

SCAD ANIMATION STUDIOS “TIME FLIES” PRESS KIT

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CONTACT

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Trailer: <https://youtu.be/VTAPf6fncPM>

ABOUT “TIME FLIES”

Time flies tells the story of two bugs with a one day lifespan, trying to make the most of their time before it runs out. Though they each have a different approach to living out their day, they share the immense pressure of their time limit, and they both panic that their time is running out. Of course, for a film about encroaching death, it's far from all doom and gloom. Full of visual gags and slapstick comedy, Time Flies gave our artists loads of opportunities to have fun with their work.

Yet within the silliness of the story, there's an earnestness about the flies' struggle to make the most of their life. It's not difficult for us to relate: we had a single year to make this project a reality and turn it into everything we dreamed it could be. With tight deadlines to meet, we had a lot of late nights, last minute do-overs, and difficult decisions on where we could afford to spend our time. For us over-achieving art students, the sentiment goes beyond just this project. Are we making the most of our college years? Can we make it in the industry after we graduate? Will we have our dream job by the time we're thirty? What if we don't?

By the end of the day, the two flies get some perspective when they're forced to stop worrying about the future and take a moment in the present. It goes to show that we can spend our time stressing over living life to the fullest, or actually living it. Luckily, the human lifespan is generally longer than 24 hours, so we've got a little time to figure it out.

LOGLINE

With only one day to live, two flies scramble to make the most of their time before it runs out.

SYNOPSIS

In this fast-paced comedy adventure, two flies with opposite personalities struggle to make the most of a 24-hour lifespan. The energetic A-fly rushes to complete every activity on a massive bucket list, whereas the introspective Z-fly searches for a deeper meaning, only to spiral into existential dread. As the sun starts to set, the flies panic that their time is running out. But in the end, a death defying-encounter forces them both to live in the moment while they still can.

TECHNICAL SPECIFICATIONS

Run Time: 4:25

Medium: 2D-3D Hybrid Animation

Software: Toon Boom Storyboard Pro, Toon Boom Harmony, Adobe Photoshop, Adobe Premiere Pro, ProCreate, Maya, Nuke, Houdini, Adobe After Effects, ProTools, Arnold

Aspect Ratio: 21:9

Screen Formatting: FHD 1080p DCP

Color: SRGB

Sound: 5.1, 48 KHz, 320 Kbps

Language: English

Country of Origin: United States of America

Release Date: June 1, 2024

POSTER

STILLS

LEADERSHIP BIOS

LJ Burnett, Director

LJ Burnett is a storyboard and comic artist hailing from Northern Virginia. Raised on fantasy books, action-adventure graphic novels, and animated tv shows, LJ has always been captivated by stories and impassioned to create their own. While pursuing their BFA in Sequential Art at SCAD, LJ has constantly sought out collaborative opportunities outside the classroom, such as illustrating for a visual novel game, storyboarding for indie animation projects, or an editorial position at a grassroots comic publisher. Their curiosity for animation and passion for collaborative storytelling led them to join SCAD Animation Studios and pitch the story that would become "Time Flies." When they're not drawing or writing, LJ enjoys playing D&D, tabling at comic conventions, and scouring the internet for odd science facts.

Morgan L. Eng, Supervising Producer

Morgan Eng is a creative production manager with extensive knowledge of the 2D, CG, and hybrid animation pipelines. Morgan journeyed to production management while completing her BFA in Animation and MFA in Sequential Art at SCAD. During her junior year, she was appointed the project manager for a SCADpro company project with Delta TechOps, where she and her team developed a mobile video game for them. From there, she directed and co-produced her animation senior capstone film "Through the Looking Glasses," which garnered numerous awards including The Rookies Excellence Award. Morgan proceeded to manage another SCADpro developing concepts for a themed park design, as well as produce a graduate thesis animated short film. "Time Flies" has allowed Morgan to expand her management experience into mentoring and training a production assistant, which has taught her the value of trust and a positive learning environment when guiding another's development.

Min Mei Buck, Production Assistant

While working on “Time Flies,” Min Mei was in charge of assisting the Supervising Producer with tracking deliverables, organizing files, and creating dailies playlists for each class. Using programs such as Shotgrid and Google Sheets, she would mark off attendance, keep track of progress on shots, and leave notes provided by leadership onto the artist’s work. Her contribution towards project management helped artists easily pass off work between different stages of the pipeline. In this role, she often helped orchestrate out of class meetings and prepared all the materials needed.

Claire H. Chong, Art Director

Claire H. Chong is an illustration BFA student pursuing a career in visual development and has worked on previous films such as “Submersed” and “Bad Dog”. Working as the Art Director for “Time Flies”, she contributed to the film with an in-depth style guide with texture tutorials and field research, a detailed color script, painted backgrounds, and created concepts for props and character designs. Her research into Mt. Rainier and love for learning new styles during the pitching stages of the film led the team to the art style and environment ideas seen on screen. Even when she was not enrolled in the animation class, Claire worked behind the scenes to find suitable candidates to bring on for the next stage of the pipeline and assisted with leading the publicity team by co-running the social media and contributing with merchandise designs. Her love for collaboration and learning new areas of the pipeline and what different departments do, led her to the animation community where she hopes to contribute to more.

Breanna Lawton, Animation Co-Director

Breanna Lawton is a 2D animator pursuing her BFA in animation at SCAD. From the moment she left her small town in Connecticut, she sought out opportunities to improve herself as an artist and a person. Breanna has experience working as an associate producer within a 3D animated film pipeline, as well as a hybrid animation pipeline as an animation director on “Time Flies.” Through these experiences, she has learned how much she values and enjoys being a part of a team.

Ashley Hayden, Animation Co-Director

Ashley Hayden is a 2D animator from Texas pursuing a BFA in 2D Animation with a minor in Storyboarding. While she was raised on 2D animated classics, she has a passion for innovative techniques and modern storytelling. This allowed her to bring classical animation values to “Time Flies” while adapting to work alongside new and experimental technology. This was Ashley’s first production, and being part of “Time Flies” has renewed her passion and inspired her to continue pushing her craft.

Jasmine Choiniere, Clean Up Supervisor

Jasmine Choiniere is an animator from North Carolina pursuing a BFA in 2D animation. She fell in love with the medium very early on in life, pursuing personal projects for nearly 10 years. When she enrolled in SCAD, she decided to seek out collaborative experiences, joining the Time Flies team in the fall. She had prior experience working on Indie projects as a clean up animator, allowing her to take on a position as the Clean Up Supervisor. As the bridge between rough animation and Pantheon, she learned vast technological and communication skills.

Anush Bhavsar, Pantheon Supervisor

Anush Bhavsar is a visual development artist from India currently pursuing a BFA in Storytelling and Concept Development for Animation. He is fascinated by the entire pipeline, and loves to push the boundaries of what animation can be! When word of a new SCAD Animation Studios project spread, Anush jumped at the opportunity and then came the learning-filled, thrilling 3 quarters with a seemingly impossible challenge at hand. Through "Time Flies," he had the chance to work with the most talented and dedicated artists, to bring magic to life!

Kristian Maryann Kinley, VFX Co-Supervisor

Kristian Kinley is a junior visual effects artist from Lexington, Kentucky. Where she obtained her first degree in Public Relations from Eastern Kentucky University. "Time Flies" is Kristian's first collaborative project as a VFX Supervisor, and as an artist on an animation project. While finishing her VFX degree at SCAD, she will be concentrating on compositing and lighting for live action film. Kristian will also continue to explore her new found interest in production management, and hopes to be a part of many more projects throughout her senior year.

Davis Hardy, VFX Co-Supervisor

Davis Hardy is visual effects artist from Madison, Wisconsin. With prior experience from "Harold and the Purple Crayon", a SCADpro with NASA, and other collaborative projects, he took on the challenge of supervising "Time Flies". During pre-production he helped to ensure the story and character design would be compatible with Pantheon. Following the ideation phase, he helped to ensure the film's 2D and 3D elements would blend together. He'll be focusing on creating simulations for animated and live-action films during his senior year.

CREDITS

Director: LJ Burnett

Assistant Director: Montana Ignacio

Supervising Producer: Morgan Eng

Production Assistant: Min Mei Buck

Story Artists: Amina Umirzhanova, PeiLing Chen

Art Director: Claire H. Chong

Visual Development Artists: Anindita Maturi, Chiu Yi, James Yun, Malcolm Chan

Background Artists: Andy Leck, Kendall Edwards

Animation Co-Directors: Ashley Hayden, Breanna Lawton

2D Rough Animators: Elyse Redwine, Evan Daly, Ja'Zaria "Momo" Hall, Paloma Poggione Biondi, Rocco Pizzuto, Stacia Black

3D Animators: Hope Lee, Landon Boller, Lauren Coursey, Savanna Foote

Clean Up Supervisor: Jasmine Choiniere

2D Clean Up Animators: Chris Leoutsakos, Jas George, Josh Tywater, Mia Kaplow, Timos Stein, Uharh Tan

Pantheon Supervisor: Anush Bhavsar

Pantheon Artists: Allison Carson, Andrew Erbskorn, Ashley Suchan, Hanna Wang, Hoi Ching Ng, Noah Catan, Pia Evangelica, Steven Shen, Tessa Ya Ming Kissick, Yeong yuh Lin

Visual Effects Co-Supervisors: Davis Hardy, Kristian Maryann Kinley

3D Generalists: Kulin Mehta, Joaquín Laca

3D Lighting Artist: Sarah Putka

Compositing Artists: Andrea Rosado, Katherine Faye Nitti, Mateo Solorzano, Wyatt Clark

Editors: Maxwell Switlyk, Natalie Sanders

Poster Artist: Jordan Smajstrla

Publicity Artists: Emily Strycharz, Greta Vaitulevicius, Sergio Berrios

Project Supervisor: Associate Chair John Webber

Faculty Supervisors: Chair Chris Gallagher, Associate Chair Bernardo Warman, Associate Chair Jonathan Standing

Narrator: Connor Bushoven

Music By: Cole Vakassian

Co-Supervising Sound Editors: Eugenio Mirafuentes, Blair Kirk

Sound Effects Editors: Christian Mesiano, Nicolas Kirchner

Foley Artist: Jo Romano

Re-Recording Mixer: Allison Blum

FREQUENTLY ASKED QUESTIONS

What inspired you to tell this story?

Ever since our earliest concepts, the story of Time Flies resonated with our team because of our own time limits. We had a year to complete our story, and we didn't want to waste a second. Yet much like our flies, every now and then we had to remind ourselves to take a step back and appreciate all the work we had done as a team.

What was the biggest challenge?

2D animation, especially with Pantheon lighting, is a very time consuming process. To finish our film in a single academic year, we had to budget our time wisely, and have a highly organized pipeline to ensure every department had what they needed to get started on their work.

What was the best part of making this film?

The best part of making this film was getting to collaborate with a huge range of creative talent to bring a single story to life. It's taken a lot of late nights and rapid revisions to get here, but throughout the process, we strove to support each other and have fun, from nature walks to minigolf to celebratory boba after a big presentation. This project has been a labor of love, and the bonds we've formed at this studio will last long after the credits roll.

What makes a film successful?

Having a solid concept helps, but in order to make a film the best it can be, you need to be willing to pivot and let go of ideas for the betterment of the story. Time Flies had a lot of concept work for scenes that had to be scrapped or changed, but it allowed us to pour all our focus into elevating our film.

Why animation?

We took on the intense technical challenge of lighting a film with Pantheon because we wanted to show there are still horizons to explore in 2D animation. Even as new technologies emerge in CGI and 3D, there's an irreplaceable human quality to hand-drawn animation that continues to captivate artists and viewers alike.