

# Out O' the Inkwell

## Press Kit | 2021



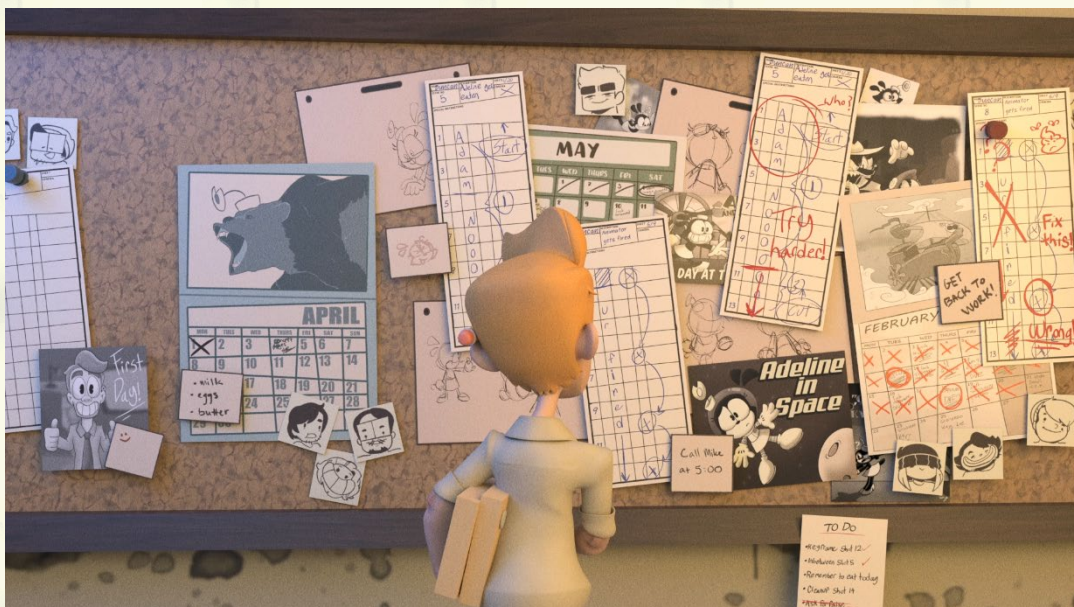
# About Out O' the Inkwell

"In 2017, Andy Ortiz and I moved into the Garden at the Hive dorms at the Savannah College of Art and Design (SCAD). It was not long until we started shooting hypotheticals and spitballing ideas for the dreaded senior thesis. We came to the decision that if we ever were to work on a thesis together, it would be a hybrid film. Our thought process for the story was something along the lines of, "The animation coming to life trope has been done a million times. Why don't we just do that but better?". And that is exactly what we did. Around two weeks before the pitches were due, Andy reached out to me and asked if I still wanted to work together. In just under two weeks, we put together an extremely vague story, some really rough character mock-ups, and a general idea of what the film would look like. Out of 110 pitches, Out O' the Inkwell was one of the 35 greenlit films and one of 6 hybrid films to be greenlit.

Something Andy and I discussed while coming up with the story is creative burnout and the separation an artist may feel when creating art is their job. Adeline encompasses that feeling and is a hyperbole of that separation where sometimes as artists we feel like we are fighting with our art. We tried to express this as clearly as possible in the film and give the hundreds of thousands of animators around the world a story that can resonate with them as well as the layman. Beyond that, however, Out O' the Inkwell is really just a story Andy and I wanted to tell. Hopefully, it resonates with everyone that watches it.

With a small crew early on we had a very work-heavy first few months. Both the 3D and 2D teams had a lot of learning to do, but as the crew grew our pool of knowledge grew as well and we thankfully were able to put more care into every frame and ensure that what came across on screen was exactly what we wanted. I am so happy and proud of how far everyone has come to make this film what it is. It may not be perfect, but we made it."

-Adam Toutoungi (Co-Director, Producer)



# Synopsis

Animation is no easy feat!

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An overworked animator tries to finish overdue shots to save his job, but his animation has other plans.

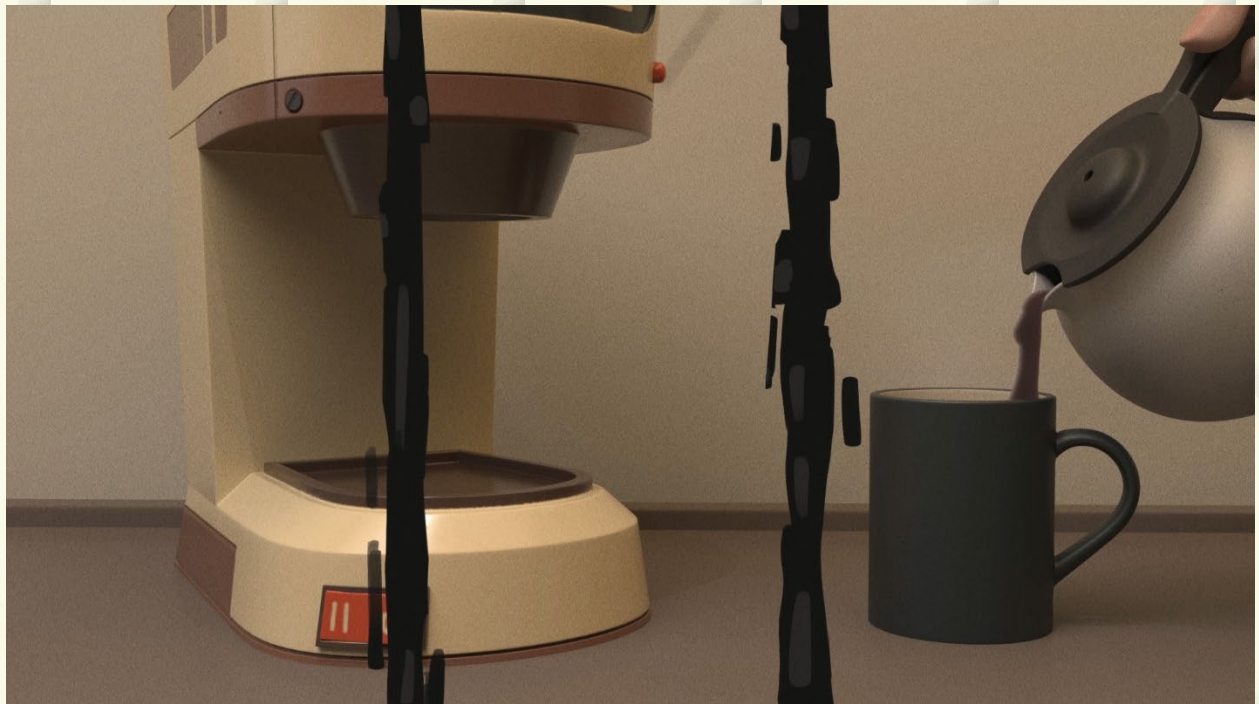
Out O' the Inkwell follows an exhausted animator, Duncan, as he comes in to work on his shots all night to save his job. After a coffee break, he finds that his animation, Adeline, has come to life and is wreaking havoc on his office. The characters struggle throughout the office until Duncan loses sight of his goal of finishing the animation and in a fit of exhaustion and rage, Duncan accidentally destroys Adeline. With nothing to work for, Duncan decides to take a nap and Adeline's sketch lives on. In a moment of art resonating with artist, Adeline decides to finish all of Duncan's shots.



Out O' the Inkwell was co-created and directed by Adam Toutoungi and Andy Ortiz at Savannah College of Art and Design.



## Film Stills





# Trailer

<https://vimeo.com/554573441>

## Technical Specifications

Running time | 6:06

Type | 3D/2D Hybrid

Software | Autodesk Maya, Arnold, Z-Brush, Houdini, Adobe Photoshop, Adobe After Effects, Substance Painter, ToonBoom Harmony

Language | English

Country of Origin | United States of America

Colour | SRGB Colour

Screening format | FHD 1080p DCP

Aspect Ratio: | 16:9

Sound | Stereo 2.0



# Meet the Crew



I am **Adam Toutounji** and I am the co-director, producer and 3D lead on Out O' the Inkwell. I have lived all over the world but home to me is in Accra, Ghana, where I lived for 7 years before coming to SCAD. Having a plethora of roles on this film was grueling but one of the most enlightening experiences of my career thus far. I put a lot of myself into the film and I hope everyone enjoys it.

Hey, my name's **Andy Ortiz**, and I'm a co-director, 2D Animator, and visual development lead for Out o' the Inkwell. I'm from Caguas, Puerto Rico, and up until 2017 I had lived there all my life. Working on Inkwell wasn't easy, and there were some hiccups along the way, but I enjoyed every single moment of working on it. Having the short greenlit was an earth-shattering shock to my system, and I made a promise to myself then and there I would do everything I could to get this to the finish line. Over the year, I had the chance to hone my skills in animation, visual development, storyboarding, directing; but I also had the chance to help others with theirs. Collaborating and getting to know everyone was the best part of this whole production, and I'm proud to say I was a part of this team. I hope whoever watches this will enjoy the blood, sweat, ink, and tears that went into making it, and that you never forget why you started your journey in the first place.



My name is **Nate Wisniewski** and I am a 2D animator and compositor on Out o' the Inkwell. I'm from central Florida and I'm a 2D animation major here at SCAD. Early in the film I helped with some of the storyboarding and prop designs, but as production really kicked into gear, I was mainly animating Adeline. I learned a lot about expressive character animation on this film, mostly due to the incredible talent and teaching abilities of the two directors. Later on in the film, I was tasked with compositing Adeline and having it look like she is in the 3D environments was a fun challenge. I'm incredibly proud of not only my own work on this film, but the work of all of my other crew members. I hope everyone enjoys the film as much as we do.

Howdy, I'm **Flint Cole** and I am a 3D Character animator. I'm from northeast backwoods Kentucky, but I've spent the last couple of years in down here in Savannah, GA attending Savannah College of Art and Design. I was able to play a large role in modeling and animating on this lovely short film we call Out of the Inkwell. I appreciate and really do cherish the grueling hours I spent working on this short and with this outrageous and hilarious crew. I've learned some new techniques and new aspects of the production pipeline as I've worked to collaborate with my fellow artists and experimented on my own. For example, being able to work more closely with 2D on 3D integration was an exciting challenge for me. I am extremely proud of the amazing work we have managed to create and look forward to seeing where it will take all of us as we begin our new journey into the animation and film industries.



My name is **JimmYe Rian Morgan**, but my crew mostly knows me by Rian. I am a 3D character animator on Out O' The Inkwell. I'm from Fort Worth, Texas, but I spent most of my years in Savannah, Georgia, studying animation at SCAD. In the beginning, I assisted in conceptual designs for art supplies to fill in the environment but eventually hit the ground running, animating our protagonist, Duncan, to life. I've always believed strong collaboration is key to a fantastic film, and Out O' The Inkwell is no exception. Even into my senior year at SCAD, I learned so much from my highly amusing and talented crew members. I am incredibly proud and grateful to my crew and the time I spent bringing Out O' The Inkwell to fruition.

My name is **Darian McCollough**, and I specialize in Storyboarding and 2D Animation. I moved to Savannah from Pittsburgh, PA, and throughout my schooling have learned a lot about teamwork, overcoming obstacles and meeting tight deadlines. Out O' the Inkwell was an enriching experience for me and my peers to create something wonderful, and I'm so excited to share it with the world.



# Full Crew Credits

**Created and Directed by** Andy Ortiz and Adam Toutoungi

**Produced by** Adam Toutoungi

## **Visual Development/Storyboarding**

Andy Ortiz  
Adam Toutoungi  
Tengmiao Yu

## **Animation (2D)**

Noah Cheruk  
Cameron Greco  
Will Kuate  
Darian McCollough  
Andy Ortiz  
Maxwell Pasqualis  
Luis Perez  
Chloe Privat  
Dominic Seoane  
Nate Wisniewski

## **Clean-up Artists**

Kennedy Freeman  
Braden Wolf

## **Animation (3D)**

Madison Austin  
Amanda Castillo  
Flint Cole  
Everette Delaney  
Brandon Kolaczewski  
Mari MacHado  
Rian Morgan  
Thinh Nguyen  
Adam Toutoungi

## **Look Development**

David Gelfand  
Van Vu Dat Nguyen  
Adam Toutoungi  
Kayley Westin  
Shannon Widjaja

## **Modeling**

Flint Cole  
Van Vu Dat Nguyen  
Adam Toutoungi

## **Rigging**

Roman Karoly  
Brandon Kolaczewski

## **Lighting**

Hailey Akre  
David Gelfand  
Adam Toutoungi

## **Original Score**

Danielle Merlis  
Jordan Smith

## **Sound Designer**

Sander Houtman

## **Sound Effects Editor**

Nick van Noort

## **Compositing/Editing**

Adam Toutoungi  
Nate Wisniewski

**Special Thanks** to Gregory Araya, Zachary Rich, Mason Rose, Nouhad Kalmouni, Abdallah Toutoungi and the friends and family that helped us along the way

## **FAQ's**

### **What inspired the film?**

The film was inspired just by the idea of animations having a life of their own. Different parts of the film were inspired by different things! For example, Duncan's design was based off the co-director, Adam Toutoungi.

### **What was the hardest part?**

Technical issues rose in the latter part of post-production that really hindered our time and had us working all the way up until our deadline. Also, combining the 2D and 3D and getting it to look convincing was difficult as well.

### **Will there be a sequel?**

Although we have thrown around some ideas for a sequel, there is no plan to make one as of now.

### **Is there merchandise?**

Merchandise such as stickers, posters and pins were available through the Indiegogo campaign.

### **Is the film an homage to "Out of the Inkwell" by Fleischer?**

Yes! Although we drew inspiration from many sources, we wanted to have the entire film be a nod at the classic Fleischer films.

