

TEASER TRAILER

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BASIC INFORMATION

Directed by

JJ Gibson

gibby5788@yahoo.com

Produced by

Brian Albert Vega

brianalbert.sv@gmail.com

Ila MacLean

ilamacleanart@gmail.com

SYNOPSIS

LOGLINE

The ultimate trio of unlikely heroes battle an action movie teaser trailer that's out to kill them.

SYNOPSIS

IN A WORLD...

...where chaos runs wild, we meet HERO, the wise-cracking, violence-loving action star who fights off faceless pursuers from atop a speeding car. Behind the wheel is his bumbling SIDEKICK and in the backseat is the annoying NERD. The disembodied trailer voice booms: *"THIS SUMMER. THE ACTION MOVIE OF THE YEAR."* It's a typical action movie trailer...

...until Hero, distracted by the voice, is knocked off the top of the car by a highway sign.

The trailer goes on as usual, but our Hero is out cold. It's up to Nerd and Sidekick now.

The duo panics as they stumble through a barrage of disconnected movie scenes, carrying the flailing corpse of Hero all the way. One by one, the various background characters are killed off. What the heck is going on?

In a final stand, Nerd and Sidekick scream to the heavens. They're never gonna get out of this trailer! A bolt of lightning STRIKES Sidekick. They're dead. Nerd is all by himself.

Mustering the last of his will, Nerd picks up Hero and makes a break for it. They vault over the aspect ratio bars that divide them from escape, and as they run toward the light in the distance, they realize what they're *actually* running toward:

The credits.

Nerd and Hero are going to be stuck there for a long...long...time.

WHAT IS THIS FILM?

Teaser Trailer directed by JJ Gibson is a fast-paced, off-the-wall, cosmic-horror comedy that satirizes modern action movie marketing. The film takes the familiar stereotypes of classic film genres and turns them on their head to create something wild, crazy, and unapologetically silly.

The film introduces HERO, a large hunk of an action star, as its protagonist before unceremoniously killing him off in the first thirty seconds. That leaves his less-than-equipped friends, NERD and SIDEKICK to survive the onslaught of over-the-top movie tropes heading their way.

CHARACTERS

HERO – played by MJ Jenkins – is what you might call a “himbo” (if you don’t know what that is, look it up). Slick, masculine, and confident to the point of arrogance – Hero is the textbook definition of a classic 80’s action movie star, muscles and all. The main issue? He’s dead within the first few seconds of the film. Not much shootin’ and quippin’ to do when you’re a corpse.

NERD – played by George Gordon – is the phrase “erm, actually” personified. After Hero bites the dust, Nerd is left to lead the team to survival. Nerd’s the type of person who needs to express their opinion on everything all the time, much to the chagrin of everyone around them. Their greatest fear is being wrong...at least it was before the teaser trailer they’re in decided to kill them.

SIDEKICK – played by Nicolas Kirchner – is Hero’s cheerful yes-man. They’re willing to follow Hero to the ends of the earth (despite not knowing the guy’s actual name). They’re the definition of codependent, never making a decision for themselves. Nonetheless, Sidekick is the type of fella you’d want rooting for you on the sidelines...just not *actually* in the midst of a fight.

THE NARRATOR – played by Tyler DiNinno – is just your average disembodied movie trailer voice. What he says goes. He doesn’t concern himself with the consequences in the universes he creates with his words, but he also doesn’t have many wants at all. He has but one job: narrate.

THE DETECTIVE – also played by MJ Jenkins – resides in the world of film noir. He’s gruff, world-weary, and knows the truth of “The Trailer.” But as fate would have it, he dies before he can warn anyone.

EL COMPAÑERO Y EL SABOLOTODD – played by Alondra Soliván and Michael Hernandez, respectively – are the telenovela alter egos of Sidekick and Nerd. Deep in the throes of passion, these characters are stuck in a love triangle for the ages (all dubbed in poorly translated Spanish).

MATH CLASSROOM KID – played by Benji Mann – is...uh...well, we don’t quite know what he is, but he *is* desperate to get a good grade on his algebra test and willing to do *anything* to get it.

PRODUCTION PROCESS

PITCHING THE FILM

In Fall of 2022, JJ Gibson was encouraged by an associate chair of the department to pitch a short film in the upcoming Spring. Obviously, they couldn't *not* pitch. They came up with the idea the following December and developed it over the next few months. Several ideas were added, altered, and sometimes removed entirely before JJ had a coherent storyline and character lineup.

In April of 2023, the full pitch packet was submitted, and was nominated for potential greenlighting the following May. *Teaser Trailer* gathered its entire core crew of ten in under forty-eight hours.

PRE-PRODUCTION

In June of 2023, the crew met virtually over Discord to begin the Visual Development process for the film. Because the film's pitch already had a strong visual and tonal identity, the crew had few issues in defining the film's style. By the time the school year had officially begun, the team had a draft of the screenplay, rough storyboards, and preliminary character and environment designs.

Pre-Production faced two major hurdles: refining the story and establishing the visual styles for each scene. To refine the story, JJ and Brian spent multiple drafts restructuring the sequence of events and cutting superfluous scenes. To establish the visual style, the team found the specific film genre we wanted to parody and broke it down into its elements. If we could grasp what made each genre visually distinct, we could more easily satirize it.

PRODUCTION

Since the film consists mainly of static, wide-angle shots, character acting was paramount to selling the comedy of each scene. This was especially important for the 700+ frame full-body acting shot that ends the film. To pull off what seemed like an unsurmountable task, the shot was split up between three animators (Luke Biver, Benji Mann, and Matthew Lauerma). The rough animation was then cleaned-up and colored by Sergio Diaz and Harlow Torres.

POST-PRODUCTION

Using our color script as a guide, our composers, Kacie Long and Michael Hernandez, combined the colored animation and layout to finalize the look of the film. Since each scene is meant to reflect a different film genre, our composers employed a variety of compositing techniques. Some shots kept flat, stark colors while others involved all sorts of fancy lighting and gradients. Whatever served the story best was what we used.

Since the sound and music teams worked continuously since the start of production alongside our animatic, we were able to have that finished soon after we completed our last pieces of animation.

MEET THE CREW

JJ Gibson – Director, Storyboard Artist

Hello! I'm from Jacksonville, Florida. I'm super into creating and listening to music. It often serves as an inspiration for a lot of the stories I create and the ways I visualize them. That's actually one way Teaser Trailer came to be!

I've always been drawn to movies and shows that have big things to say and big ways of saying them! I've recently drawn a lot of artistic and storytelling inspiration from Teenage Mutant Ninja Turtles, Smiling Friends, and Community.

Similarly, my art reflects the media I consume. I aim to implement the kookiness I see on the screen into my own content. I would love to work in animated television one day, but not kids' television. Anything but that.

Ila MacLean – Producer, 2D Animator, FX Animation Lead

Hello! I'm from Lakeport, Michigan, a small area in the Midwest. I have learned that what I love to animate the most is the FX. I find it fun to create stunning visuals rooted in elements from our world and give honor to it through animation; it's also just fun to make magic real.

Some of my interests are Dungeon and Dragons, music, video games, and reading books once and a while. I also very much enjoy hanging out with the people I care about the most and spending quality time with my partner, Nick.

I have been interested in animation since a young age. Because it never really hit me as a job till high school, I had a later start in art and animation than most, but I'm the kind of person who is determined to prove to myself that I can do this and that I can succeed in this industry.

Brian Albert Vega – Producer, Writer, Visual Development

Hi! I'm from the San Francisco Bay Area (Concord, CA, if you know where that is). As a kid, I loved storytelling, especially in animation. Drawing, telling jokes, and making my silly ideas come to life became like breathing.

As a SCAD student, I discovered a passion laid deep inside me that I had yet to discover – spreadsheets. Before I knew it, I was producing two films at once (one of them being this very film). Organizing and coordinating teams of passionate, creative people became what got me out of bed in the morning.

Outside of working on films, I love playing jazz piano, reading, playing video games, and practicing kung fu. If I can go out into the world and collect inspiration for my art, I consider that a success.

Luke Biver – Animation Lead

Hiya! I'm from the middle of nowhere, Trenton, Illinois. I've wanted to be an animator since I was 10 years old. My huge inspirations were SpongeBob and the indie YouTube show Eddsworld. I've always wanted to work on a cartoon that will teach and inspire children, just like the cartoons that I grew up with.

I'm a huge fan of spooky stuff! Evil Dead, Grabbed by the Ghoulies, and Courage the Cowardly Dog are some of my favorite media that have inspired me throughout my career.

I would describe myself as a love child between the late Edd Gould and Arthur Morgan (I love Red Dead 2)

Matthew Lauerma – Art Lead, 2D Animator

Heyo! I'm from Rochelle Park, New Jersey (a very small town that's 20 minutes outside NYC). Ever since I could hold a pencil me and my parents knew I was destined to become an artist. I found out very young that I wanted to be an animator for television and since then always dove into the deep end of becoming an animator. I've always been inspired by cartoons like Amazing World of Gumball, Regular Show, and MotorCity!

I've always been drawn to action/comedy media and with my full heart to believe it is the best kind of genre in film and television. It's always fun while having moments that can be tense and stressful, which proves that the characters written are likable. I'm also a big fan of very loud and exaggerated moments, like slapstick, which is still funny to this day (even if people disagree).

Outside of animation, I'm a big fan of skateboarding (obviously), video games, and playing my guitar. These things allow me to decompress while still being creative and active! When I graduate, I hope to take my skills and personality into the animation industry. If I can do that then I would be complete.

Sergio Diaz – 2D Animator

Howdy! I'm a 2D animator and illustrator born over yonder in Honduras. When I'm not busy with rocket science and brain surgery, I get some well needed relaxation by expressing myself visually, usually in psychedelic and experimental artwork and animation. The pink fuzzy kind, especially.

I strongly believe in the importance of creating beautiful cacophonous pieces of work and sharing them with our friends and family (Hi, Mom!). To be able to express the truly weird feelings of the long walk home from the bar after giving sharpie tattoos at 4 AM or holding hands with someone in a stranger's car is what I aim for.

Apart from all of this, I enjoy reading Latin American literature from the '70s, making the sickest (and worst) tunes with an arthouse punk band (SPITSOUP!), and making flyers for clubs that don't exist. Cheers.

Payton Carlson – Layout Artist, Visual Development

Hi!! I'm from Overland Park, Kansas. From a young age, I was exposed to the fascinating world of visual media, and it wasn't long before I realized that I wanted to pursue a career in the art industry. I have always been fond of creating stories and designing characters to go with them. When I'm not working on art, you can find me in my Crocs on an adventure, visiting new places, or looking for shark teeth on the beach. Along with going outside, I love Hangyodon, watching anime, and going to conventions to buy and sell artwork.

Michael Hernandez – Layout Artist, Composer

I've always wanted to tell stories in the most visually entertaining way as possible. I read a lot of manga and watch a lot of animated features where real-world filmmaking is enhanced by the emphasis of animation. Those core things make me love working on these projects and want me to do more.

Kacie Long – 2D Animator, Composer

Hey hey! I was born and raised in Russellville, Arkansas. Growing up in a small town in Arkansas, no one taught me that there were other career choices besides the typical nurse, teacher, business manager, or emergency personnel.

As a kid, I was always drawing. I knew I wanted to continue growing my artistic skills, but the only options seemed to be as a graphic designer or art teacher, and I felt those weren't the right fit for me. With just months left before high school graduation, I decided to pursue my passion for animation and storytelling.

Outside of art, some of my other interests include reading, playing video games, getting outside, and spending time with my friends and family.

Benji Mann – 2D Animator, Visual Development

Hi! I'm Benji Mann, and I am one of the animators for Teaser Trailer. I was born in Richmond, Virginia, but I spent most of my life in Danville, Virginia. One of the main things I always strive for in my animation is to push the envelope and see what we can get away with. I work towards having exaggerated yet believable character performances with great expression work to help heighten the comedic elements of this short film.



LINKS

Website: <https://www.teasertrailerfilm.com>

Instagram: @teasertrailerfilm

Twitter: @TeasrTrailrFilm

Blue Sky: teasertrailerfilm.bsky.social

Tumblr: @teasertrailerfilm

FAQ

Q: What was the inspiration for this film?

A: Growing up, JJ Gibson was a huge fan of the films in the Marvel Cinematic Universe. Upon the arrival of the COVID-19 Pandemic and the sudden halt of film releases, they slowly lost the obsession. Since then, the internet has poked fun at common tropes and cliches the Marvel Movies tend to follow, mocking jokes such as the infamous “Uh, he’s right behind me, isn’t he?” JJ decided to combine this with their love for zany meta-humor, and Teaser Trailer was born!

Q: What software did you use to make *Teaser Trailer*?

A: All Visual Development and Layout work was created in Adobe Photoshop and Clip Studio Paint. Animation was created in Toon Boom Harmony, and Compositing was done in Adobe After Effects. The final edit of the film was produced in Adobe Premiere Pro.

Q: Why? Why would you do this?

A: Not sure... It’s kinda funny though, right?

Q: So uh...are you doing anything later?

A: Oh...yeah, sorry...I’m...I’m taken.

CREDITS

1. JJ Gibson	Director, Storyboard Artist, 2D Animator
2. Ila MacLean	Co-Producer, 2D Animator, FX Animation Lead
3. Brian Albert Vega	Co-Producer, Writer, Visual Development
4. Luke Biver	Animation Lead, 2D Animator, Storyboard Artist, Visual Development
5. Matthew Lauerman	Art Lead, 2D Animator, Visual Development
6. Sergio Diaz	Experimental Animation Lead, 2D Animator, Layout Artist, Visual Development
7. Payton Carlson	Layout Artist, Visual Development
8. Michael Hernandez	Layout Artist, Composer, Visual Development, Voice Actor (El Sabelotodo)
9. Kacie Lynn Long	Composer, 2D Animator, Visual Development
10. Benji Mann	2D Animator, Visual Development, Voice Actor (Math Classroom Kid)
11. Morty Coleman	(Extra Help) Layout Artist
12. Jake Czubinski	(Extra Help) Layout Artist
13. Marvin Raine Gallacher	(Extra Help) 2D Animator
14. Alex Gentemann	(Extra Help) Layout Artist
15. Jas George	(Extra Help) 2D Animator
16. Jamie Hein	(Extra Help) 2D Animator
17. Montana Ignacio	(Extra Help) 2D Animator
18. Breanna Lawton	(Extra Help) 2D Animator
19. Riley Olson	(Extra Help) 2D Animator
20. Payton Polak	(Extra Help) 2D Animator
21. Daniella Ospina	(Extra Help) 2D Animator
22. Drew Turner	(Extra Help) 2D Animator
23. Jacob Updyke	(Extra Help) Layout Artist, 2D Animator
24. Orion Styles	(Extra Help) Layout Artist
25. Harlow Torres	(Extra Help) 2D Animator
26. Tony Michalski	Composer
27. Sarah Bradley	Composer
28. Robin Hall	Sound Supervisor
29. Jane Farmer	Sound Effects Editor
30. Cody Cote	Sound Effects Editor
31. Chloe Discala	Foley Artist
32. Devon Cosgrove	Re-Recording Mixer
33. MJ Jenkins	Voice Actor (Hero, Detective)
34. Nicolas Kirchner	Voice Actor (Sidekick)
35. George Gordon	Voice Actor (Nerd)
36. Tyler DiNinno	Voice Actor (Narrator)
37. Alondra Soliván	Voice Actor (El Compañero)
38. Xidong Lu	Associate Supervisor

FILM STILLS





FILM SPECS

Running Time: 2:58

Aspect Ratio: 16:9

Sound Mix: Stereo, Binaural, 5.1

Film Type: 2D Animated Short Film, Color

Release Date: May 29th, 2024

Language: English