 2020 South Australian Screen Awards for Best Female Performance in the award-winning short film Aftershock.



## **MICHAEL GILMOUR plays Jake**

Michael has been working as a professionally trained actor since 2007. He has been featured in projects in and around South Australia including TV shows such as ANZAC Girls, feature films such as The Babadook, short films, SASA nominated music videos, TVC's and Theatre. Michael is best known for his regular appearances on popular Youtube channel Rackaracka. He loves entertaining an audience and making people smile. Some of Michael's acting inspirations growing up were Jim Carey, Colin Lane, Frank Woodley and Jerry Lewis.

*"I am extremely lucky to have taken part in such incredible projects in SA and work with so many talented and passionate individuals in the entertainment industry."*



## ROY PHUNG plays George

Roy graduated as a professionally trained theatre actor from AC Arts in 2008 and trained in 2015 in Hollywood LA with AIPA's Professional Actors Masterclass for film. In 2019 at the South Australian Theatre Company Roy was critically acclaimed for his performance in Jasper Jones as Jeffrey Lui. He is co-founder of Golden Phung, an award-winning Adelaide based live sketch show, a staple of the Adelaide Fringe Festival and performing at the Melbourne International Comedy Festival.

Roy is known for working on Suburban Samurai a featured Tropfest film where Roy won the Award for Best Performance at the South Australian Screen Awards in 2012. He has worked on Heaps Good Hostel an SBS Comedy Runway Initiative and has also worked on acclaimed comedy Lucy and DiC by We Made A Thing Productions and was a finalist in Tropfest 2019 with Stakeout Films for their multi award winning Short, A Safe Space. Recently Roy has worked on Aftertaste a new ABC comedy starring Eric Thompson.



## **GARETH WILKES** *Writer / Director / Editor*

After graduating from The International Film School of Australia in Adelaide in 2001 he carved himself a place in the Art Department of McLeod's Daughters for four years before freelancing in the feature film industry as an Art Department Coordinator and now, an Art Director.

Further to this, he worked for 4 years at the Media Resource Centre as Production Coordinator, where he provided guidance to emerging filmmakers and mentorship to students seeking a career in the film industry. Throughout, he has continued to juggle the hefty workload of Directing and Editing his own content as a method of fulfilling his passion for telling his own stories. His award-winning works have played nationally and internationally, and his 2019 short film "Aftershock" has been officially selected in over 7 international film festivals and has received five nominations in the 2020 South Australian Screen Awards.



## LISA BISHOP Producer

At the ripe age of 50 Lisa set up Never Too Late Productions and produced her award-winning debut short film Aftershock. As business minded former Chief Executive of Music SA, Lisa found she had a constant need to have a personal creative project on the go outside her job.

She has 25 years' experience in the private, public & not-for-profit sectors working in music, tourism, events, health, film, TV and the arts and is the Deputy Chair of the Adelaide Fringe Festival.

Lisa has acted, sang and been 1st AD on award-winning short films, and has worked in locations and post-production on web and TV commissioned by SBS and ABC.

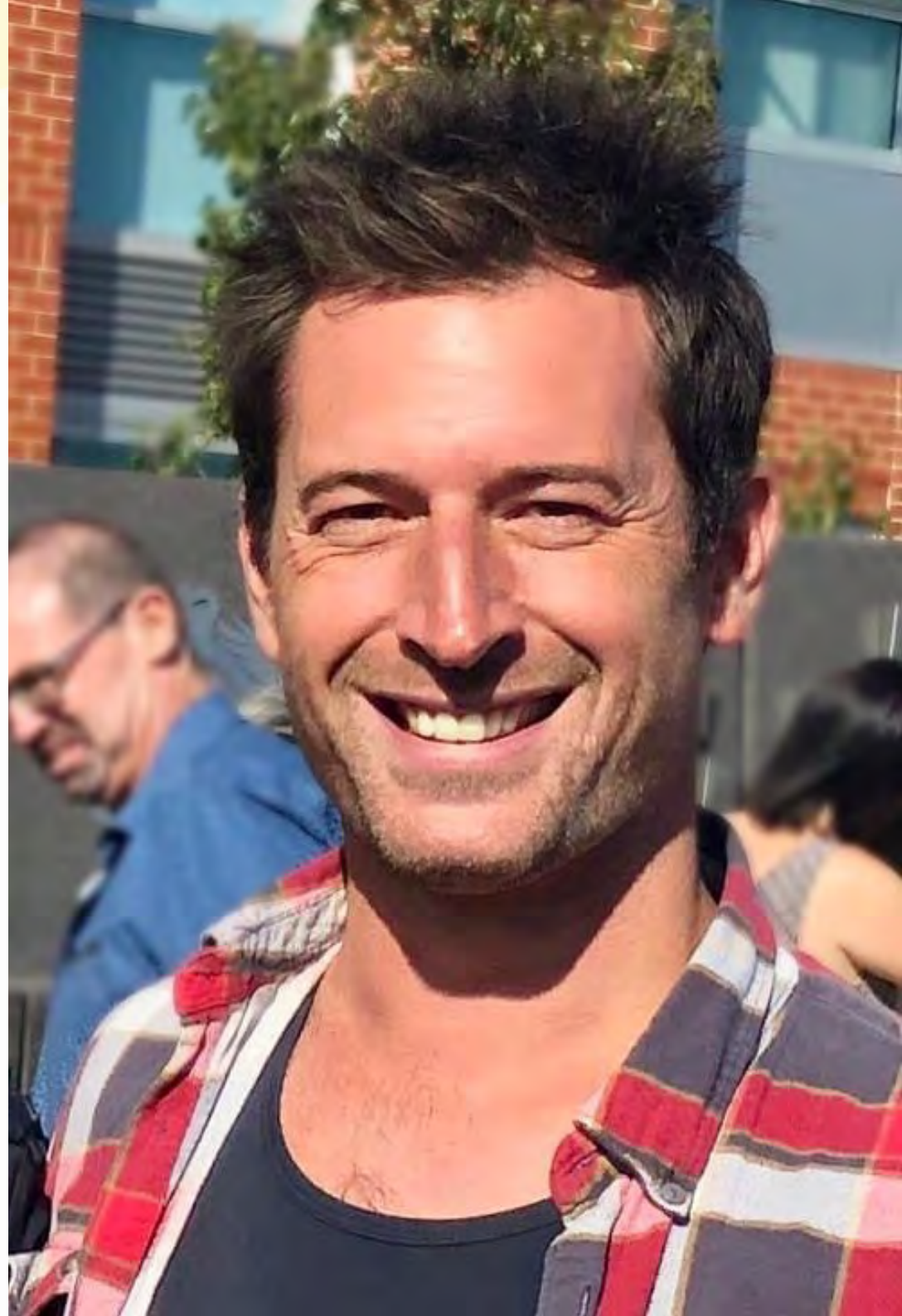


## **BRAD HALSTEAD** Director of Photography

Beginning his career in 2008, Brad is a freelance filmmaker based in Adelaide, South Australia.

Working primarily as an independent documentary cinematographer, producer, director and editor he has also worked internationally as a cinematographer on award winning feature films, documentaries, live broadcast, advertising campaigns, filming from land, air and underwater.

Brad is currently in pre-production for an independent documentary series set to commence production in early 2021.



## **DAMIAN DOENNIG VFX Supervisor**

Damian has been working in VFX for over eighteen years.

Working at Industrial Light and Magic, he worked as Layout Supervisor. His credits include The Avengers, Star Trek Into Darkness, Warcraft, Transformers 4 and The Great Wall.

Before moving on to focus on working with Unreal Engine he worked at Rising Sun Pictures as Head of Layout where some of his credits include Thor: Ragnarok, Captain Marvel and Logan.



## **MUSIC COMPOSER Bree Tranter**

Ethereal singer-songwriter and striking multi-instrumentalist Bree Tranter is an unstoppable musical force. Bree's current and established musical identity as both a front woman, session musician, visual artist, songwriter and film composer has taken her around the world for the past ten years.

Bree has been omnipresent in the Australian music scene since 2009, with the Middle East, and playing support tours of her own for Jarryd James, Passenger and Oliver Tank, and currently as a multi-instrumentalist for Matt Corby and Adelaide's Timberwolf.

Bree has also worked as a session musician for Thelma Plum, Emma Louise, Passenger and Oliver Tank and composed the music score for the short film Aftershock.



## **SOUND DESIGNER Carlos Marique Clavijo**

Carlos Marique Clavijo is a Colombian/Australian sound editor/sound designer and animation producer based in South Australia.

He's worked on award winning fiction, documentary and predominantly, animation from 2002. With Ana María Méndez, he is the co-founder of animation company, KaruKaru.

Carlos has taught film sound design, audio post-production, music and editing at tertiary institutions in Colombia and Australia and in 2018 he commenced working in the sound post-production department at the South Australian Film Corporation.

Carlos is passionate and curious about film sound, animation, philosophy, social sciences and the arts.



## TECHNICAL SPECIFICATIONS

### Camera

Blackmagic URSA Mini Pro G2

### Lenses

Canon CN/E Prime Lens Kit: CN-E 14mm T3.1 L F, CN-E 24mm T1.5 L F, CN-E 50mm T1.3 L F, CN-E 85mm T1.3 L F

### Format

4096 x 1716 (4K) scope, 2:39:1 aspect ratio

### Sound

48 KHz 24 bit 5.1ch embedded audio



## CREW

Director / Writer  
Producer  
Director of Photography  
1st Assistant Camera / Focus Puller  
Gaffer  
Clapper Loader  
VFX Supervisor  
Location Sound  
Studio Manager  
Studio Assistant

Production and Costume Design  
Set Dresser / Stand-by Props  
Scenic Artist  
Art Dept Assistant  
Work Experience

Hair and Makeup  
Editor  
Colourist  
Grade Facility  
Animation  
Graphic Designer  
Stills Photography/ BTS  
Sound Designer  
Dialogue Editor  
Foley Artist

GARETH WILKES  
LISA BISHOP  
BRAD HALSTEAD  
NICK BERRY-SMITH  
MARK TIPPLE  
ASTRA VADOULIS  
DAMIAN DOENNIG  
MYLENE LUDGATE  
DAN THORSLAND  
BONNIE GRANT  
ALEX TUMA  
GARETH WILKES  
FRASER WHITEHEAD  
DEBRA MORLEY  
KATRINA FORMATO  
ALEX BRENNAND

BEC TROISI  
GARETH WILKES  
EDWARD WATSON  
CONVERGEN  
DAMIAN DOENNIG  
JONAH BOOTH-REMMERS  
MICHAEL SELGE  
CARLOS MANRIQUE CLAVIJO  
YVONNE MURRAY  
SAM ROGERS





Foley Recordist  
Sound Mix

Sound and Mix Facility  
Music Composed and Recorded by

VICTOR IVCHENKO  
CARLOS MANRIQUE CLAVIJO  
YVONNE MURRAY  
ADELAIDE STUDIOS  
BREE TRANTER

Developed and Produced with the Assistance of  
South Australian Film Corporation



South Australian **Film Corporation**

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**UNREAL**  
ENGINE

Filmed at The Void Studio Flinders University  
LED walls supplied by Novatech Creative Event Technology  
Flinders logo Novatech logo



**Flinders**  
UNIVERSITY

**novatech**  
creative event technology





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IMDb: [https://www.imdb.com/name/nm6614442/?ref\\_=nv\\_sr\\_7](https://www.imdb.com/name/nm6614442/?ref_=nv_sr_7)

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IMDb: [https://www.imdb.com/name/nm2335577/?ref\\_=nv\\_sr\\_1](https://www.imdb.com/name/nm2335577/?ref_=nv_sr_1)

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