

Alone

子時の宵
in the Night

JIA RUAN · AARON THOMAS ·
FRANCES LAFONTAINE ·
GRIFFEN PRICE · KASEN
LAU · SHELBY CHANDLER ·
XINGYUE WANG · XUEZHOU
CHEN · JASON KWOK



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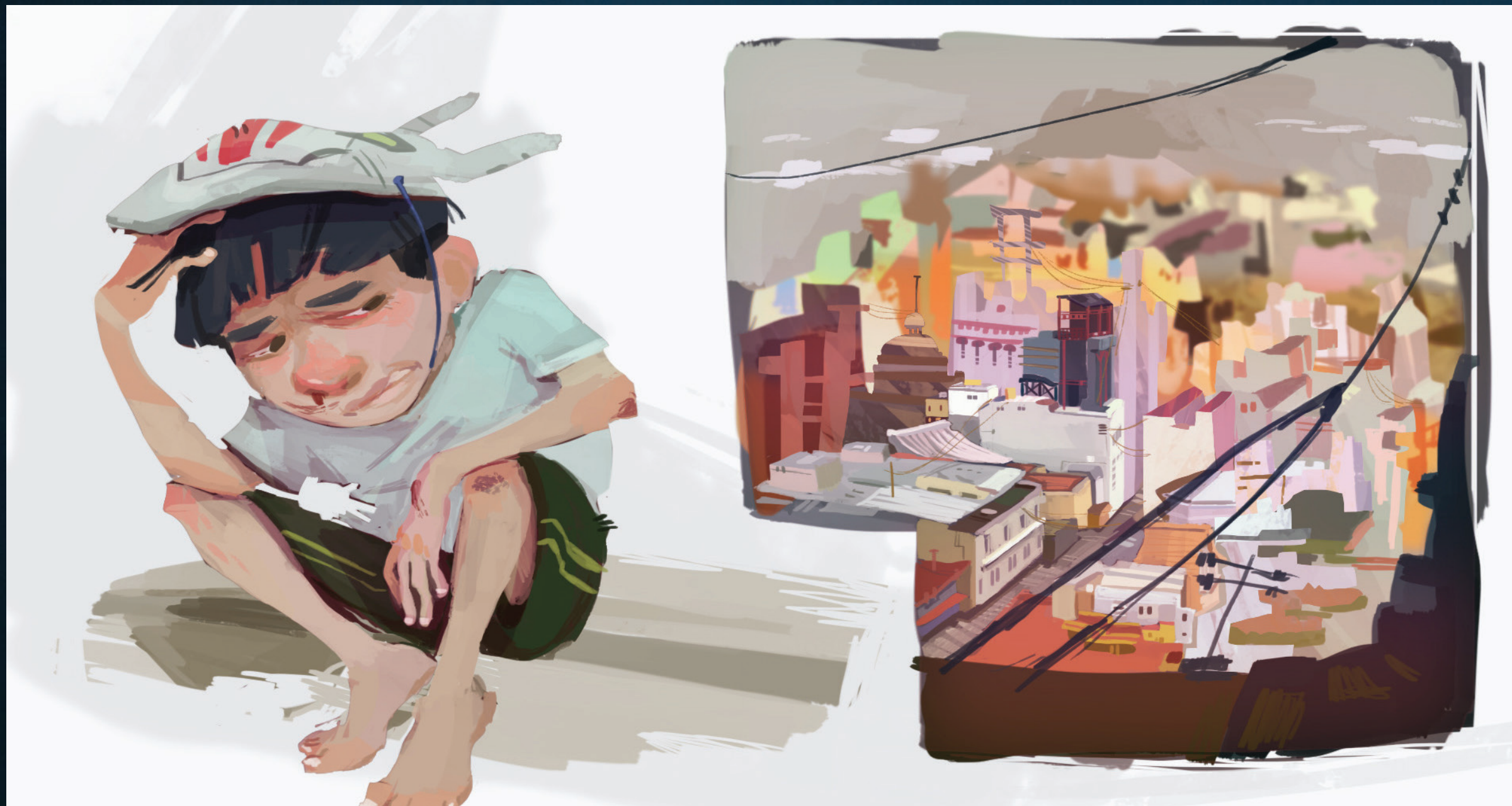
LOGLINE

A young boy flees his abusive father, but ends up in a mysterious and dangerous netherworld.

SYNOPSIS

Kenzo is a small child in urban Japan at the mercy of his aggressive father. One night, he flees into the city, and meets a strange mask seller. Putting it on, he is transported into a mysterious other world, where he must confront his fears in the form of a deadly samurai.

Art by
Sofia Apze,
Xuezhou
"Allen" Chen,
and Griffen Price



FILM DETAILS

Director: Jia Ruan

Genre: Drama

Duration: 3:04

Language: No Dialogue

Screening Format:

Wraptor DCP Digital Cinema

1920 x 1080p (Full HD), Stereo

School Produced:

Savannah College of Art and Design (SCAD)

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Art by Xuezhou "Allen" Chen

CHARACTERS

KENZO

Our hero and the
emotional core
of the film



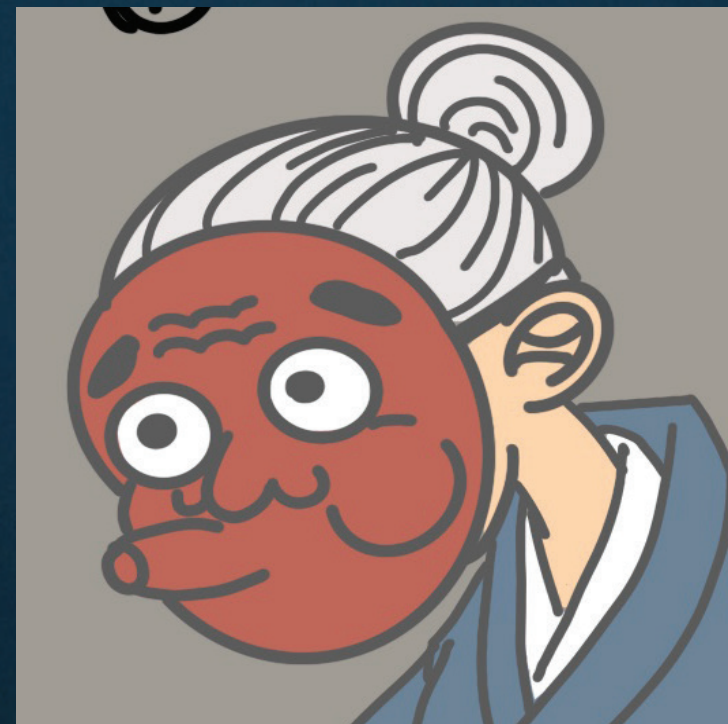
KENZO'S DAD

The villain, an
ever-looming threat



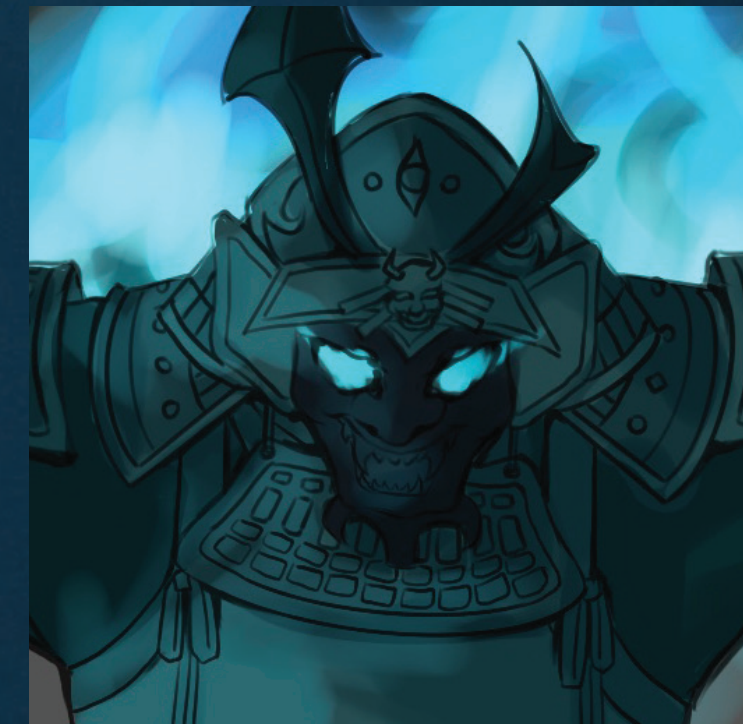
MASK VENDOR

A mysterious character,
and important source
of levity



THE SAMURAI

A symbol of
Kenzo's troubles, an
otherworldly demon



OUR TEAM

AARON THOMAS

Lighting Lead // Layout Artist // Environment Modeler

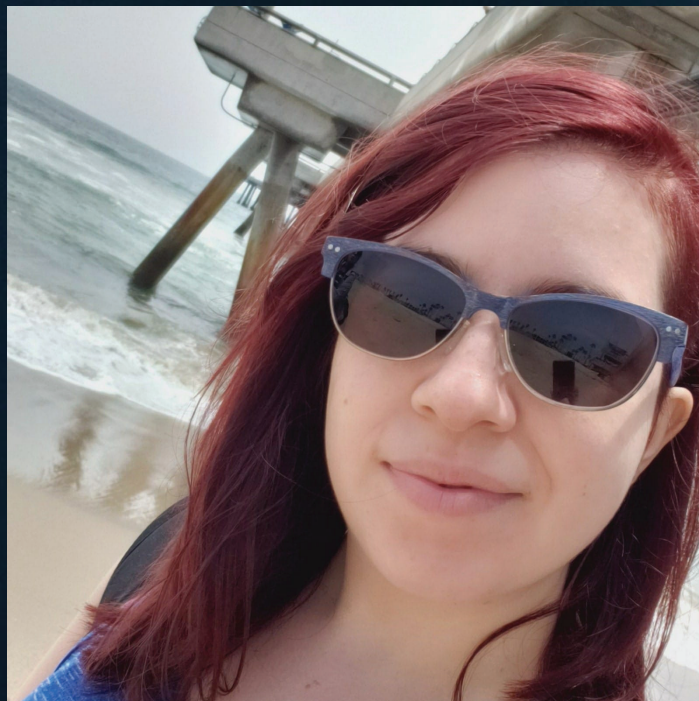
My name is Aaron Thomas, and I am a soon to be graduating senior. I am a Lighting Artist assisting in shot lighting and master lighting for animated films including *Hex Limit* and *Alone In The Night*. Follow me on LinkedIn to view more work and keep up to date with where I'll be taking my career.



FRANCES LAFONTAINE

Character Modeler // Texture Artist

I am originally from Bayamon, Puerto Rico. I have been living in Savannah Georgia for the last 7 years to pursue a career in animation and it has been an excellent experience working with such a talented and dedicated crew. My favorite part of the film was 3D modeling the mask salesman, and I look forward to becoming a 3D modeler for gaming companies in the future.



GRIFFEN PRICE

Concept Artist // Storyboard Artist // Graphic Designer

Hi, I'm Griffen Price. I'm from Nashville, Tennessee. I loved my work with the artwork for the credits of our film, and making each slide pop. In my off time, I enjoy Dungeons and Dragons, house plants, and learning about urban design. I am ready to become a visual development artist for 2D television or even video game production. I'm excited to see where my career takes me.



OUR TEAM

JIA RUAN

Story Lead // Animation Lead // Layout Lead

My name is Jia Ruan and I am from mainland China, but I am currently living in Savannah, GA. My focus lies in 3D character animation and layout. I enjoy watching anime and playing games on Nintendo Switch or PlayStation. My favorite part of making this film is the 3D pre-vis process, which constructs the foundation of visual storytelling and transform our 2D visions into a 3D world.



KASEN LAU

Environment/Prop Modeler // Graphic Designer // Character Animator

My name is Kasen Lau and I am from Malaysia. I aspire to merge my knowledge in 3D modeling with Fashion in order to pioneer a path in digital fashion. As an introvert, I like to spend my time finding inspiration from aesthetically oriented social media. My favorite part of the film would be the sudden shift into the monotone shrine scene as well as the masks that I modeled for Kenzo and the mask shop.



OUR TEAM



XINGYUE WANG

Texture Artist // Concept Artist

I come from Sichuan, China, I'm a concept artist and texture artist for the team. I would really love to design more characters and backgrounds for my future career. I enjoy cosplay in my free time, and also I am learning photography independently. My favorite part of our film is the beginning part of the shrine. and I really love the transition into that scene.

XUEZHOU "ALLEN" CHEN

Character Modeler // Environment/Prop Modeler // Texture Artist

Hello, my name is Xuezhou Chen. I am from China, and was responsible for making the models and texture of characters, environment, and props on the film. I really enjoyed model making, and the process of constantly challenging myself and learning in the animation pipeline. I enjoy drawing, reading manga, and making models. In the future, I want to make 3D models for movies or games.



TECHNICAL TEAM



BRANDON KOLACZEWSKI

Character Rigging

Hi, I'm Brandon Kolaczewski from Libertyville, Illinois. On *Alone in the Night*, I was responsible for setting up the rigs for the characters in the film and the fire effects for the Samurai, and I'm hoping to become a Game Animator after SCAD. My favorite part of the film is the sequence where Kenzo faces off against the Samurai, as I enjoy the animation of that sequence.

MARCUS SINISCALCHI

Supervising Sound Editor

Hi I'm Marcus from upstate New York! I am a sound designer with a focus in recording and editing. My favorite part of the film was definitely the fight scene between the samurai and Kenzo. I had a great time mixing that section, and I know my editors had a lot of fun bringing it to life. When I'm not sound designing, I play a lot of video games, write music, and I spend a lot of time camping and hiking.



SHANNON WIDJAJA

Texture Lead // Look Development // Technical Direction

Hi everyone! My name is Shannon Widjaja and I'm the Look Development Lead and Lighting Artist for *Alone in The Night*. I'm a junior animation student from Jakarta, Indonesia who is very passionate about creating immersive worlds. The street scene is one of my favorite environments to work on because of the richness and variety of the colors in the set. Work aside, I love playing open-world games, watching movies, and cooking in my free time.

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CONTACT

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