



GOR@GORO

だいがろうとかみなりだいこ

ABOUT GORO GORO

Goro Goro started out as a loose combination of two themes: dreams and Japanese mythology.

I've always had a soft spot for stories about dreams coming true. It's such a universal experience and yet can come in so many shapes and sizes. I knew if I ever were to make a film, that's what I wanted it to be about.

I also knew I wanted to incorporate Japanese folktales and mythology into it, specifically the ones I grew up reading about in picture books. To me, they represent my childhood, my cultural background, and my sensibilities as an artist, so it felt like a full-circle moment to have them in my senior film.

A few sketchbooks later, the story boiled down to an ancient tale of a baby thunder god who wants to make his own thunder.

But I was a little hesitant to make a film about Japan. I thought there were too many Japan-themed films out there, and more importantly, I thought it would make the film too personal. If the film was too close to me I wondered if anybody would want to work on it. Would there be anything for the crew to see themselves in? Would they ever be able to call it their own?

But the more people I pitched the idea to, the more I realized people resonate with stories that feel personal. It gives it specificity and heart that you can't get from trying to make something generic.

Little did I know, the film would go on to become so much more personal throughout production. As the crew poured themselves into it, *Goro Goro* became richer with everyone's personalities and experiences. It became incredibly personal not just to me, but to everyone that worked on it.

In animation, everything you see on screen was created by someone. The characters, the lightning, the clouds, the village, the instruments, the sounds, even the stars in the sky. I think that's the true beauty of this medium—that in every inch of the film, you can find a bit of the artist who was behind it.

To see artists who you trust and respect improving the film every step of the way, in ways you could have never imagined, is such a rewarding feeling that I feel incredibly lucky to have experienced. *Goro Goro* may have started out as a doodle in my sketchbook, but I believe the film is now theirs more so than it is mine.

I can't possibly describe how excited I am for you to watch this film. Inside you'll find the dreamers who made the film happen, all of their hard work and fond memories, and the beautiful art I've had the privilege to watch them create. I hope it may inspire you to pursue your dreams as well.

— Ryotaro Sawada, Co-Director

LOGLINE

Goro Goro follows the story of Daigoro, a baby thunder god, who dreams of being as powerful as his father. Through his thunderous journey, he realizes that he can achieve his dreams in his own unique way.

TRAILER

<https://vimeo.com/827337059?share=copy>

FACT SHEET

Running Time: 3:07 mins

Software: Autodesk Maya, Autodesk ShotGrid, Houdini, Substance Painter, Nuke, Davinci Resolve, Procreate, Adobe Suite, Blender, Toon Boom Harmony, Toon Boom Storyboard Pro, PyCharm, Redshift

Screening Format: 2K MP4, 2K Flat DCP

Aspect Ratio: 1920x1038 (1.85:1)

Sound: Stereo, 5.1, and Dolby Atmos

Country of Production: Savannah, Georgia, United States

Year: May 2023

Language: English

Website: <https://goro2film.wixsite.com/goro-goro>

Press / Business Contact: goro2film@gmail.com

Social: @goro2film on Instagram

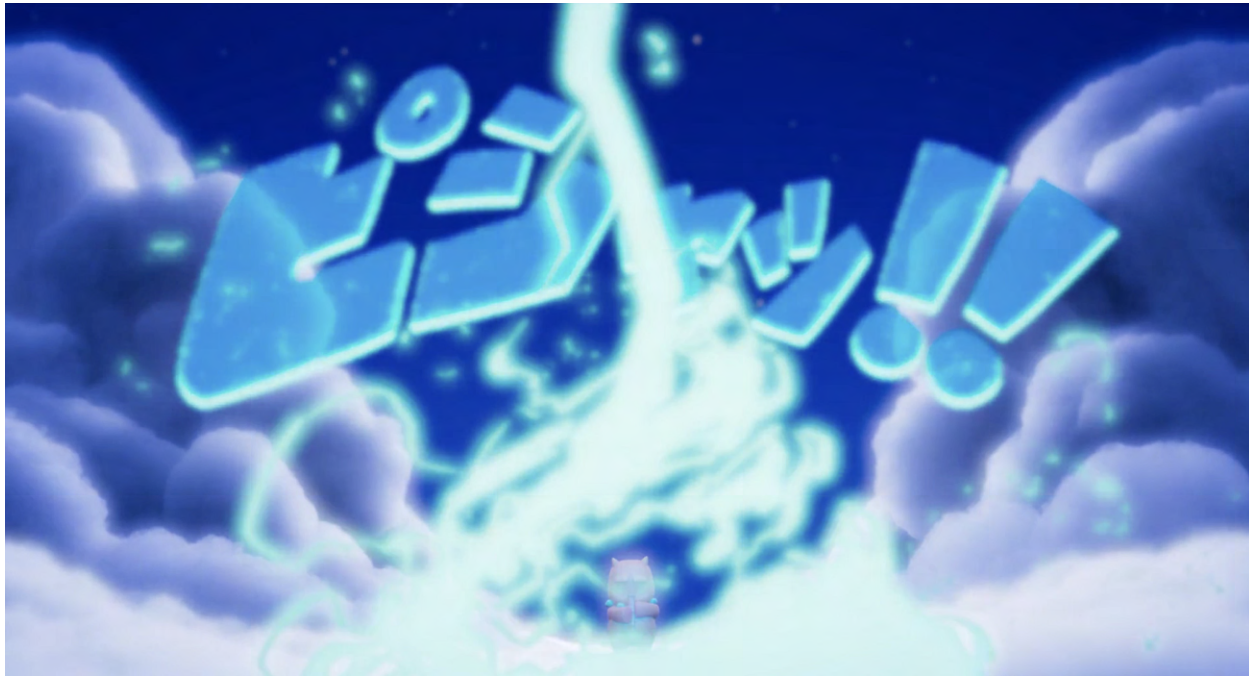
Copyright: © GoroGoro Team

© Savannah College of Art and Design 2023

FILM STILLS



FILM STILLS



MEET THE CREW

Ryotaro Sawada

Director, 3D Animator, 2D Animator, Concept Artist

Ryotaro Sawada is an artist from Tokyo, Japan. Growing up as an only child who didn't have much to do at home, he turned to his daydreams to keep himself entertained. Eventually, he would find out that there were people called animators who could bring those daydreams to life, and he hasn't looked back since. As one of the directors of *Goro Goro*, Ryo's main job was to work with the artists to ensure that all parts of the film were working together cohesively. When he wasn't doing that, he primarily worked on the storyboards, the color script, 3D animation, 2D effects, and some 2D compositing. If he isn't doing that either, you'll probably find Ryo drawing, watching basketball, hanging out with friends, or still occasionally daydreaming—just a little less now.



Agatha Tiara Christa (Rara)

Director, 3D Animator, Composer, Lead Layout Artist

Agatha Tiara Christa, also known as Rara, is a 3D animator and layout artist who also enjoys storyboarding. She loves learning about people's cultures, languages, food, and even small traditions they do at home. As co-director of *Goro Goro*, she enjoyed finding inspiration from traditional Japanese culture and reflecting it in the film. Rara also worked as a story artist, layout artist, 3D animator, composer, and editor, wearing different hats throughout production. *Goro Goro* is very special to her personally, because of its universal story: a kid who looks up to his role model. Through this film, Rara hopes to inspire others to continue chasing their dreams and finding their true passion.



Gillian McDerment

Producer, Composer

Gillian McDerment is a producer who is focused on scheduling and keeping the film's ShotGrid up to date. She was drawn to the film by the unique character design along with its challenging environment. Gillian has learned quite a few things through this film, thanks to the help of her crew she was able to animate for the first time ever along with compositing a handful of shots. When she is not learning skills for the film, she is learning about theme parks and entertainment history.



Everett Zhang

3D Animator, Concept Artist, Composer



Everett Zhang is a 3D character animator, who also enjoys concept design and painting. His primary area of expertise is in feature and television animation, though Everett is always happy to experiment with other styles to tell the best story. His love of art is motivated by a desire to bring the imaginary to life, and he was driven to animation by the unique challenges presented by adding motion in a 3D space. On *Goro Goro*, Everett worked on designing props, exploring and finalizing character designs, animation, and compositing. Outside of work, Everett enjoys solving puzzles, reading trivia, playing with his cat, and spending time with friends.

Kazue Tng

Modeler, 3D Animator, Composer

Kazue Tng is a 3D character animator and modeler. Growing up as a television kid, she was immersed in a wide variety of cartoons and animated shows, which greatly inspired her with endless creativity and possibilities. On *Goro Goro*, she was in charge of modeling the hero assets and props of the characters; animating Daigoro and Dadigoro; creating compositing templates for the team, and compositing some of the shots of the film. Apart from work, you can definitely find her at the nearest dance studio; creating different handiwork and; waltzing through the city with coffee in hand.



Mason Smigel

Rigger, Modeler, Pipeline TD, Lighter



Mason Smigel is a technical artist primarily focused on Rigging, Modeling, and Pipeline Development. He was drawn to *Goro Goro* by its appealing characters, technically challenging cloud environment, and comedic yet emotionally moving story. Mason is motivated by the constant collaboration of animation and his desire to break down technical barriers that stand in the way of unrestrained imagination. On *Goro Goro*, he rigged Daigoro, modeled and rigged Dad Goro, developed tools in Houdini to create the clouds, lit shots, and even did a little animation. Outside of work, Mason is a massive nerd about new and exciting technology in animation and VFX and enjoys any excuse to get outside, including walking, hiking, and biking!

Mick Bransfield

3D Animator, Concept Artist, Composer

Mick Bransfield is a 3D character animator hailing from Honolulu, HI. He gained his love for animation through video games such as *Team Fortress 2* as well as 3D films like *Robots* and *Shrek*. As an animator, Mick's goal is to bring life to characters in a believable and appealing way. He is always looking for a challenge; for example, in *Goro Goro*, he was VERY eager to animate the dad's feet and to learn the mechanics of how he would talk, hold objects, and generally maneuver around his environment. Aside from animation, he also enjoys drawing, crocheting, and tie-dyeing!



Rachel Curid

3D Animator, Concept Artist, Composer

Rachel is an artist from the suburbs of Chicago who was drawn to the story of *Goro Goro* because of the way it reflected how it's wonderful to look up to your parents, but it is also important to learn that it's okay to carve your own path. She participated in telling this story first through creating environment concept art which progressed into drawing the village background paintings. In production, Rachel participated in 3D character animation and 2D fire and firework effects. When she wasn't animating, Rachel enjoyed creating social media posts to promote the film. Post-production work involved compositing and helping create the art book for the film.



Roman Karoly

Rigger, Lighter

Roman Karoly is a technical artist primarily focused on rigging and lighting. Motivated by the desire to bring his creations to life, Roman is inspired by seeing what others can do with the work that he's contributed. His drive for rigging stems all the way back to when he discovered origami cranes flap their wings. Watching the technical process combined with creative storytelling is what brought him to where he is today. For Roman, nothing is more rewarding than watching his work come to life on the screen and knowing he played a crucial role in bringing the idea to life. You'll typically find Roman in the studio, out hiking, skiing, or screaming his head off at a hockey game.





Will Hawkins

Modeler, Lighter, Texture Artist

Will Hawkins is primarily a 3D character modeler, although he also enjoys texturing, lighting, and CFX. He hails from St. Louis, Missouri, and is the middle child in a sibling trio, the most dangerous kind of trio. His interest in art stems from his fascination with folklore, and the long-standing human tradition of communities telling stories together. Outside of his work, Will enjoys backpacking, reading, and playing tennis and bass. He is committed to continuing his growth and development as a technical animator and is excited about where his next big adventure will take him.

FULL CREDITS

Directors:

Ryotaro Sawada

Agatha Tiara Christa (Rara)

Producer: Gillian McDerment

Concept Art:

Mick Bransfield

Agatha Tiara Christa (Rara)

Rachel Currid

Ryotaro Sawada

Everett Zhang

Modeling:

Will Hawkins

Mason Smigel

Kazue Tng

Texture & Groom Artist:

Will Hawkins

Pipeline TD:

Mason Smigel

Rigging:

Roman Karoly

Mason Smigel

Layout Lead:

Agatha Tiara Christa (Rara)

Layout Artists:

Mick Bransfield

Agatha Tiara Christa (Rara)

Rachel Currid

Ryotaro Sawada

Everett Zhang

3D Animators:

Mick Bransfield

Agatha Tiara Christa (Rara)

Rachel Currid

3D Animators: (cont.)

Gillian McDerment

Ryotaro Sawada

Mason Smigel

Kazue Tng

Everett Zhang

2D Effects Artists:

Rachel Currid

Ryotaro Sawada

Everett Zhang

Lighting Artists:

Will Hawkins

Roman Karoly

Mason Smigel

Compositing Lead:

Kazue Tng

Compositing:

Mick Bransfield

Agatha Tiara Christa (Rara)

Rachel Currid

Gillian McDerment

Mason Smigel

Everett Zhang

Editing:

Agatha Tiara Christa (Rara)

Logo:

Ryotaro Sawada

Music Composer:

Lauryn Vania Kurniawan

Performers:

"Daigoro's Theme"

Band Leader:

Carlo Rabano

Flute:

Jolie Fitch Aidan Siemann

Trumpet:

Carter Eng

Alto Saxophone:

Daniel Alonso

Piano:

Emmett Van Leer

Drums:

Josh Setala Double

Bass:

Alan Jones

"Go Goro Go"

Electric Guitar:

Junhong Jung

Sound Supervisor:

Trinity Jackson

Sound Designer:

Trinity Jackson

Tyrell Ingalls

Sound Mixer:

Mark Otim

Voice Actors:

Ryotaro Sawada

Kazue Tng

Special Thanks:

Our Faculty Supervisor — Bernardo Warman
Fred and Frankie Crew | Friends and Family
Ash Brock | Kaitlyn Kearns | Matthew Leonelli | Cierra Ramsey
To those in our life who we look up to

