

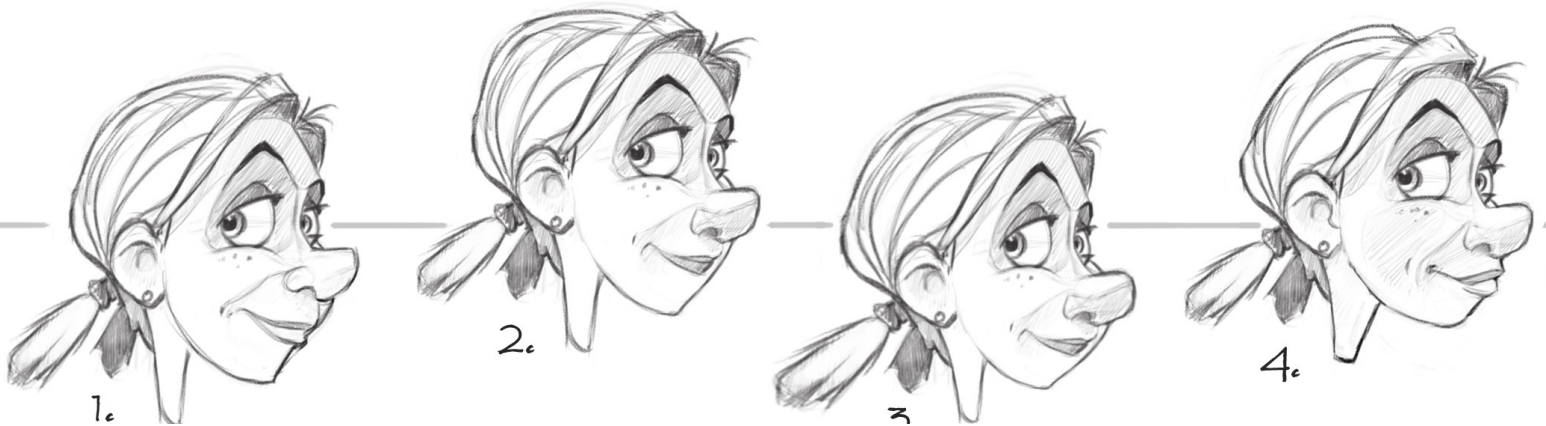


One Per Person

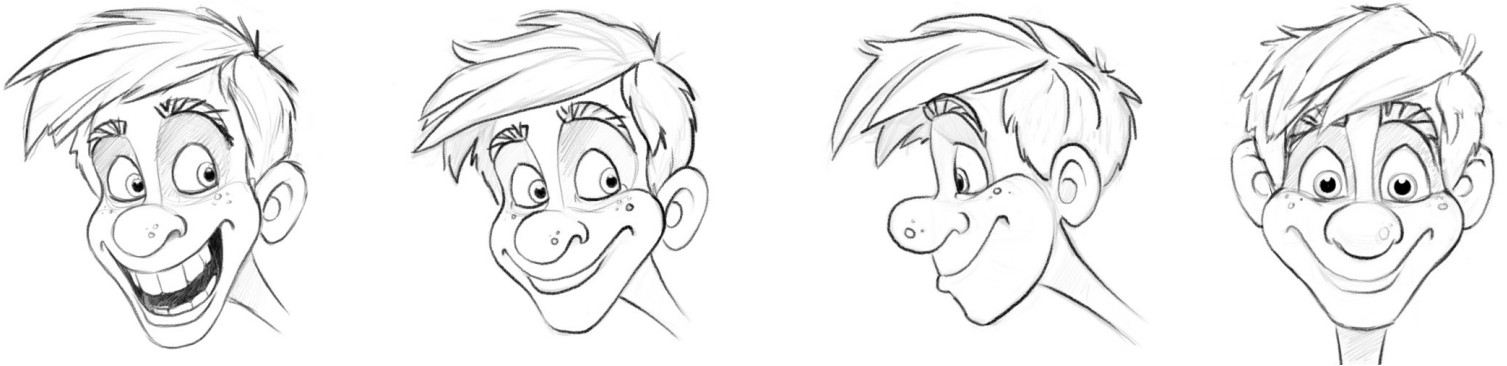
Every chicken
for himself

A TRACEBACK STUDIOS PRODUCTION

Film Synopsis



Meet Nancy. Life isn't easy when you're stuck in a tacky uniform with an even tackier hat. Your livelihood is dependent on handing out samples to bratty children, distracted parents and other complete strangers. If she doesn't make sales, she doesn't get a job. But, it's hard to have self-respect when you're wearing a chicken hat.



Meet Chuck. He has the best job ever. He wears a cool uniform and an even cooler hat. He can bring a smile to someone's face by offering them a free sample of the delicious food being sold just inches away. Every day is a joy to him, and he even sees a friend in the sullen competitor next door.

Project Summary

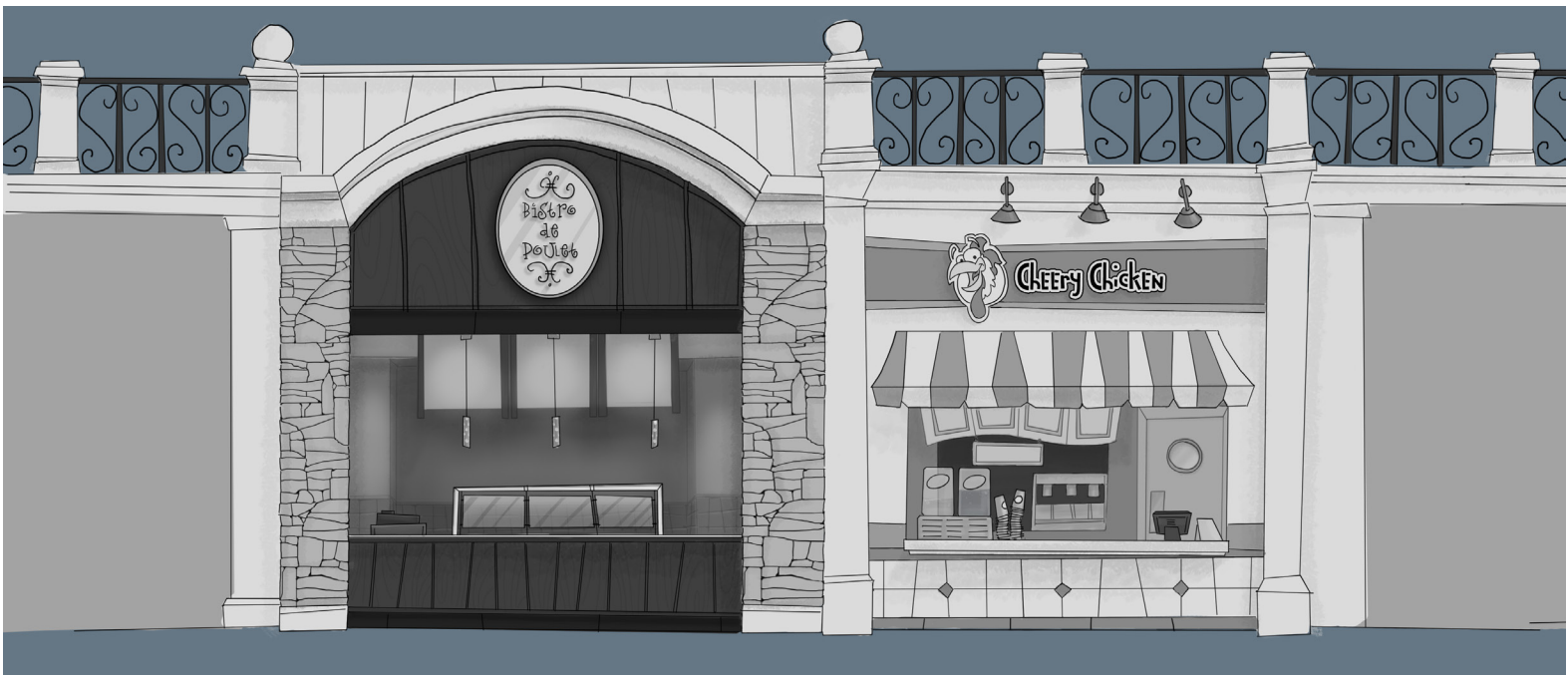
We are seeking volunteers to work on the short film *One Per Person*, the story of a girl who discovers that a dead-end job isn't the end of the road after all. *One Per Person* offers numerous potential to those wanting more experience in the animation industry in all aspects of the field.

Who we are

We're comprised of a number of passionate multinational filmmakers interested in expanding their portfolios, exploring new career opportunities, and showcasing new talent by creating a project on their own outside of the larger studio system. Experience of these individuals includes numerous animated features such as *Tangled*, *Arthur Christmas*, *9*, *Monsters vs Aliens*, *Ice Age 3*, *Gnomeo & Juliet*, *How to Train Your Dragon*, *Tron: Legacy*, *Jack the Giant Killer* and more.

Why join us

Although we are asking for volunteers to work out of their own free volition and time, there are many perks to being a part of this film. Not only will you get credited and can use your contributions towards your portfolio, but you will also get an opportunity to also work with world-class artists and filmmakers from top studios nationwide. Moreover, we strongly believe in a collaborative yet professional environment for our whole team, thus allowing you to express your views openly and be a part of both the technical and creative decision making process.





"ONE PER PERSON" - OFFICE CONCEPT #1

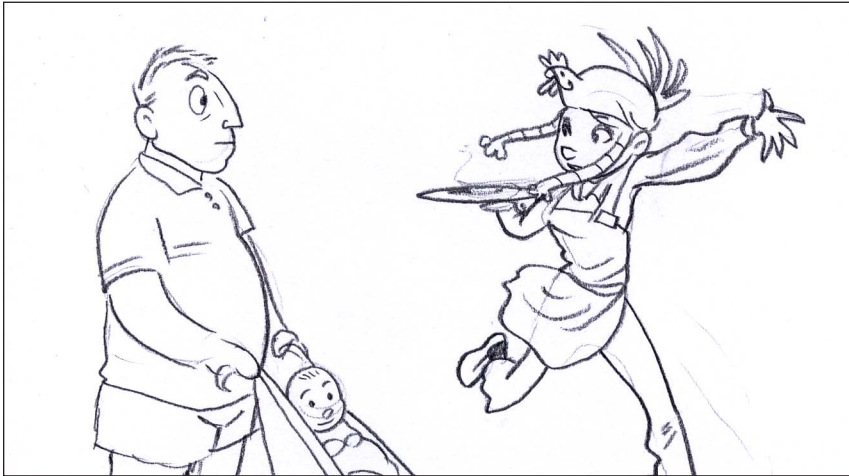
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Production schedule

Production is currently underway with a set completion date of January 2012. We plan to start rigging in May, animation in June, lighting and composition in November and editorial in December.

Where this film will go

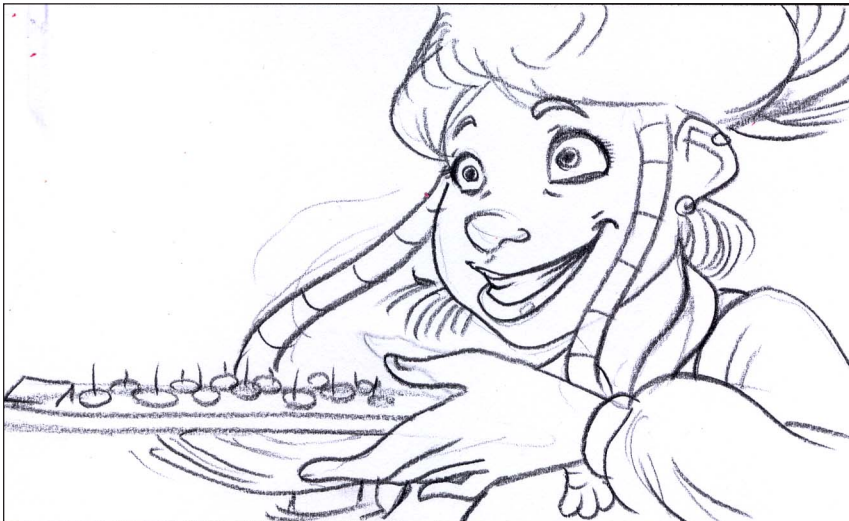
Upon completion of the film it will be submitted to a wide array of film festivals around the world ranging from full-fledged film festivals such as Sundance and Cannes to animation film festivals such as SIGGRAPH and Nicktoons. The film will also be showcased internally at major animation studios such as Walt Disney Animation Studios and DreamWorks Animation SKG.



What we are seeking

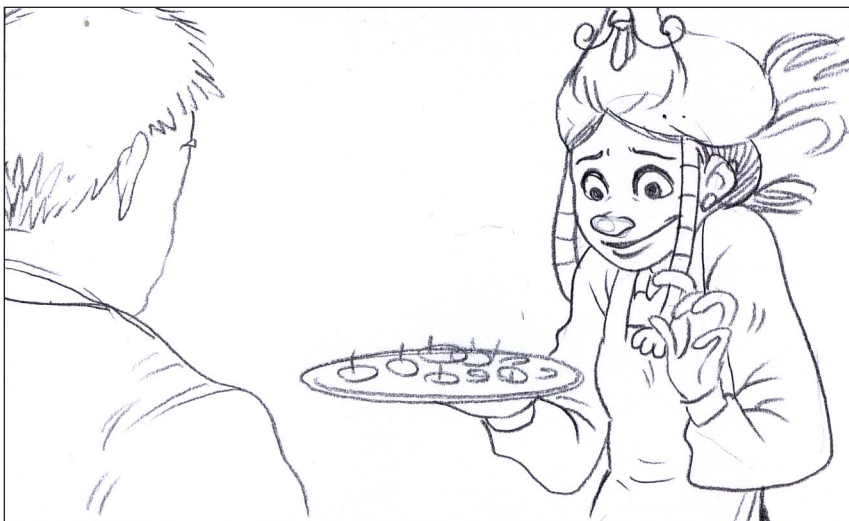
Individuals with a passion for feature animation who are eager to devote some time to an independent project. Experience can range from feature animation to live action visual effects, television animation, academic visualization, scientific visualization, and video games. Specifically we are looking for the following:

- Modelers
- Layout Artists
- Animators
- Matte Painters
- Shading & Look Development
- Lighters
- Production Assistants
- Production Coordinators
- Software Developers



Qualifications

Current industry professionals, recent college seniors or graduates revving up to enter the workforce. Must be a team player, we expect a level of professionalism. We want candidates who are receptive to feedback on their work and also able to deliver criticism constructively when sharing their own expertise. To guarantee that the film will be completed in time for submission to the above-mentioned film festivals, candidates must also be able to work to deadlines.



Contact us

Co-Directors

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