



ALIENATED!

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Director: Andrew Erbskorn

andykorn18@gmail.com

Producer: Delaney Wilson

delaneywilson426@gmail.com

Director's Note

From the start, I saw *Alienated* as my way to steal like an artist, while also growing as one. Throughout my years at SCAD, I have seen countless short films, and with each of them something sticks out to me. Sometimes I see things that maybe didn't work for me for one reason or another, and sometimes I see things I really like. Whatever the case, I learned from all of these shorts. With some I took note of aspects that were super important to me, and with others I took note of the pitfalls I would want to avoid in my own work. *Alienated* was always meant to be a project that accumulates all of the things I personally find important in a short film, and now that production has wrapped, I can say confidently that I feel my team and I accomplished this.

Alienated never was meant to be particularly thought provoking. I know, kind of a strange thing to say right out the gate. But, what I mean by that is that for this short film I didn't want to tie my team down to a specific theme or personal story. I didn't want viewers to leave being confused or thinking we were preaching to them. Above all, I wanted to spend my senior year of college making something I am genuinely proud of, something that pushes my skills past what I thought was possible; something that leaves viewers impressed and entertained with smiles on their faces, and I wanted to do so with my friends. I'm so happy to say I feel confident we have done just that.

My inspiration for *Alienated* came simply from the fact that I grew up watching shows and movies having to do with aliens and monsters (ex. *Ben 10*, *Pokémon*, *Gravity Falls*, etc.) As a kid, I had so much fun watching those shows, they were the reason I even realized animation is a career in the first place! Sometimes, watching them was almost like a form of escapism. I felt motivated to tell this story because I want to give audiences this same feeling of fun and escapism that I felt as a kid watching those shows. *Alienated* was a great way to push myself as an artist, by trying out different mediums, programs, and ways of working, and a large part of this learning comes from my team members, Delaney, Ryan, Kaylee, Jalen, Meghan, Annie, Ashley, and Sydney, who are all much more talented than I could have ever hoped for. *Alienated* is the most collaborative project I have ever worked on. The final product is almost completely different from my original pitch, and I would have it no other way! This is a project that I view as full circle, because it's the type of animation that would have inspired me as a kid, and I got to do it with 9 of my friends.

Story

Logline: After his home is attacked by monsters, Gary, the janitor, is mistaken for the maintenance guy, and forced outside to fix the damages; and hijinks ensue when these monsters start hunting Gary through this unfamiliar environment.

Synopsis:

"Alienated!" follows our protagonist, an skittish, orange lizard-like alien named Gary, as his home is attacked by large purple monsters.

After the glass that keeps them safe from the outside world is cracked, Gary is mistaken for the maintenance guy who will fix the dome and save them all. He is promptly thrown out of the dome, and with no chance to explain the confusion, he realizes that he is now stuck outside with the very creatures they all fear.

Hijinks ensue as Gary runs for his life and attempts to survive in an unfamiliar wilderness and travels further and further away from home.



Meet the Crew

Andrew Erbskorn

**Director, 2D Character Animation, Storyboarding,
Concept Development**

<https://www.linkedin.com/in/andrew-erbskorn-304043227/>

Hi! My name is Andrew Erbskorn, and I am a 2D Animator and Story Artist from Aiken, South Carolina. Animation has always been a centerpoint in my life, and a big source of escapism. So, in every project I work on, I try to incorporate a little bit of what made me love animation into the piece.

Shows like Gravity Falls, Scooby Doo, Avatar: the Last Airbender, and more inspired me to pursue this craft, and

shows like Invincible, Amphibia, The Owl House, etc. continue to keep me motivated to

continue that dream. During the production of Alienated! I wore a few hats, including Storyboarder, Concept Artist, Character Designer, Animatic Editor, 2D Animator, and of course Director. When I'm not working in the depths of Montgomery Hall at SCAD Savannah, I love hosting game nights for my friends and making the most of my free time by spending it with those closest to me!



Delaney Wilson

**Producer, Cleanup Animation, Concept Development,
Storyboarding**

<https://www.linkedin.com/in/cozyteacups/>

Hi! My name is Delaney Wilson, and I am originally from Buffalo, NY. I am mainly the Producer, but I also dabbled in my fair share of 2D cleanup, concept development and storyboarding. This film was a fun technical challenge to produce because of the custom pipeline we created to fit our 2D/3D hybrid style. I worked to keep everyone on track, keep our film as organized as possible and make sure my amazing team stayed happy and healthy throughout production.



Ryan Vogel

Hybrid Coordinator, 2D Character Animation, 3D Layouts, Storyboarding, Compositing

<https://www.linkedin.com/in/ryan-vogel-a46091268/>

My name is Ryan Vogel, and I'm from San Antonio, Texas. I served as the Hybrid Coordinator on Alienated, where I was responsible for overseeing both the 2D animation and 3D camera/layouts, making sure all of the different pieces would come together in the composite.



Meghan Hale

Art Director, 2D Character Animator, Concept Development, Matte Painting

<https://www.linkedin.com/in/meghan-hale-9b07b02a1/>



Hey, my name is Meghan Hale! I'm a 2D animator from Wilmington, Delaware, and the art director on Alienated! This film was absolutely awesome to work on, but my favorite part was creating a unique style for our film. The backgrounds were hard work, with a lot of back and forth with the people modelling and piecing together the layouts, but contributing to such an important part of the film's overall vibe is something I'm very proud of.

Kaylee Dickey

2D Character Animation, Compositing, Concept Development

<https://www.linkedin.com/in/kayleedickey/>

Hi! My name is Kaylee Dickey and I am an artist from Cabot, Arkansas who specializes in 2D animation and 2D rigging. During my time with Alienated, I contributed to character design exploration, 2D character animation, and compositing in After Effects. My favorite part of this film was being a part of such an amazing, dedicated, and fun crew that always laughed together while we worked.



Jalen Ready

2D Effects Animation

<https://www.linkedin.com/in/jalen-ready-574425251/>

Hello I am Jalen Ready, which means I have the pleasure of saying I was born ready. I am from Charlotte, North Carolina and I was the main 2D effects animator on Alienated! Working on this film and with this team has been the most fun and most stressful of any film I've worked on. It all was worth the late nights to create a film that I am very proud of.

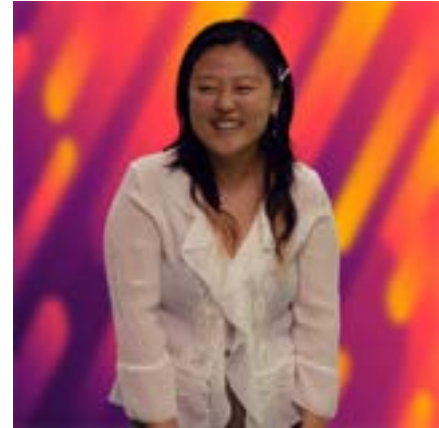


Annie Cho

3D Layouts, 3D Assets: Modeling, Texturing, Lighting

<https://www.linkedin.com/in/annie-cho-965260260/>

Hello, my name is Annie Cho. I'm originally from Virginia, and I specialize in 3D modeling, texturing, and lighting—skills that supported my role in *Alienated*, where I helped create assets and layouts. Working on *Alienated* was a huge learning experience, and this past year has been an exciting, rewarding journey. My favorite asset to create was the curvy trees, while the most challenging (but fun!) were the mushroom fountains. I'm incredibly grateful to have worked with such a dedicated and supportive team—we stuck together and brought this funky, silly film to life!



Ashley Shellow

3D Layouts, 3D Assets: Modeling, Texturing, Lighting

<https://www.linkedin.com/in/ashley-shellow/>

I'm Ashley Shellow, a 3D generalist from Newport Beach, California. On *Alienated* I was responsible for modeling, texturing, lighting and layouts for the many environments Gary passes through. My favorite part working on *Alienated* would definitely be crafting all the delicious plant assets used throughout the film and my least favorite part was not being allowed to eat them.



Sam Dicke

Concept Development, Cleanup Animation

<https://www.linkedin.com/in/samantha-dicke-sc2302/>

Hi! I'm Samantha Dicke, and I was part of the visual development team for Alienated. I was born and raised in Columbus, Ohio, but migrated south to Savannah, GA to attend SCAD and study animation! My passion lies in storytelling and I love being able to visualize fantastic worlds through my art. When I'm not working, I can be found rewatching Ghibli movies or baking a sweet treat!



Sydney Sexton

2D Character Animation, Cleanup Animation, Storyboarding

<https://www.linkedin.com/in/sydney-sexton-92bb402b2/>

Hi! My name is Sydney Sexton. I'm originally from New Jersey, but I made my way to SCAD to learn animation. I've been working as a storyboard artist and animator on Alienated, and it's been such a fun and rewarding experience! Collaborating with the team has taught me so much while being part of the creative process. Random fun fact is that I can pogo stick and pull off a few tricks, without totally wiping out (most of the time)!

Full Credits

Director: Andrew Erbskorn

Producer: Delaney Wilson

Supervising Faculty: John Webber

Concept Art:

Art Director: Meghan Hale
Andrew Erbskorn
Sam Dicke
Kaylee Dickey
Delaney Wilson
Claire Chong

Storyboarding:

Andrew Erbskorn
Ryan Vogel
Sydney Sexton
Delaney Wilson

3D Assets:

Annie Cho
Ashley Shellow
Ryan Vogel
Kayleigh Coomer

Character Animation:

Andrew Erbskorn
Kaylee Dickey
Sydney Sexton
Meghan Hale
Ryan Vogel
Katherine Ferno
Quinn Tisdale

FX Animation:

Jalen Ready
Clay Thomasson

3D Layouts:

Ashley Shellow
Annie Cho
Ryan Vogel
Aditya Rajan
Ruby Gordon
Anush Bhavsar

Compositing:

Ryan Vogel
Kaylee Dickey

Cleanup Animation:

Delaney Wilson
Andrew Erbskorn
Sam Dicke
Meghan Hale
Sydney Sexton
Katherine Ferno
Katrina Wasieleski
Alexis Jandebeur

Sound:

Steve Horner
Devon Birdwell

Voice Acting:

Andrew Erbskorn
Zachary Rich
John Webber
Aiden Gottschalk
Ryan Vogel
Delaney Wilson

Fact Sheet

Run Time: 3 minutes, 15 seconds

Aspect Ratio: 4K UHD (3840x2160)

Screening Format: 4K Flat DCP

Sound Format: 5.1 Surround Sound Audio

Language: English

Medium & Programs Used: 2D/3D Hybrid Animation.

Blender 4.3, ToonBoom Harmony 21, Adobe AfterEffects, Adobe Premiere Pro, Autodesk ShotGrid (Flow), Adobe Photoshop, Procreate, Dropbox, Google Suite, Discord, Zoom, ProTools

Location Produced: Savannah, Georgia, United States

Production Time: September 2024 - May 12th, 2025

Website: <https://alienatedfilloffic.wixsite.com/alienated>

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Trailer

<https://vimeo.com/1084844342/5fbadd7304?share=copy>



Film Stills

