



SHIFT

Directed by

CAM SWARTZ

Produced By Peter Kerkvliet & Glenn Lynch

Nicholas Ballard • Baylee Buschmann • Cayden Cook • Devin Johnston
Dagny Lytle • Leah Papp • Katelin Rank • Tal Shenholz • Zhaotong Zuo

ABOUT SHIFT

When developing the story that would become “Shift,” I wanted to explore a somewhat quiet protagonist - someone who would keep mostly to the background, but eventually would be faced with a choice which could inspire them to take action, and step out of their comfort zone. From this idea came Bruno the boulder, a literal background element, who through the events of “Shift,” is given life and identity, and challenged to be more than just an observer.

I also knew that I would need something to test Bruno, something that would play as an opposite to his own personality. After a few different iterations, I eventually landed on a large and colorful bird who we would call Dorothy - a bold, noisy, and chaotic presence in Bruno’s quiet world. This juxtaposition serves as our first conflict within the film as Bruno is overwhelmed by her, and struggles to maintain his patience.

Bruno’s biggest internal struggle in the film finds him forced to choose between his own continued security, and the safety and survival of others. I knew that I wanted Bruno’s big choice to be one that he wasn’t forced into, and for his decision to be as meaningful and powerful as I wanted it to be, it had to be a choice without obvious benefit to himself if he chose to act, and one that would put Bruno - an incredibly durable boulder - into a vulnerable position.

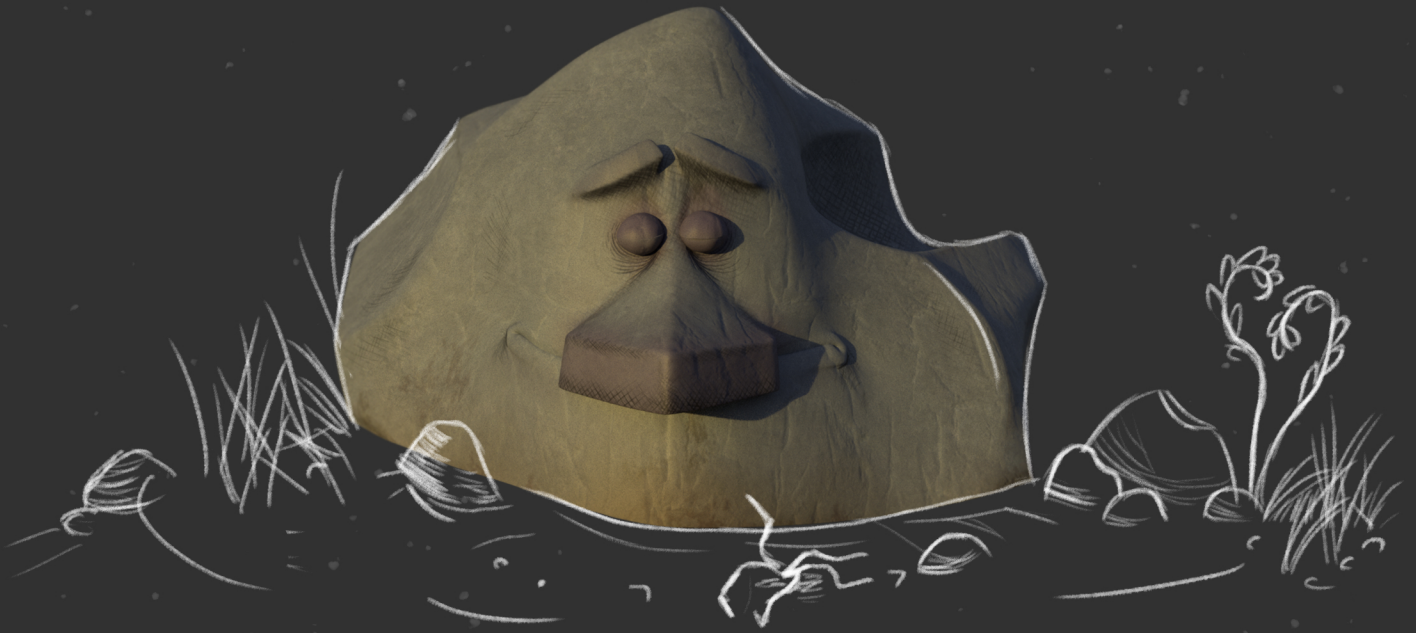
Though the film mainly focuses on the shift that takes place within Bruno’s character, I also knew that I wanted both characters to change in some way as a result of their interactions with one another. Our main character changes in a much more obvious and visual way, but I think you’ll find that our bird learns things as well, and comes out the other end with a new perspective of her own.

By the end of its development, “Shift” ended up naturally packed with important themes and ideas, including the value of respecting boundaries, as well as the mutual benefit of taking the time to understand somebody else’s situation. If there’s one thing I’d like people to get out of Shift, it’s the idea that it’s never too late to change, and nobody should expect themselves to be consistent within their old perspective if they learn something new. Even if you’ve been a rock for millions of years, that doesn’t diminish the value of your new choices in the present.

Cam Swartz

SYNOPSIS

The short film “Shift” is a short glimpse into a pivotal moment in the life of Bruno, a living boulder, whose perpetual existence is the root of a bit of separation between himself and the living and growing world around him.

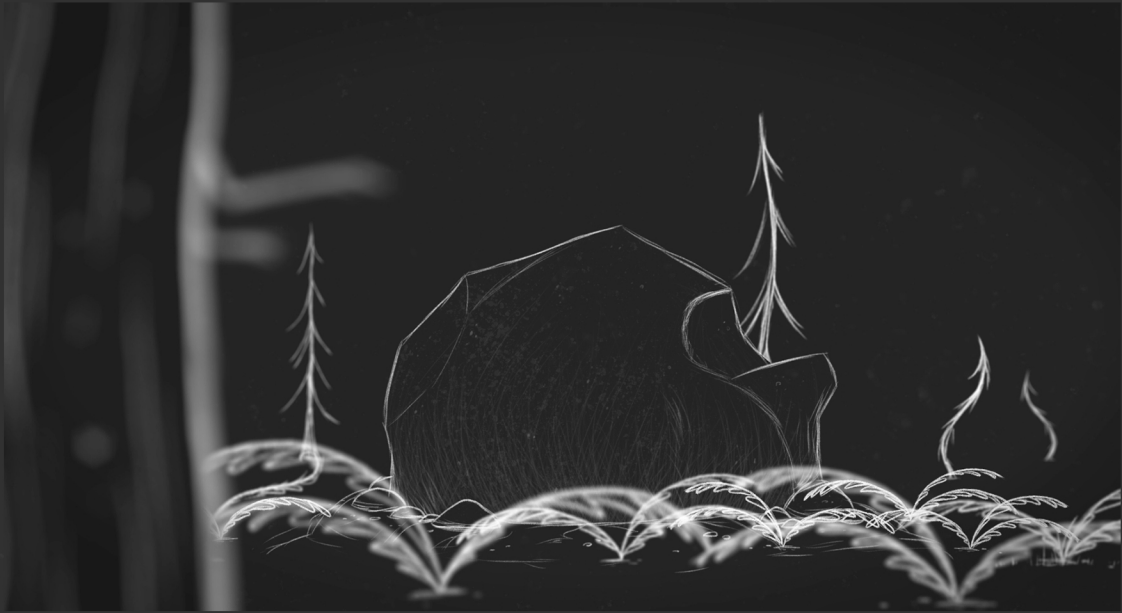


Our story begins when Bruno’s peace is interrupted by the presence of a rowdy bird, who we’ve named Dorothy. He’s used to seeing wildlife, but he soon discovers what sets her apart - this bird ends up directly interacting with him, and uses him as a perch. By the end of the film, he finds himself forced to make a choice between his own stability, and the lives and safety of others - and he emerges with new depth to his personality, as well as a new perception of the world.

“Shift” was created and directed by Cam Swartz at the Savannah College of Art and Design. With 27 people, and an original team of 12, “Shift” was lovingly crafted into the animated short film it is today.



FILM STILLS



FILM STILLs



<https://vimeo.com/manage/videos/555441186>

TECHNICAL SPECIFICATIONS:

Running Time - 6:42

Type - 2D/3D Computer Animation

Software - Autodesk Maya, Arnold, Z-Brush, Houdini, Adobe Photoshop, Nuke, Adobe After Effects, Substance Painter

Language - English (no dialogue)

Country of Origin - United States of America

Colour - SRGB Colou

Screening Format - FHD 1080p DCP

Aspect Ratio - 16:9 DCP

Sound - Stereo 2.0

Copyright - Savannah College of Art and Design





cam-swartz.com

CAM SWARTZ

Director, Storyboarder, Animator

Cam Swartz is proud to make his directorial debut with his original story, "Shift." Born and raised in western Pennsylvania, the world of "Shift" has taken several elements from the forests he grew up in. At the Savannah College of Art and Design, he earned his BFA in Animation in 2021, and throughout his years there discovered that his passion for character acting and capturing emotion also expanded to a love for storyboarding. Aside from "Shift," Cam has also worked on "Bearly" and "Legs," two other animated short films. He would like to thank his crew, as well as everybody who has contributed to the development of this film. He is absolutely thrilled to share "Shift," and is looking eagerly to the future!



bayleebuschmann.com

BAYLEE BUSCHMANN

Animator, Lead Texture Artist

Baylee Buschmann is a 3D animator from a small town in northern Minnesota. Baylee earned her B.F.A in Animation in 2021 from Savannah College of Art and Design. During Baylee's time at SCAD, she contributed to various projects such as SCAD Animation Studio's short film 'Hex Limit' and being the Art Director for an unannounced collaborative project. Baylee began work on 'Shift' in the summer of 2020, where she worked as an Animator and Lead Texture Artist.



caydencooks.com

CAYDEN COOK

Modeler, Character Designer, Rigger

Cayden Cook is a 3D Modeler and Character Designer from Charleston, South Carolina. He's earned a BFA in Animation with a concentration in 3D Modeling at the Savannah College of Art and Design and has an Associates' degree in Commercial Graphics. At SCAD, he studied Art History, Life Drawing and worked with fellow students with modeling and texturing on a collaborative film called Legs. Cayden joined the 'Shift' production crew in the Summer of 2020, where he had the opportunity to Design, Model, and Rig some of the characters and assets for the film.



dagnyrigs.com

DAGNY LYTLE

Rigger, Composer

Dagny Lytle is a 3D Rigging Artist, who was born in Idaho but spent most of her life in New York. She recently graduated in 2021 from Savannah College of Art and Design (SCAD) with a B.F.A in Animation. In Summer 2019, Dagny joined iD Tech Camps as an instructor teaching 3D modeling, printing, and animation to students between the ages of 8 and 18. While at SCAD, Dagny had the opportunity to learn about her various passions, such as rigging, and she was a Producer and Rigging Artist on a small student film called "Pirates of the 7 Seasonings." In the summer of 2020, Dagny joined the production crew for "Shift," where she would work as a Rigging Artist and Composer.



glytchbot.com

GLENN LYNCH

Co-Producer, Animator, Modeler

Glenn Lynch is a 3D Animator from San Juan, Puerto Rico. He graduated the Savannah College of Art and Design with a BFA in Animation in 2021. During his time at SCAD, he collaborated with fellow students on multiple projects which led him to work for Taiko Studios as a freelance 3D Animator during his senior year. "Shift" started production in the summer of 2020 where he started working multiple roles. He was later brought up to Co-Produce this ambitious film while contributing to the film's animation and modeling.



devinjohnstonart.com

DEVIN JOHNSTON

Art Director, Lead Lighter, Texture Artist

Devin Johnston is a Lighting Artist who grew up in the San Francisco Bay Area, and now lives in scenic Lake Tahoe, California. Devin graduated with a B.F.A. in Animation with a concentration in Technical Animation from the Savannah College of Art and Design in 2021. During her time at SCAD, Devin worked as a lighting artist on SCAD Animation Studios' first animated short film 'Bearly', and freelanced lighting on the 2020 animated capstone film 'Juanion'. A little over a month before she graduated, Devin started working remotely as a Production Intern for the visual development team at Base Animation on an animated feature film that has yet to be announced. Devin joined the production of 'Shift' in summer 2020, where she served as the Art Director and Lead Lighting Artist, as well as a Look Development Artist and Compositor.



leahpapp.com

LEAH PAPP

3D Modeler, Lighter

Leah Papp is a 3D Character and Environment Modeler from Georgia. Leah earned her B.F.A. in Animation in 2021 from the Savannah College of Art and Design. While studying at SCAD, Leah worked on three collaborative short films and took on many roles such as Modeler, Texture Artist, Lighter, and Animator. Leah also joined Animation Libation Studios as a 3D Modeler and Texture Artist intern for an episodic show during her senior year. Working on the short film "Shift" gave Leah the opportunity to model five rock characters for the film, including the main character, Bruno.



katelinrank.com

KATELIN RANK

3D Modeler, Texture Artist, Lighter

Katelin Rank is 3D Modeler who spent most of her life in Garrett County Maryland. Katelin earned her B.F.A in Animation in 2021 from Savannah College of Art and Design. At SCAD Katelin engaged in various projects like the short 'AXE'D', SCAD Animation Studios 'Bearly', and VR project 'Enter the Oligocene'. Katelin displayed many talents throughout the making of 'Shift' but mainly contributed in Modeling, Texturing, and Lighting.



nickandrewballard.wixsite.com

NICK BALLARD

Animator, Lighter, 3D Modeler

Nicholas Ballard is a 3D animator who grew up in Jackson, TN near Nashville the city of music. Nick graduated from Savannah College of Art and Design with a B.F.A. in animation in 2021. During Nick's degree, he contributed to a variety of projects, such as the game "Scion of the Eldritch" and the short film "A Witch's Luck." Nick started working on "Shift" in the Summer of 2020, where he primarily helped with Animation, Lighting, and Modeling.



peter.kerkvliet.us/

PETER KERKVLIET

Co-Producer, 3D Animator, Rigger

Peter Kerkvliet is a 3D Character Animator who grew up near the Twin Cities in Minnesota. Peter earned his B.F.A in Animation in 2021 from Savannah College of Art and Design. At SCAD Peter had the opportunity to work in games, VFX, and lead the animation team for SCAD Animation Studio's first short film 'Bearly'. During the summer of 2020, Peter interned with Vicarious Visions/Activision where he had the opportunity to learn and work with the cinematic animation department. Peter joined 'Shift' in the summer of 2020 where he would Co-Produce, Animate, and Rig.



talshenholz.com

TAL SHENHOLZ

VFX Lead, 3D Modeler, Texture Artist

Tal Shenholz is a 3D Modeler and Texture Artist who is from Tel Aviv, Israel. Tal earned his B.F.A in Animation in 2021 from Savannah College of Art and Design. Tal started his journey in SCAD in the Hong Kong campus, and only in his second year Tal Shifted to the Savannah campus. In the Savannah campus, Tal was a part of multiple projects including the video game "Black Haven" and the short animation film "Axe'd" where Tal served as a 3D Modeler and a Texture Artist in both. Tal joined 'Shift' in the summer of 2020 where he would become the VFX Lead in addition to the 3D modeling and texturing tasks.



zhaotongzuo.com

ZHAOTONG ZUO

3D Modeler, Texture Artist

Zhaotong Zuo is a 3D Character and Environment Modeler from Guangdong, China. Zhaotong earned her B.F.A in Animation in 2021 from Savannah College of Art and Design and now living in Shanghai, China. Zhaotong Started her studies at SCAD in the Atlanta campus, and transferred to Savannah in the senior year. During her time in SCAD, Zhaotong devoted herself to researching and learning 3D animation technology, such as modeling, texturing, lighting, CG animation and game animation technology. Zhaotong joined "Shift" in the summer of 2020, where she had the opportunity to design and create model and texturing in the film.

FULL CREW CREDITS

DIRECTED BY

Cam Swartz



PRODUCED BY

Peter Kerkvliet
Glenn Lynch

ART DIRECTOR

Devin Johnston

TEXTURING LEAD

Baylee Buschmann

VFX LEAD

Tal Shenholz

COMPOSITING LEAD

Lauren Prestenbach

A FILM BY

Cayden Cook

Dagny Lytle

Katelin Rank

Leah Papp

Nicholas Ballard

Zhaotong Zuo

IN COLLABORATION WITH

Molly Cooper

Yanni Fong

James Johnson

Tara Maake

Sam Ming

Cade Parker

Meagan Shawron

Mason Smigel

Stanley Soendoro

Shannon Widajaja

VOICE TALENT

Andy Nesky

Alex Swartz

FACULTY ADVISOR

John Webber



SOUND DESIGN & SCORE

Harly McCumber

SPECIAL THANKS

Lance the Ferret

Kevin Leal

Camryn Miller

Bernardo Warman

Chasta & Ollie

Thomas Messeguer

Sunnie

Chewie

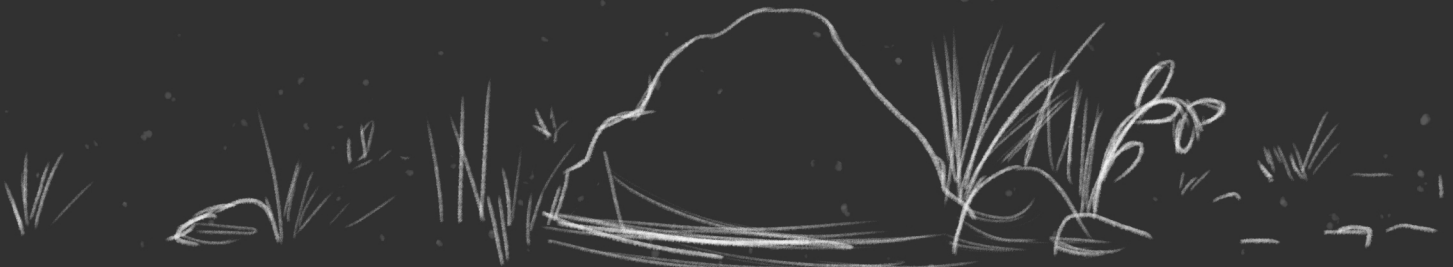
Obe

Chris Gallagher

Hal Kujawski

Cameron Brown

Our Friends & Families



FAQ'S

Why did you want to make this film?

We wanted to make an animated film that has a relevant message while pushing the technical and creative boundaries of animation. Cam Swartz, the Director, strived to tell a compelling story, while the remaining members brought his story to life! This film required crew members to shift out of their comfort zones and learn new software, work in new parts of the pipeline and work collaboratively all online.

What was the biggest challenge?

The biggest challenge the crew overcame was working in an all-virtual environment. Starting with twelve creatives to bring 'Shift' to fruition was a daunting challenge; but, working to communicate with members around the globe was even more daunting! With our enthusiasm, we would collaborate through Shotgun, Dropbox, Zoom meetings, Discord messaging, and Discord chat! These production and communication tools allowed us to give feedback and continue to march forward through production.

What was the best part of making Shift?

The best part of making 'Shift' was the crew! While we could not be in person, we grew together through late-night work sessions, game nights, and through jokes! The memes-off-topic Discord channel was a fantastic way to share funny memes, provided rock-solid jokes, and create a sense of family while miles apart.

What should the audience take away from Shift?

With film, everybody will take something unique away from the experience, which is part of the magic of a filmmaker. We packed valued themes and ideas, including the value of respecting boundaries, as well as the mutual benefit of placing yourself in another person's shoes. The core message we want the audience to take away is that even if you have been a rock settled in your ways for millions of years, it is never too late to change your perspective and establish a new way of living.

- Shift Crew





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