

Inferno

Narrative Design Document

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Inferno (addie)

Logline: In a 2283 where the world is frozen over, the world has drastically changed enabling the rise of a new dictator. Fresh water is a luxury that creates tension between the wealthy who can afford to regularly drink water and the poor who are barely scraping by. A young man named Kody Matapang rises up to try to save his sister and defeat the dictator, with the help of his friends and pet wolf.

Tagline: When hell freezes over, he'll be there.

Genre: Post-Apocalyptic rebellion against a dictatorship

Synopsis: The year is 2283, 146 years after the beginning of an ice age triggered by global warming. Most animals and humans have died due to this. The only people that have been able to survive currently are under the new dictator-led government. The dictator's name is Calum Wu. He was able to rise to power due to his discovery of a new element called Black Ice (a combination of coal and ice) which now powers everything in the city he helped found. The government is corrupt and gives an unfair amount of power to the rich and less to the poor. Kody Matapang, a member of lower circle of their city and the son of an engineer/mechanic, begins to discover the corruption and wrongful distribution of power within the government while with his father on a repair call. Afterwards his sister, Kara, is found guilty of rebellion against Calum and taken by the government along with many other talented children in order to make a cybernetic army. Kody sets out to rescue his sister and overthrow the corrupt government. Along the way he befriends Juliet, the daughter of one of the senate members who also knows of the corruption, and a struggling depressed alcoholic named Aiden, who he stops from committing suicide. He also has the help of a wolf he named Zach who he saved years before the movie plot starts. Kody ends up severely wounding Calum. The Senate is tired of having less power, so they imprison Calum and take over the government. They promise to provide more equality and better govern the people.

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Introduction (addie)

This story bible is intended as a guide to the *Inferno* franchise as it is currently developed. This document is designed to provide useful reference and resource material for the future possible development of this intellectual property (IP) as a transmedia experience that flows across multiple entertainment platforms.

Much of this IP could work well in a single medium – particularly a serialized medium such as books, comics or television – but this IP is specifically designed to lend itself to creation and distribution as a transmedia story. The later parts of this document describe one possible transmedia development strategy. This document is designed to assist creative partners working together on such distributed creation and development in creating a total franchise experience that is greater than the sum of its parts.

Note 1: there are fiction elements in this story bible unintended for inclusion in the initial *Inferno* story, but are instead meant to be revealed across multiple elements of the franchise over multiple years.

Note 2: this document includes multiple illustrations, but these are not meant to indicate any final artwork. The imagery and photography included here are only done so as gestural references, pointing towards possible directions of development or the general intended tone.

1. Overview

1.1. High-Level Concept and Franchise Positioning (addie will do this)

Genre X+Ys

Genre X: Post-apocalyptic

Genre Y: Utopia

Uniqueness: Cities made out of ice with limited amounts of power.

Closest Competitors

Snowpiercer

Genre X: Survival

Genre Y: Dictator-run utopia

Uniqueness: In *Snowpiercer* everything takes place on a train.

Aspects to Emulate: Frozen post-apocalyptic world run by a dictator with heavy socio-economic class gaps. Harsh punishments by police who work for the dictator.

Opportunities for Improvement: Not having everyone trapped on one train.

Day After Tomorrow

Genre X: Apocalyptic

Genre Y: Survival

Uniqueness: The story follows characters experiencing the world as it starts to freeze; in *Inferno* the world froze hundreds of years before.

Aspects to Emulate: Frozen world because of climate change.

Opportunities for Improvement: expansion on the universe as a whole. Spreading out the timeline so that the apocalypse is not happening in the movie but rather already happened.

Urinetown

Genre X: Survival

Genre Y: Dictatorship

Uniqueness: People have to pay every time they want to use the restroom.

Aspects to Emulate: Extremely limited water and strict laws surrounding the waste of water.

Opportunities for Improvement: Having an actual government system, not just the CEO of a company be the dictator.

1.2. Theme

Greed consumes while kindness and generosity create life.

1.3. Target Audience

We want to appeal to all main fan types. However, the three main fan types that we want to attract to our story are the Mythologist, the Romantic and the Socialite.

The Mythologist is the most dedicated to the overall story pouring in countless hours obsessing over it. This would help give a good strong foundation to the fanbase as they are extremely loyal. They would go over the story many times obsessing over every detail.

The Romantic would definitely be part of the fan base. One of our characters, Juliet, is in love with another character, Aiden. This would spawn many fans to obsess over their opinions on whether or not the two belong together. This could also cause fans to create fan fiction about the two.

The Socialite would increase our fan base. They would tell their friends about our story, creating more fans. They would also spend a lot of money, getting together with friends to go to events.

The fan types in order of importance to our storyworld are:

1. The Mythologist
2. The Romantic
3. The Socialite
4. The Completionist
5. The Playgrounder
6. The Connoisseur
7. The Maker

1.4. Storyworld Aesthetic

Link [here](#),

2. Storyworld

2.1. Central Deviation from Reality

What if the Earth suddenly froze over, sending the Earth into another Ice Age, making unfrozen water scarce?

2.2. Rules

1. There is a set amount of power and energy given to each city by the government. Larger cities are given more power and energy and smaller cities are given less. Once the city runs out of their reserve power, they are unable to obtain more until the next reserve comes in.
2. Water is scarce, so naturally people with a lot of water are considered to be rich. If someone is caught stealing or wasting water, they are sentenced to death.
3. The various cities around the world are given predetermined tasks to perform (by the government) to try and maintain a livable condition.

What's Possible

Cutting and melting ice for drinking water. The usage of the element of ice as a resource in order to survive.

What It Costs

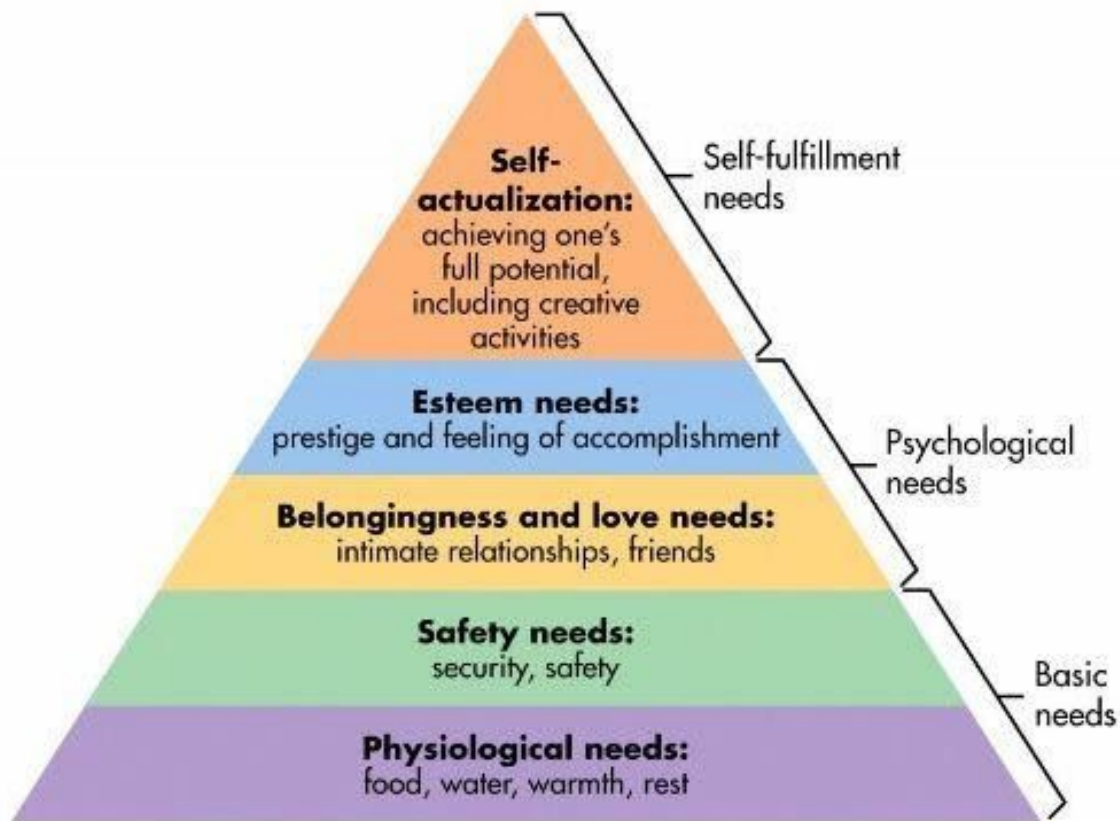
A lot of Raw Energy.

What's Not Possible

The ice is impossible to drill through to get underground.

2.3. Maslow's Hierarchy of Needs

Much of how this world differs from our own can be seen through Maslow's Hierarchy of Needs, as outlined below.



Basic Needs: Physiological

Food

Food sources have been reduced to anything that can be manufactured. The fish are frozen along with all other types of wild life. Similar to the Arctic of our time, plant life consists of shrubs, lichen, moss and sedges.

Water

99% of water on earth has frozen, the only way to get it is by cutting off chunks of ice and heating

it to melting point which requires a lot of energy by the city.

Transport

Vehicles have evolved into essentially tanks with a lot of tread that can break through the ice to avoid slipping and sliding.

Reproduction

Reproduction is very difficult. On a good day it gets to be -45 degrees. Since there is very minimal power, most homes don't have heaters so people don't want to take their clothes off in fear of freezing to death.

Poor people rely on in vitro fertilization and getting the newly created embryo inserted into the mother where she carries the fetus to term.

The rich can afford to use in vitro fertilization, but grow the fetus in safe artificial incubation pods aka H.A.T.C.H.

Basic Needs: Safety

Shelter

all buildings already built are covered in Ice and new homes are made out of large blocks of ice.

Clothing

People must create their own clothes. The animals have all been killed off, so sewing and hand crafting clothes has become popular once more as well as a power business.

Offense

People are able to attacked by the dictator's private army if they choose to pursue a citizen for whatever reason they choose.

Defense

People are attacked by the private army if they are seen breaking the laws. The citizens being

attacked are physically able to fight back but may be punished if they do not escape.

Psychological Needs: Belongingness and Love

Religion/Beliefs

People have gone away from Christianity and have begun to believe in the roman gods once again. I.E. "sun god". However, the people believe the dictator was given the power by the Roman Gods and so people pray to him but also the Roman Gods.

Community

People rely on sharing and trade throughout the community.

Family

Family members try not to get too attached to each other, as one of them may not come back after the day because of how dangerous the world is.

Government

The capital city of the country controls the amount of power. Inside the capitol is the senate that directly controls the amount of power each city gets.

The senate is directly controlled by the dictator. He has final say over everything the senate does. He also has his private army that have been taken from the best of the best of the world and then given cybernetic enhancements (specifically exoskeletons). These Soldiers rule over the individual cities and make sure they don't break the laws.

Citizens live in the different cities throughout the world and work in larger cities in order to provide water for their families.

Psychological Needs: Esteem

Social Classes

Rich: The people with the most amount of drinkable and accessible water. Plumper beings. Good

hygiene. Close to their family. Money to pay off guards.

Middle: The people who have enough water to survive. Mediocre hygiene. Guards generally don't look at them because they are more concerned with the poor people.

Poor: people who have barely any water whatsoever. These people scavenge the city trying to find water. Most of them have adapted to the cold and are able to survive long periods of time without water and in sub freezing temps. Poor hygiene.

Economics

People's economic status is determined by how much drinking water they have access to.

Government Tiers

Dictator

Private army

Rich and Middle class Citizens

Poor People

Self-Fulfillment Needs: Arts + Cultures

Visual Arts

Ice sculpting is the only way for people to express art. Since it is so cold all the time, paint freezes instantaneously.

Language and Literature

Literature, through etching in the ice, is dominant. Languages throughout the world are still around and popular. Most people know multiple languages since all continents are connected now, enabling people to travel easily.

Music

Ice as an acoustic, where sound waves bounce off it, making beautiful music.

Gameplay

There are illegal gambling circles throughout the city. Poor people gamble all of their water here. A person's economic status can change in one night here.

*Self-Fulfillment Needs: Self-Actualization**Mastery*

Weapon Crafters~ People who craft weapons able to use water and ice to their advantage

Blacksmiths~ People able to craft and create beautiful weapons such as swords and arrows for bows and arrows

Vehicle Mechanics~ People who are able to repair and craft vehicles

Ice Artists~ People who are talented writers, creators, musicians using sole material of ice

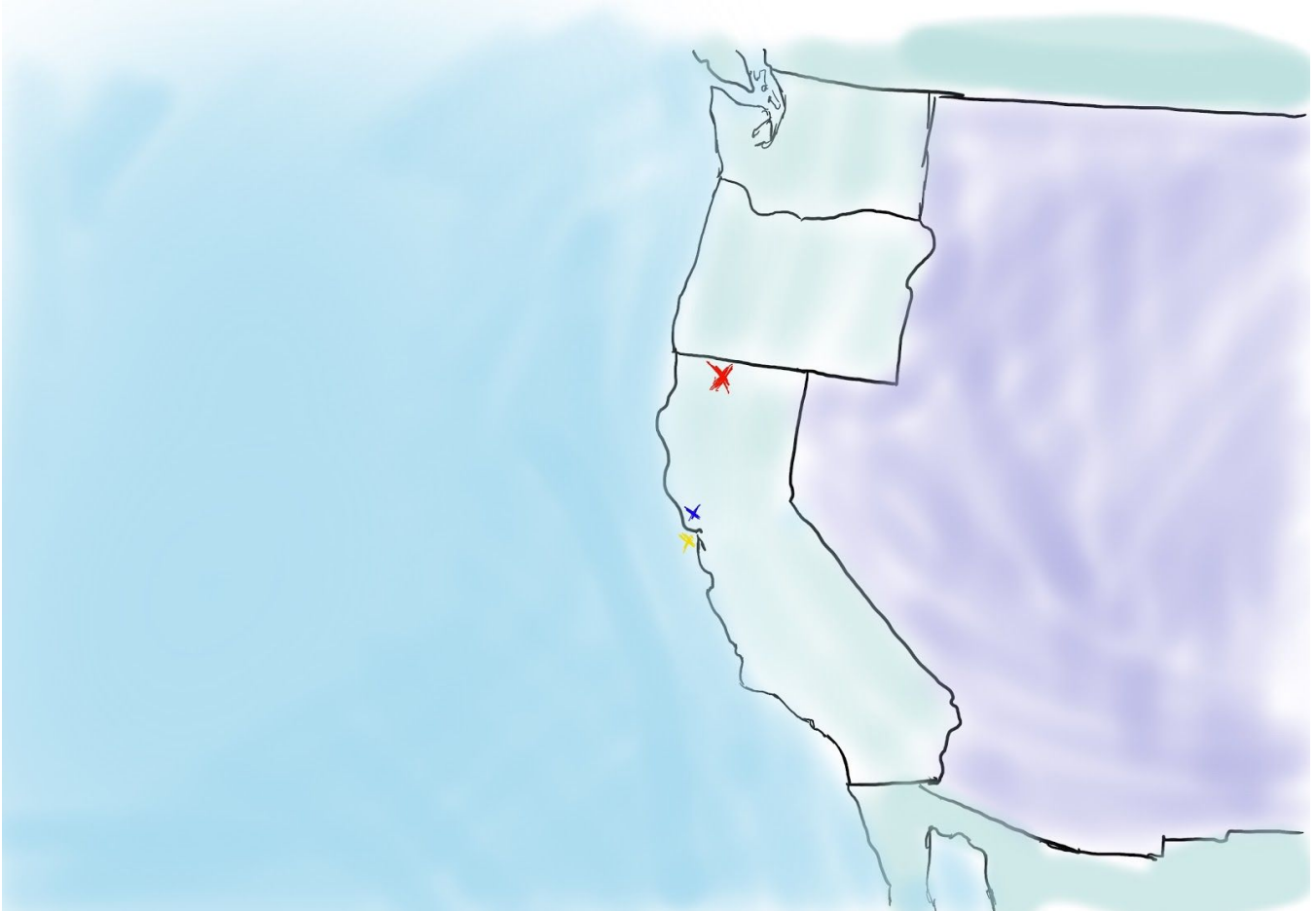
Dominance

Business owners

Politicians

Civil Servants

2.4. Map



Sketch Draft of Map & X key

Red: Callum's Castle atop Mt. Shasta

Yellow: Alcatraz, recreated and reused into a prison.

Blue: San Francisco area where the senate lives / the city

2.5. Timeline

2137~the beginning of the first brutal winter

2142~ the Polar ice caps have refrozen and new ones have begun to form closer to the equator

2147~97% of the earth is covered in ice too thick to cut and drill through forming new land and land marks. The oceans are solid blocks of ice. Most mammals have begun to die off if not adapt to the harsh climate conditions. The world as we know it is going into the dawn of a new ice age.

2150~99% of the world is ice. Fresh, unfrozen water is almost impossible to come by. The average temperature throughout the year is around -75 degrees. It snows in most of the world 2/3rds of the year.

2283~ Present day

2285 ~ Kody's younger sister is taken prisoner as the dictators number one engineer

2285~ the dictator and workers have successfully built his first eco skeleton for his private army.

3. Simple-Story, Super-Story and Side-Stories

3.1. Transmedia Architecture (Addie)

Movie 1: *insert plot* (ending with:) Kody wounds Calum leaving him unable to lead. The senate decides they want to be in charge, as they outnumber Calum, and send him to prison. Senate promises things will be better and they will serve the people as a government should.

Movie 2: Corruption begins to rise to the surface again. The senate has plans to melt the ice covering the earth. They hope this will restore the world to how it was before the ice storms. Unbeknownst to senate this would kill all life. Kody and his friends band together again to stop this plan. Aidan finally comes to terms with his feelings and establishes a relationship with Juliet.

Movie 3: Juliet is captured by senate and publicly executed. This crushes Aidan and he slips further into depression and PTSD. Kody and the gang, besides Juliet, here whispers that she is still alive being held captive by her senate family. They band together to rescue her and finally take down senate once and for all. Along the way they find more black ice mines. Once they defeat senate they open the mines to be more accessible to common people.

Comic book series: A comic will be released every year between movies. It will depict the events that take place in the year between each movie.

3.2. Simple-Story

Kody's sister Kara is taken by Calum Wu in order to help create the cybernetic army. At first, Kara refuses to work for Calum and is publicly tortured until she decides to do as he asks. Kody begins his quest to rescue his sister. He takes down several of the dictator's guards and small parts of his private army. Kody eventually fights Calum's brother Sebastian and loses, causing him to be captured. Kody finds a way to escape with his sister and destroys the only source of Black Ice in

the country (that they are aware of – the Senate has found a replacement element). This sends the country into nationwide blackout.

3.3. Super-Story

Over the course of 3 movies (including the this one) and a small series of comic books, our main characters will see how power shifts over time. In movie one, the main characters will be trying to take down Calum Wu. Although they succeed at this, Calum never truly lost his power. In the second movie, the main characters will be working to try and melt the the world in order to go back to how the world originally was. However, over the course of the movie, the senate will go closer and closer to becoming in power over Calum. In the third movie, it will once again follow the main characters but trying to defeat the senate who have created a weapon capable of melting the world while also completely destroying life.

3.4. Side-Stories

Aiden and Juliet's love story throughout the first movie~ This story will unfold over the course of all three movies but they will first get together in the first movie. The story will follow Juliet closely as she slowly falls in love with Aiden. At first Aiden does not acknowledge her because of how depressed he is and then slowly begins to realize how sweet and loving she is.

Kody finding his wolf~ This story will follow how Kody finds and nurtures back to full health his pet wolf Zach. After Kody finds and saves Zach, the story will follow their "tag team duo" before Kody meets Juliet and Aiden along the way in the story.

Juliet's parents trying to find her and control her every move~ Juliet's Father works for the Senate and the dictator that Juliet is trying to overthrow. Once they discover what she is doing with Kody and Aiden, her parents take her home and lock her in her room keeping her from rebelling anymore (they are more doing this to avoid her being publicly executed for treason). The story will follow how she escapes and warns Kody and Aiden about what they are trying to do.

3.5. Experience Pathways

Character Centric Story: It can follow the two main allies of the story, Aiden and Juliet. Since Juliet is madly in love with Aiden, the story can follow Juliet and how she tries to win over Aiden.

Location Centric Story: The location-based story can be centered around the “lost city”, a city that suddenly had no life after the Earth froze over, however there are people there that have resorted to living deep underground where it is significantly warmer. But they won’t give up their secret to anyone, hence why it is hidden.

Object Centric Story: Each of these stories will directly affect the main story of the world. The various stories will lead up to different points in the story creating a somewhat of a zigzag pattern of the different side stories and a straight line going through the zigzag representing the main story.

4. Heroes

4.1. Kody Matapang

Kody Matapang (mah-teh-pahng) * Alex Aiono * ~ around 19 or 20 yo

Background

Born to a family of engineers, Kody is very good with a tool kit. Unfortunately for him, engineering doesn't pay well in 2283. In order to pay for his electricity, he must work as a melter, someone who cuts and melts ice for drinking water.

After the dictator took away his cities power for not supplying him with enough drinking water by the end of the month, Kody began working on his own inventions to help put a stop to the dictators rule.

Personality

Incredibly smart, generally happy, vengant.

Desires

Help save his friends that have been kidnapped, bring freedom to his town.

Abilities

Master crafter, able to craft and create weapons extremely quickly. Can gain knowledge fast.

Weaknesses

Asthma,

4.2. Kara Matapang

Kara Matapang (mah-teh-pahng) *Kara Crane* ~ around 17 or 18 yo

Background

Born to the same family as Kody, Kara is extremely smart, much smarter than her brother Kody. Unlike Kody, she is extremely outgoing and not afraid to speak your what's on her mind. While protesting against the dictator, she accidentally got into a fight against the dictator's army and was kidnapped. Once the dictator found out what she was capable of, he began to treat her as his "golden goose". He now forces her to work on his cybernetic enhancements for his private army.

Personality

Incredibly smart, rebellious, big mouth, speaks what's on her mind

Desires

Take down the dictator

Abilities

Incredibly smart, able to create almost anything out of scrap parts.

Weaknesses

Temper, rebellious, limp leg, "punny"

5. Villains

5.1. The Dictator Calum Wu

Dictator (CALUM Wu) ~ around 52 yo

Background

Born of a poor family, Calum grew up after most of the Earth had frozen over. His family (mom, dad, brother and Calum) was completely unprepared for the extreme cold. His family ultimately sacrificed themselves in order for him to be able to survive. At the age of 15, young Calum was hiking the newly formed glaciers in Northern California (Lone Pine and The Sierra Nevadas to be specific) when he came across an unknown element. It looked as if the ice had changed the chemical and structural form of coal. He gathered what he could and went home. He eventually found out that this new element was extremely powerful. The smallest amount was able to power his tiny home for 3 and a half months. He eventually went back and began to create a new home directly above the mine. He told very few people about this mine he had found. The only ones who knew helped him to build his eventual kingdom atop the mine. Then his brother wanted to share the coal with everyone in the empire, resulting in Calum getting gushed with greed and resulted in him brainwashing his brother and manipulating him to be on his side, fueling **quite literally** his rage and secrecy of the coal. Around 20 years later, he is now the only one who has access to this mine, so far the only one found in the US, and has created a dictatorship off of the power source.

Personality

Selfish, deep down empathetic, sensitive, cantankerous

Desires

To end all uprisings

Abilities

Technology and money to have weapons that exceed human range of motion.

Weaknesses

Family.

5.2. Sebastian Wu

Sebastian Wu ~ around 43 yo

Background

Calum's brother. Wanted to share wealth and have a nation that was warm and united since he never knew family. After Calum found this out, he brainwashed him and made him into a the brother he wanted. Someone cold and heartless who wasn't afraid to get his hands dirty if needed.

Personality

Cold and heartless.

Desires

Wants to rule over the entire world with his brother and keep his brother happy.

Abilities

Has dead accuracy with a gun, extremely strong.

Weaknesses

Has random flashbacks of his previous life occasionally.

6. Allies

6.1. Aiden Brown

Aiden Brown * Jensen Ackles ~ around 35 yo

Background

Recovering alcoholic who doesn't have much left to live for. He lost his wife and daughter to execution by the dictator. He was planning on ending his life when Kody found him and talked him out of it

Personality

Depressed, lonely

Desires

Revenge for the execution of his family.

Abilities

Inhumanly strong

Weaknesses

Can't control his anger, and commitment.

6.2. Juliet Richardson

Juliet Richardson * Danielle Campbell * ~ around 22 or 23 yo

Background

Born to a wealthy family, very close to the dictator. Her parents work for him, they are on his good graces and for a while, she was blind the rest of the worlds need for warmth and technology and defensive until she saw it for herself. She ran away from home and met Kody and Aiden, joining their rag-tag family.

Personality

Abrasive. Loud-mouthed. Opinionated. Sarcastic.

Desires

Justice for everyone her family did wrong.

Abilities

She's fast and quick and ready to whip.

Weaknesses

She's in love with Aiden.

6.3. Zach

Zach (pet wolf)

Background

Found by Kody bleeding in the forest. Was saved by Kody and nurtured back to full health and his now loyal.

Personality

Friendly upon first interaction but will do anything to protect Kody

Desires

Wants to Protect Kody at all costs

Abilities

Very strong bite, can run very fast

Weaknesses

Human made weapons.

7. Organizations

7.1. Dictator's Private Army

People that directly serve the dictator. There is no higher authority other than the dictator himself.

7.2. Social Workers

People that work in the city with various jobs.

7.3. Water Hoarders

People who hoard water and have adapted to survive months without any water. Most of these people are homeless and will do anything for water. Most of the people in this group are kidnapped to use for slave labor by the dictator.

8. Places

8.1. Dictator's Palace

A castle-like structure atop of the frozen over volcano in NorCal Mount Shasta.

8.2. Prison

Reusing the old prison Alcatraz off the "shore" but the ocean is all frozen over.

8.3. San Francisco Area

The Senate (including Juliet's dad) live there.

9. Artifacts

9.1. Notable Weapons

Ice Gun

Created by Kody, the ice gun takes in snow/ice, injects and compresses it into bullets of ice and poison, then shoots them at high speed. If the bullets first penetrate the skin of a person, they tear through the skin and melt into the bloodstream. This causes the host to bleed to death while also dying of an extremely potent poison. If one doesn't kill them, the other will.

Steel Plasma Throwing Knives

These ice cutters were modified by Kody to make it burn hotter as well as a sharper blade. These are essentially small throwing knives infused with plasma. When activated, Kody can throw them and activate the plasma. The person it impales will have a small cauterized stab wound through their body.

9.2. Notable Wearables

Walrus Hide

Military armor/ Custom made exoskeleton

9.3. Items

Picture of Sister

When his sister was taken, Kody took the only picture he has of him and his sister and keeps it on him. This picture inspires Kody and reminds him of why he's doing what he is doing.

Kody's Inhaler

Kody carries his inhaler with him always to make sure he doesn't die when pushing his body to the limit.

9.4. Vehicles***Snow Sailer***

A sled with sails that's from the olden days. It's slower than hovercrafts but is deadly silent. Uses the arctic winds to reach speeds

Snow Hovercraft

Military versions have harpoons to stop vehicles

10. Bestiary

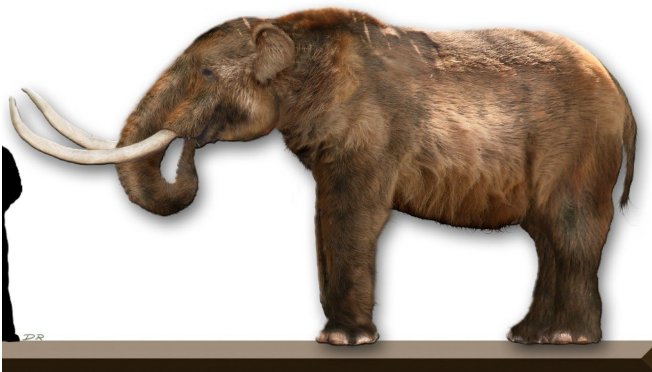
10.1. Moose

Used as horses and to eat



10.2. Mastodon

Amazingly, elephants were able to adapt to the climate and are bred, used like cattle, ridden, and used for labor.



10.3. Sabertoothed Tigers

Were once alive during the Ice Age, smaller than a common tiger, but the body is long.



11. Franchise Plan

11.3. Target Fan Profile Strategies (Addie)

Inferno is designed to appeal to six fan types (see section 1.3) based on their needs and styles of engagement. However, the three main fan types that we want to attract to our story are the Mythologist, the Romantic and the Socialite.

The Mythologist is the most dedicated to the overall story pouring in countless hours obsessing over it. This would help give a good strong foundation to the fanbase as they are extremely loyal. They would go over the story many times obsessing over every detail.

The Romantic would definitely be part of the fan base. One of our characters, Juliet, is in love with another character, Aiden. This would spawn many fans to obsess over their opinions on whether or not the two belong together. This could also cause fans to create fan fiction about the two.

The Socialite would increase our fan base. They would tell their friends about our story, creating more fans. They would also spend a lot of money, getting together with friends to go to events. The model of inferno allows them to spend money on special screenings of the movies and other social events based on the Inferno series.

Additional fan profiles include:

The Completionist

Driven to collect everything a storyworld puts out there, Completionists collect all the games, books, movies, toys and so on until their collection is complete. The Inferno series consists of three movies and a series of comic books. The completionist could collect all of these along with the released toys and model artifacts.

The Playgrounder

Playgrounders are motivated by combat and the types of active play patterns introduced by the storyworld – think of players who love to fight with toy replicas of the weapons from a storyworld (phasers, lightsabers, needlers, etc.). A toy replica Kody’s knife is a great example of something they’d be interested in buying.

The Maker

Obsessed with the process of how the storyworld was made, Makers may well be fans of the creators more than the storyworlds themselves. They would write fan fiction, create fan made spinoff videos, make art, etc.

11.4. Fan Participation Strategies

In between movies, comic books will be published to continue on the story and follow different characters that aren’t necessarily part of the super story. However, we plan to take fan submissions for the stories of the comic books. We will read through the various stories sent to us and choose a few that will make the most sense in our world. We will then create the actual comic book and ship them off to fans. The writer will take home the satisfaction of being published and a 33.3% of profit made on the comic books. This will allow for fans to participate in our worlds with the creation of different stories.

12. Sample Reference Materials

12.1. Games

Lost Planet

12.2. Movies

Snowpiercer

12.3. Television

The Dictator's Playbook on PBS

Revolution dir. Kripke

12.4. Books

The Giver by Lois Lowry

The Windup Girl by Paolo Bacigalupi

12.5. Comics

Low by Rick Remender and Greg Tocchini

12.6. Music

Soundtrack of Guardians of the Galaxy and Interstellar

About the Author

Anthony Castillo

Successful playwright and director who made his big break with his phenomenal show *Spotlight*, a musical comedy about a struggling actor. He comes from Longview TX, and has always been drawn by the abilities that films and plays have to force emotional reactions from the audience. He's spent a decade honing his craft with local masters in his high school and now college. He wishes to one day go solo and write screenplays and direct.

Amanda Hessey

Young female ambitious filmmaker who is talented in many artistic mediums raised in Boulder, Colorado. She was involved in multiple productions, especially through costume design and crafting, she has a broad background in theatre. She once directed an award winning One Act production at an theatre honor society convention and won honors awards. She is inspired by nature and many different stories for her art works. She is currently a student at Whittier College in the Los Angeles area, working on earning her degree in a self designed major on artistic design and direction. She also spent one semester abroad in Italy studying in one of the best artistic cities of Europe. One day in the future she aspires to be an artistic director for an indie film company.

Addison Crane

A writer and filmmaker who is dedicated to her craft. She has adapted several of her short stories and novels into short films and movies. Growing up in Southern California, surrounded by the film industry inspired her to get involved herself. She pursued acting as a child, but soon realized she'd rather work behind the scenes because she wanted to see her stories come to life instead of just act out other peoples. Many of her stories deal with social issues. She has an affinity for cacti, bees, and la croix.

Mason Gaw

Born in Redlands, CA, Mason grew up loving telling stories and different fantasies. Always putting his creative mind to use, he was able to come up with several short story ideas during his high school career. He is now attending Whittier College, pursuing a degree in Computer Science with an emphasis in Game Design and Digital Storytelling. After the success of his first animated documentary, The Letter, he went on to write and create the story and animation for the groups most popular animated short film, One Shot.

Summer-Rose Hellen

Hailing from San Diego, California, the girl grew up admiring different forms of art from sculpting to adapting different fantasies to fit the world she grew up in. She constantly used her quick wit and sharp mind to shape her work into what it is today. Majoring in theatre and having a knack for special effects, the girl is constantly looking for something new to improve the stories of her life. From 'Twas the Night Before Feminism to her next endeavours, she hopes to further her career in bazaar new fashions.