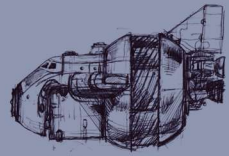


SPACE RODENTS



The adventures of two mice on a rotten space ship.



SPACE RODENTS

TV series, thirteen episodes, 22 minutes each.



Synopsis

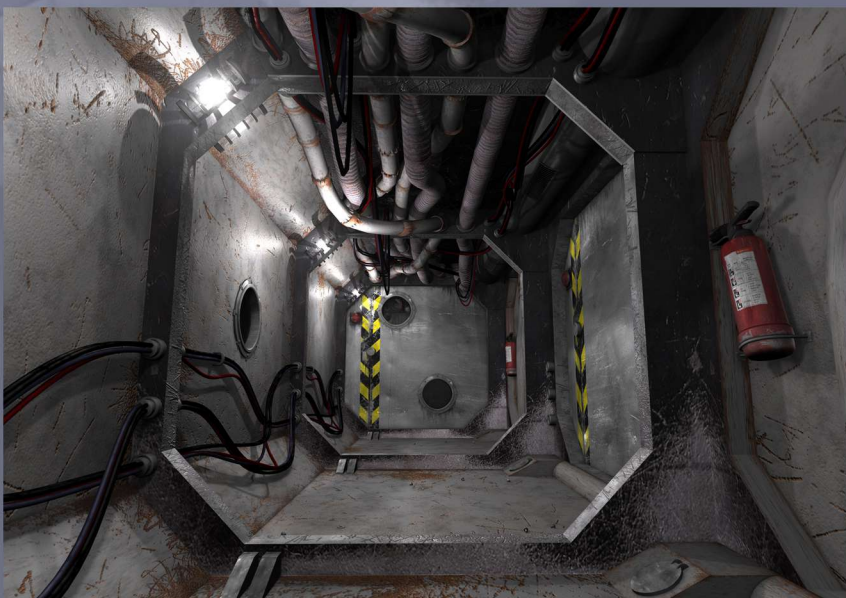
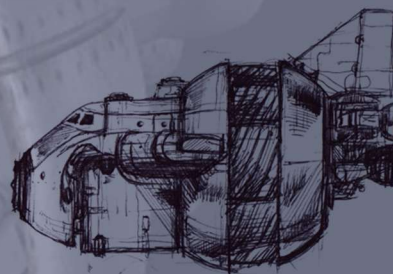
The adventures of two mice stowaways on a rotten space ship. Forced to form a team with two "legal" inhabitants: a lab rat and the captain's cat.

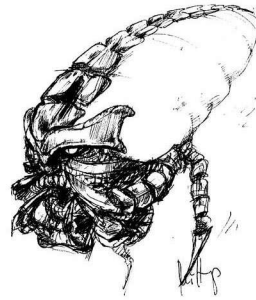
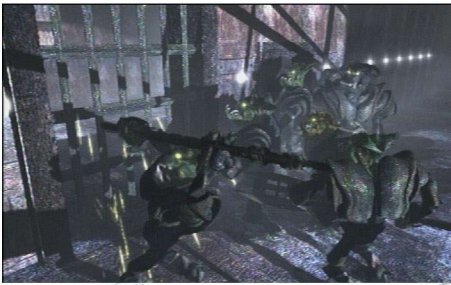
Animals in a human-made artificial environment. Experiencing adventures, the human crew is totally oblivious to. Solving the human-made problems. Saving the human crew from dangers they didn't even know they were in.

A combination of life action and animation. Human actors and real studio sets combined with little furry CG creatures and big CG exterior sets.

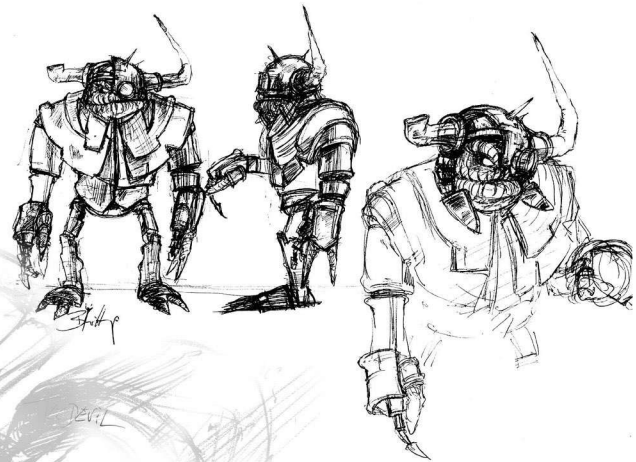
Little antagonisms, sitcom-style dialogues and encounters with bizarre lifeforms give the basic formula for the stories.

Stuff to hold the attention of a younger audience, from eight years upwards. But also appealing to their parents and grandparents...

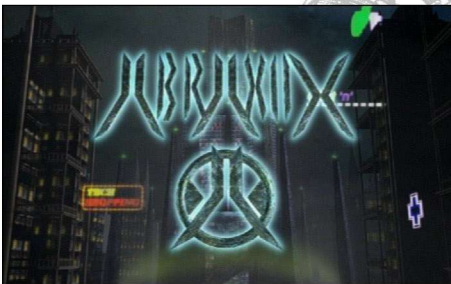


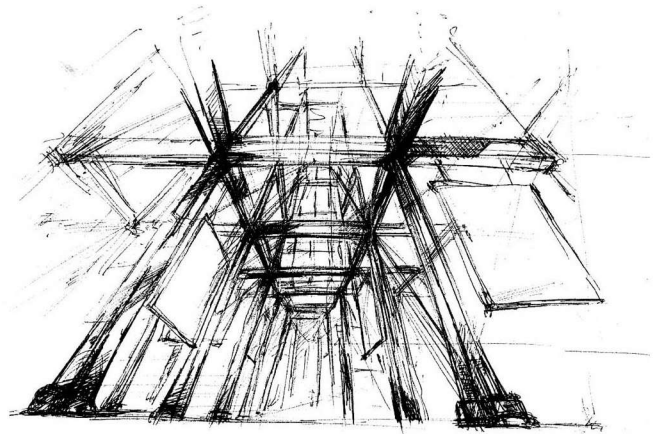
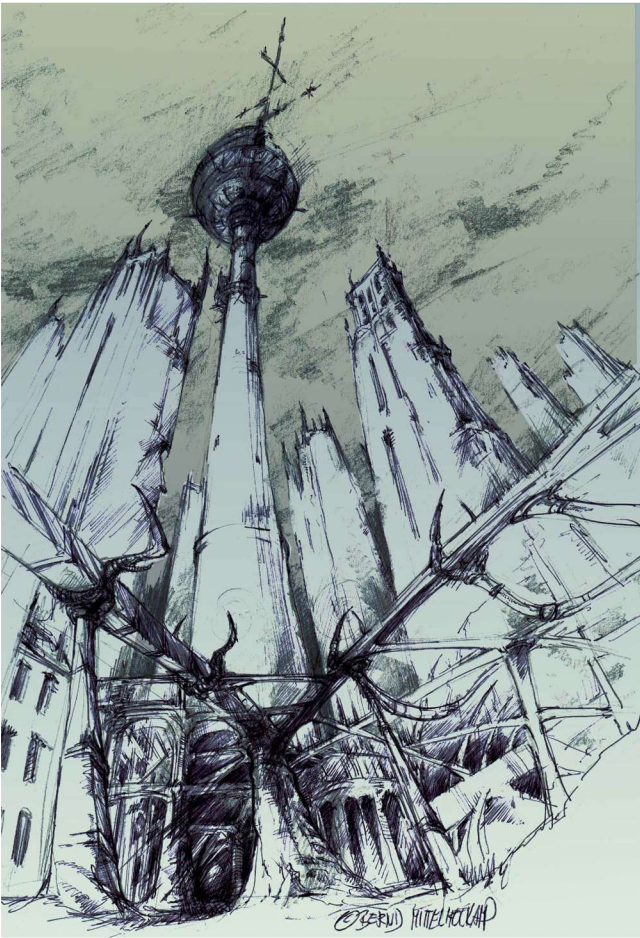


ZERBERUS
VERSION 2

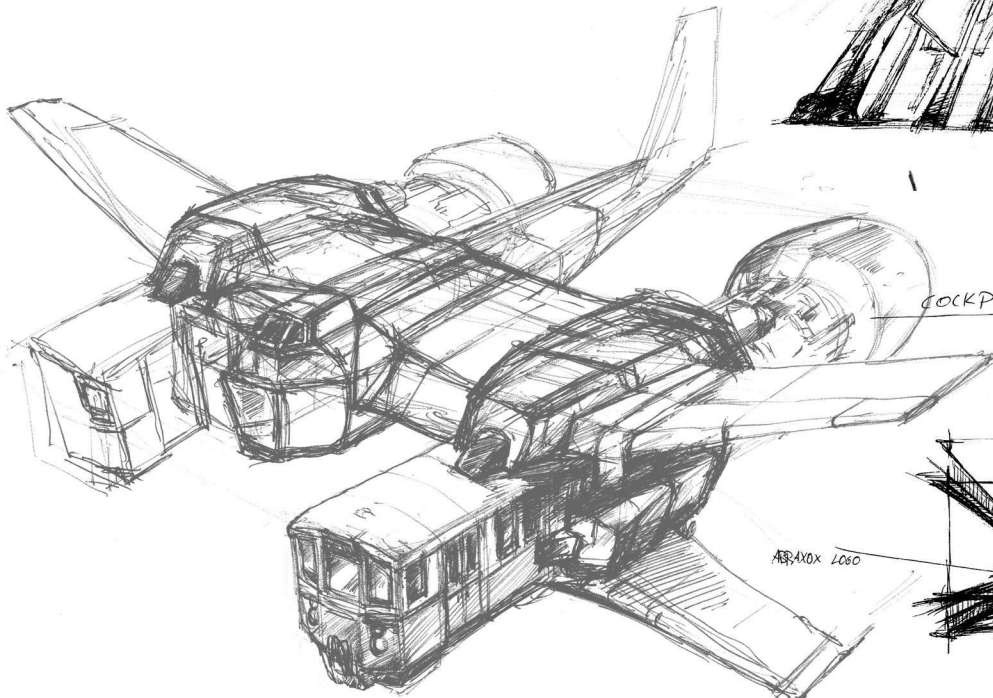


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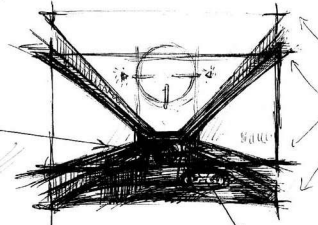


1. Gallerie



COCKPIT HELICO P

FADENKREUZ ANIMIERT O
BLINKENDE PFEILE RECHTS + LINKS



CA 16/9 CA 4/3

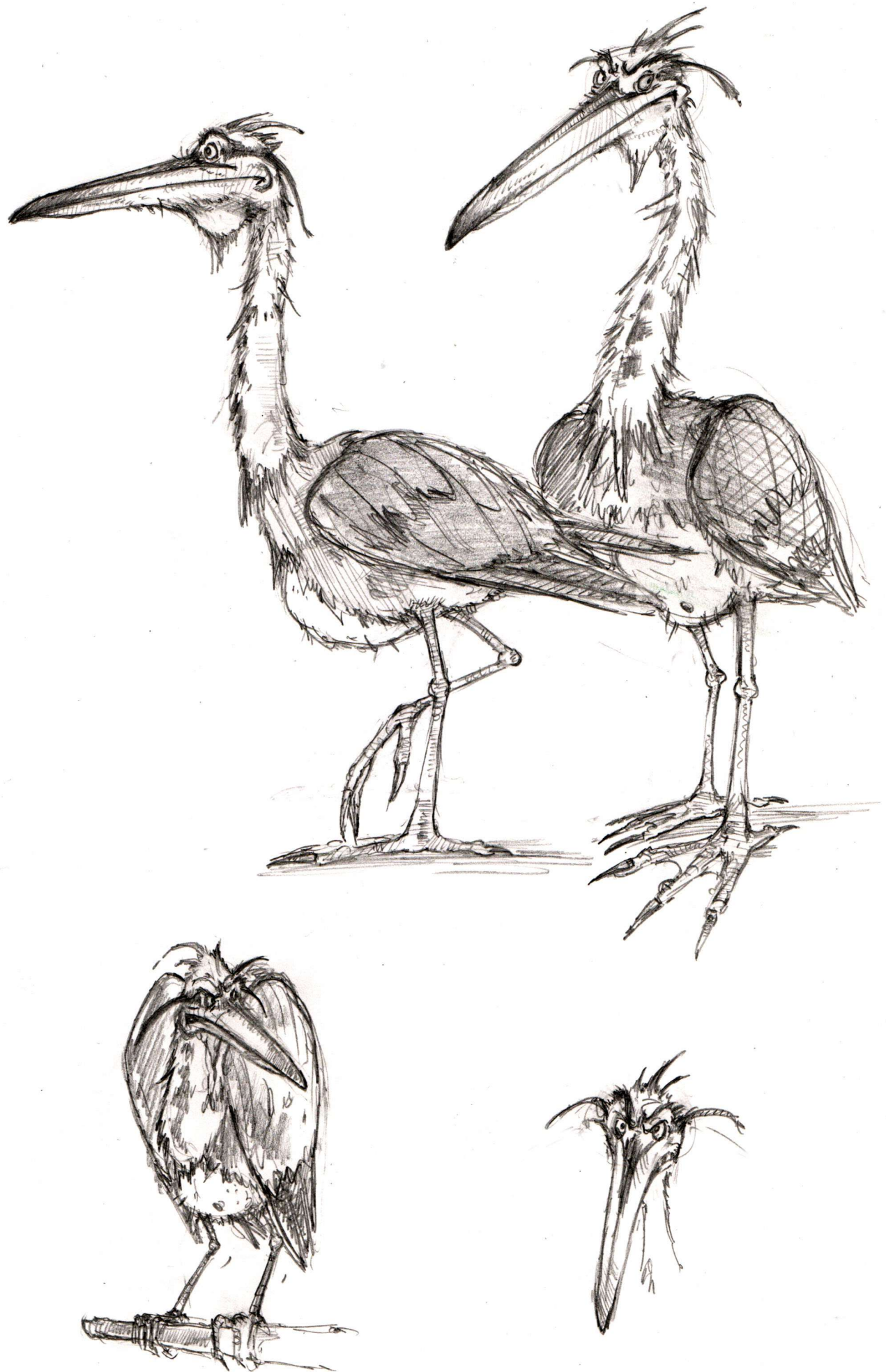
ABRAXOX LOGO



EVL. "STEUERELEMENT" BLINKY BLINKY

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Info: Harry the Heron, a design for my short Dogfight. Planned as a teaser for 4k-Animations feature film Green Team. I wrote the story, did the character designs and storyboard for the complete teaser. It was never produced.

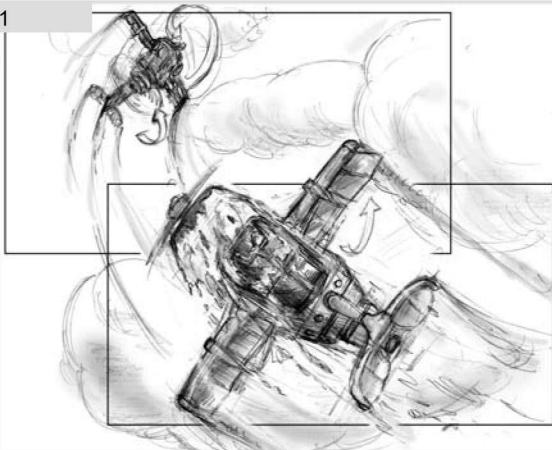


DOG FIGHT

Storyboard 11.08.2008

page 8

Shot 29.1



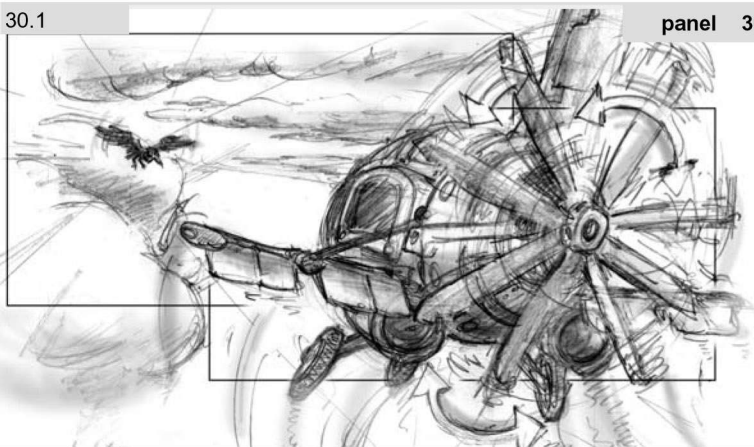
panel 29

text The cockpit is closed. The plane pulls up. OS.

dialog JACK
"...I gonna show you!" The plane pulls up. OS.

note

Shot 30.1



panel 30

text OTS plane: it rushes into Frame. And comes to a stop in mid air. HARRY is standing in the air some yards away.

dialog

note

Shot 31.1



panel 31

text OTS Harry as he "kicks the throttle".

dialog

note

Shot 32.1



panel 32

text CU JACKS face, still sticky with white shit, looking grim.

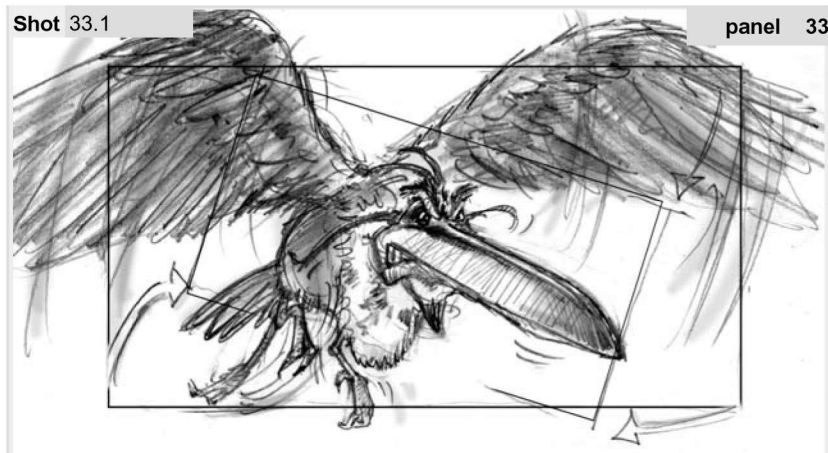
dialog JACK
"Let 'em come..."

note

DOG FIGHT

Storyboard 11.08.2008

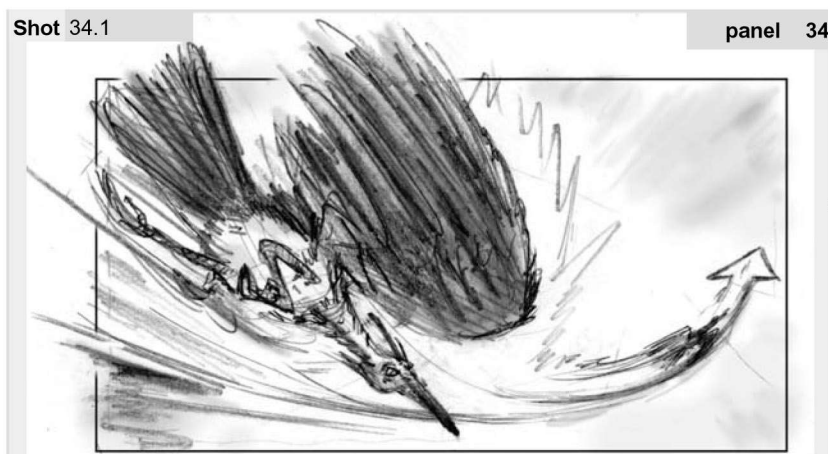
page 9



text CU HARRY'S face, looking grim, a cruel smile on his face.

dialog

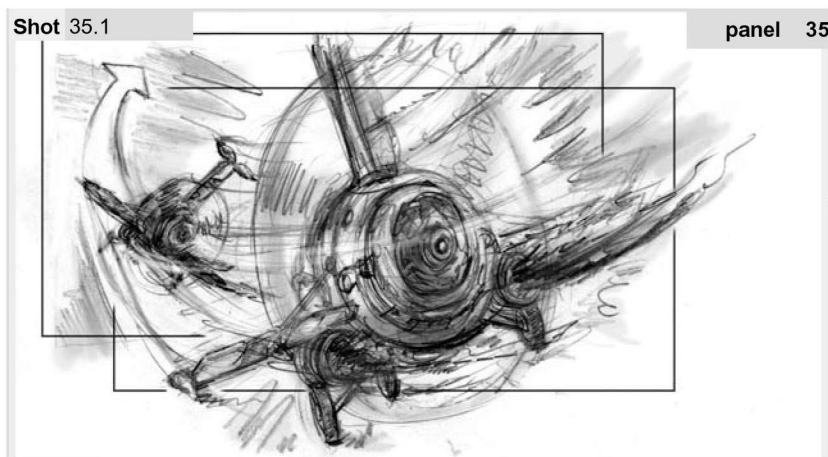
note



text OTS HARRY as he "cuts the lever", accelerating fast.

dialog

note



text OTS plane as it accelerates fast.

dialog

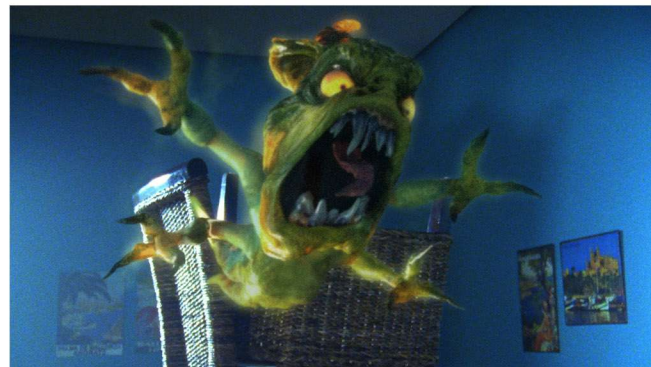
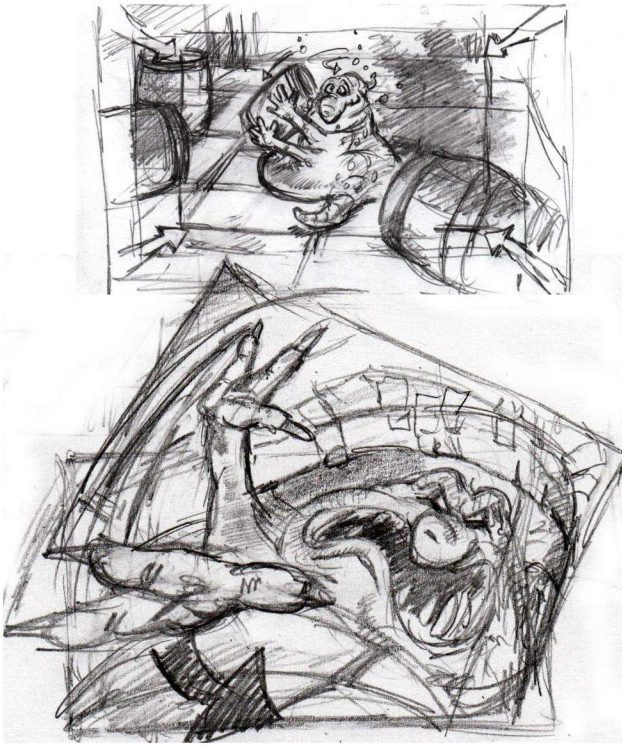
note



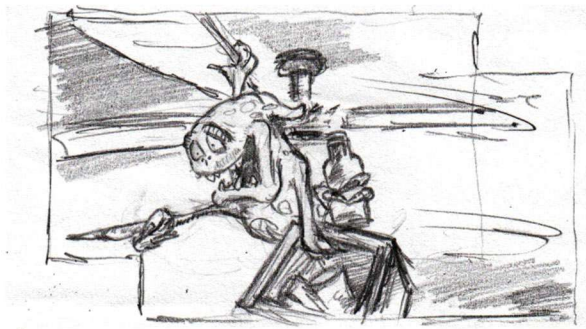
text CU HARRY'S face.

dialog

note



“Geister All Inclusive”: VFX by Chris Creatures GmbH



"Geister All Inclusive": VFX by Chris Creatures GmbH

GEISTER ALL INCLUSIVE

Storyboard 13.10.2009 incl. VFX Nr.

page 10

VFX 044.080

panel 37



shot 44 08

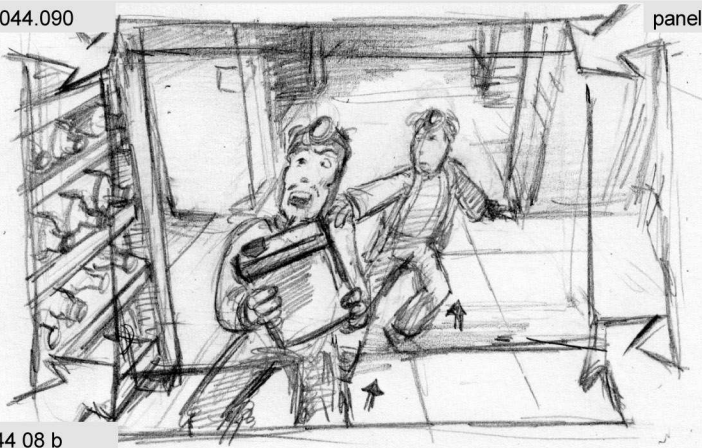
text Die HÖLLE bricht los. Blitzschnell, schockierend: Der knubbelige Geist fährt herum. Er wird schlagartig böse, wächst, verwandelt sich blitzschnell! Ein KOLOSS von einem Geist. Bedrohlich, schrecklich. ~~Totenschädel, Spinnenbeine, Klauen, Mäuler, Zähne ... Er reißt sein abnormes Maul auf und RÜUUULPST~~

dial.

note kein Rülpsen

VFX 044.090

panel 38



shot 44 08 b

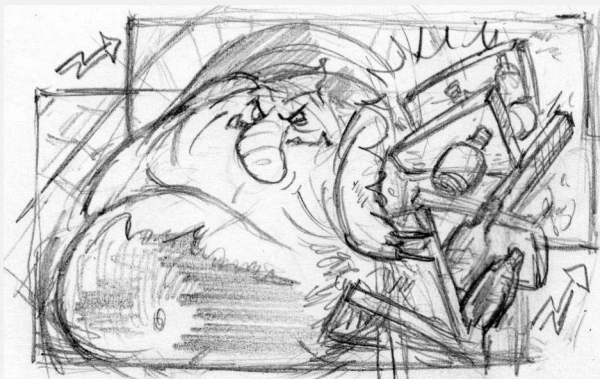
text

dial.

note neu

VFX 044.095

panel 39



shot 44 08 c

text

dial.

note neu
Geist reißt ein Regal um.

VFX

panel 40



shot 44 08 www.trickatelier.de - bernd mittelhockamp

text

dial.

note neu

VFX 044.100

panel 41



shot 44 08 e

text

dial.

note neu
Geist holt aus, schlägt zu.

VFX 044.105

panel 42



shot 44 08 g

text

dial.

note neu
Pfote erwischt M. und R

VFX

panel 43



shot 44 08 h

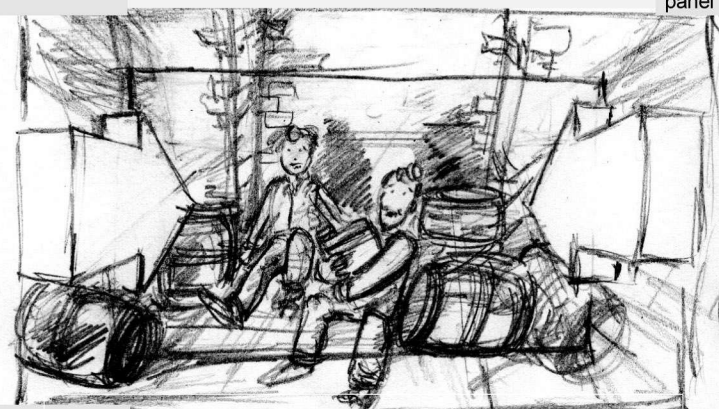
text ~~Michael und Ramon so laut an,~~ dass die beiden zurückfliegen und gegen den Fässerberg prallen, der in sich zusammen bricht.

dial.

note neu
M. und R. fliegen in die Fässer

VFX

panel 44



shot 44 09 www.trickatelier.de - bernd mittelhockamp

text

dial. MICHAEL (CONT'D)
Einer von uns Dreien hat hier krassen Mundgeruch!

note kein Rülpsen?

VFX 067.100

panel 145



shot 67 13

text Geist #1stürzt mit einem dritten Holzpflock auf Michael zu.

dial.

note

VFX 067.110

panel 146



shot 67 14

text Michael holt aus und befördert Geist #1 mit einem kräftigen Schlag...

dial.

note

VFX 067.111

panel 147



shot 67 15

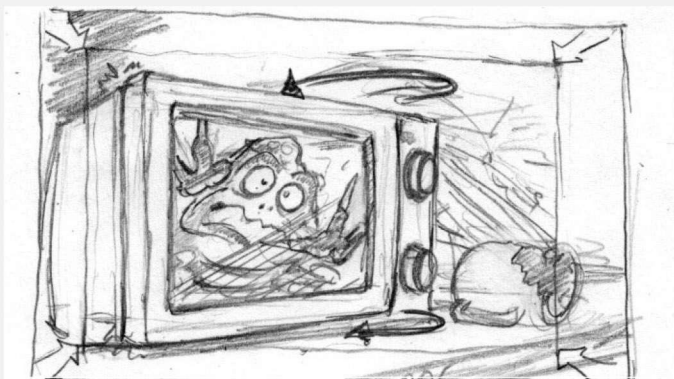
text in die Mikrowelle. Darüber bepisst sich Geist #3 am Ventilator vor Lachen. Benommen bleibt der Rüpelgeist #1 in...

dial.

note

VFX 067.111

panel 148



shot 76 15 www.trickatelier.de - bernd mittelhockamp

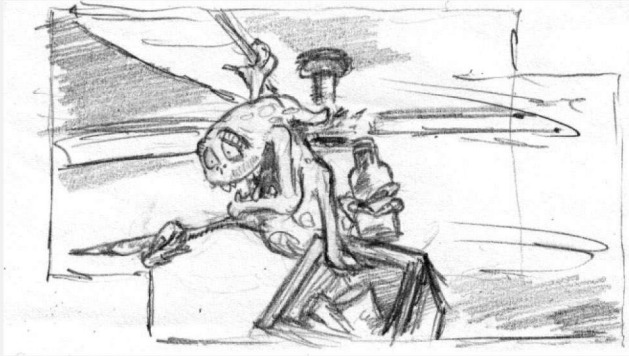
text ...der Mikrowelle liegen.

dial.

note

VFX 067.120

panel 149



shot 67 16

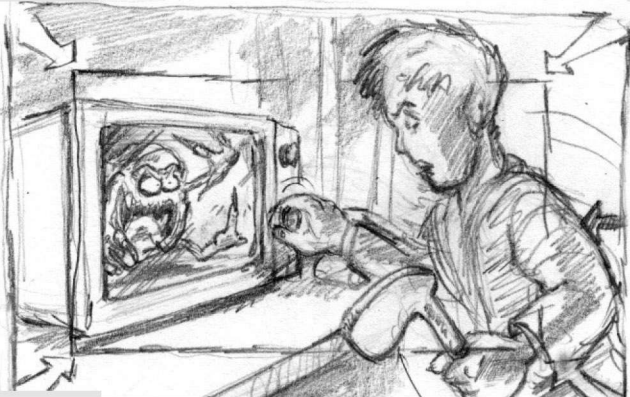
text

dial.

note

VFX 067.150

panel 150



shot 67 17

text Michael springt hin und schlägt die Tür zu. Zack, die Mikrowelle geht an.

dial.

note

VFX 067.150

panel 151



shot 67 17 con

text Der Geist quietscht erbärmlich und verwandelt sich mit einem PLOPP in einen Haufen rosa Schleim. PING! Essen fertig.

dial.

note

VFX

panel 152



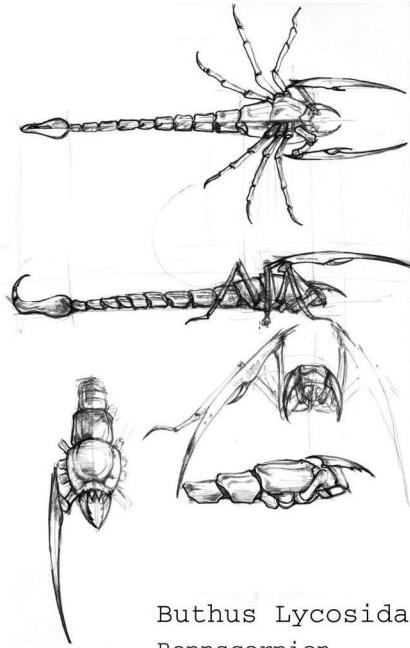
shot 67 18 www.trickatelier.de - bernd mittelhockamp

text

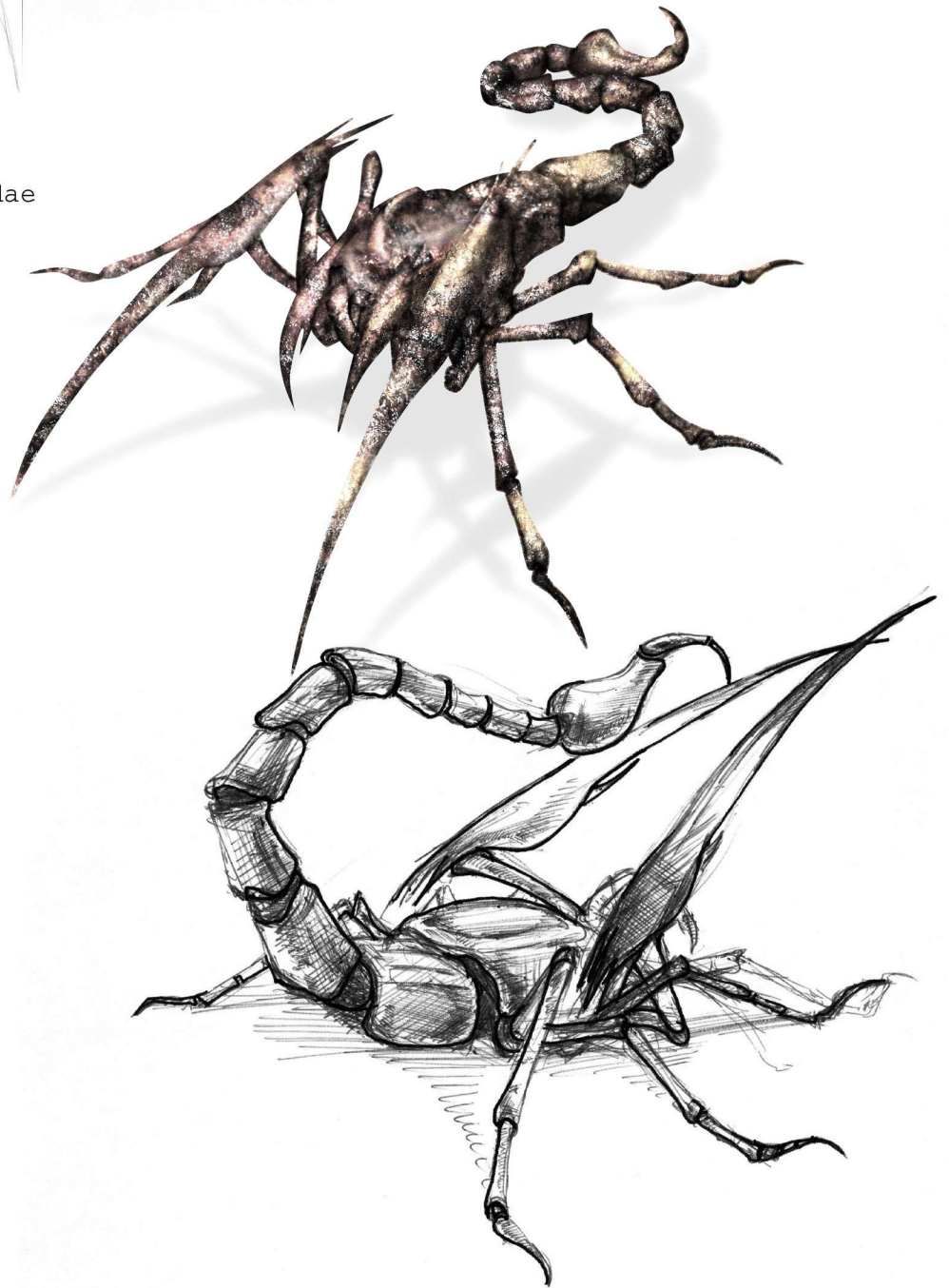
dial.

MICHAEL (CONT'D)
Kommt her, ihr Bastarde! Mal sehen,
wie euch ein 10ner Eisen schmeckt.

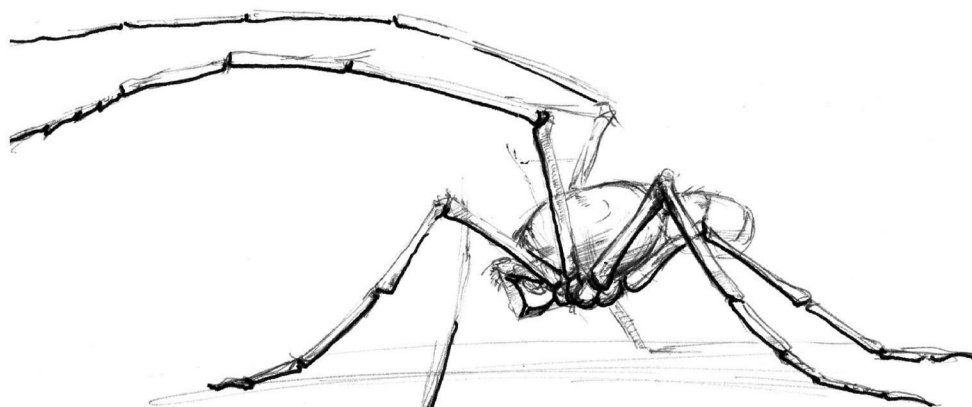
note



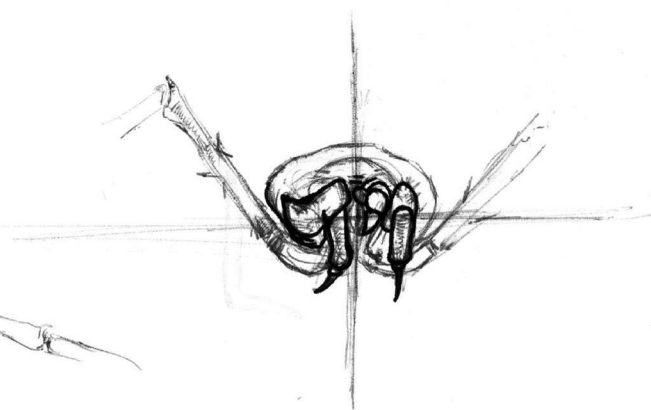
Buthus Lycosidae
Rennscorpion



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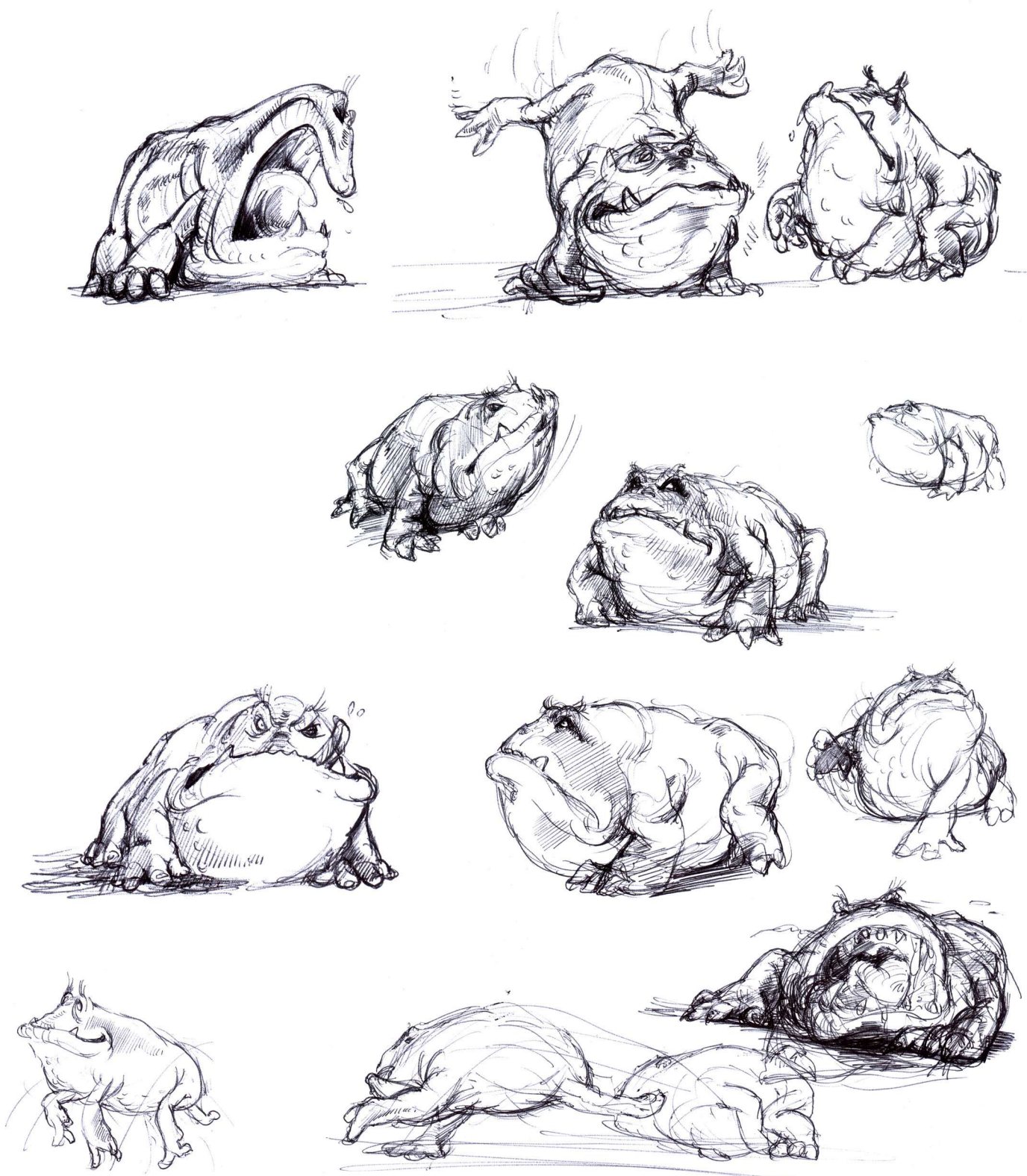


Lycosida Caeca
Blinde Wolfspinne

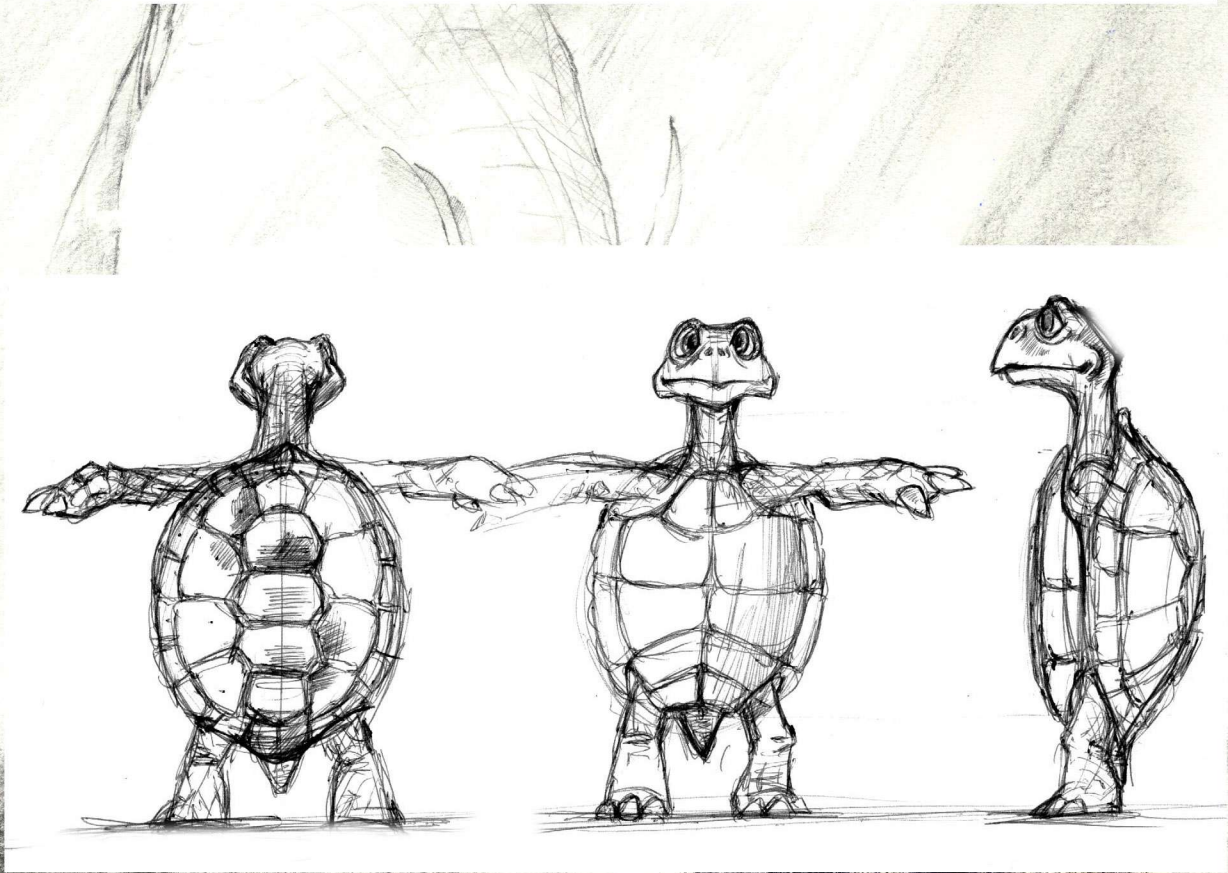
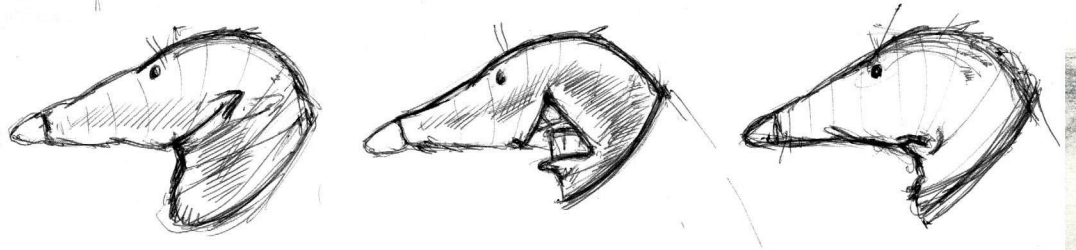
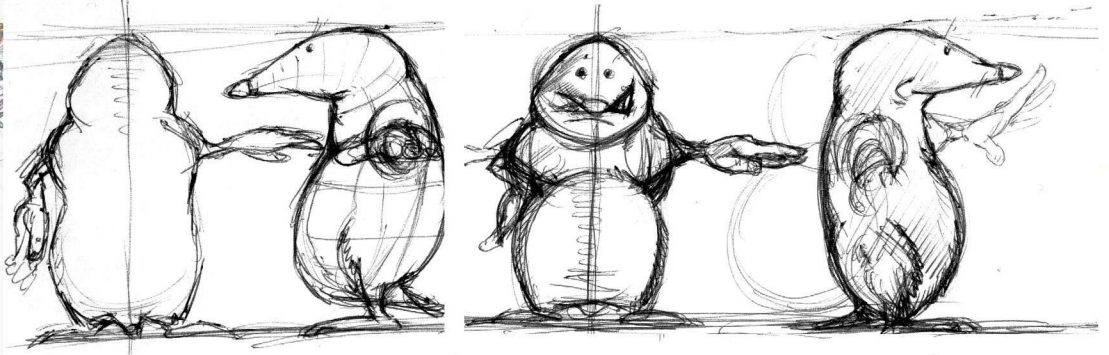
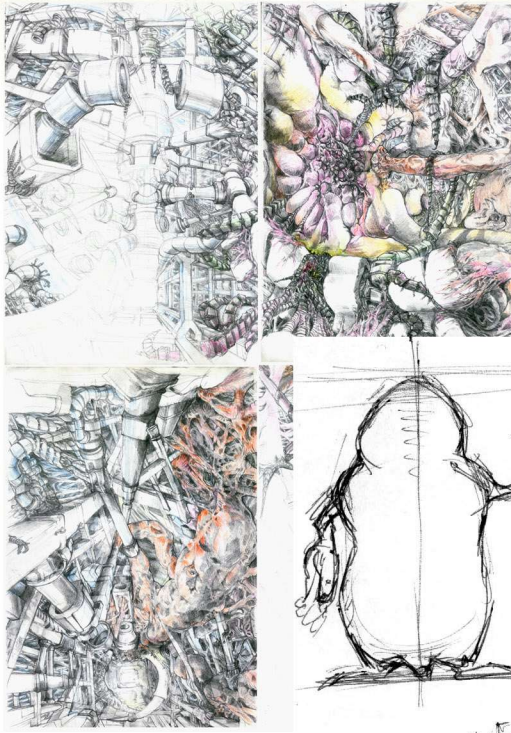


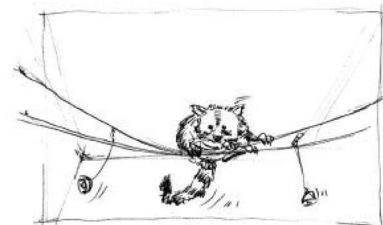
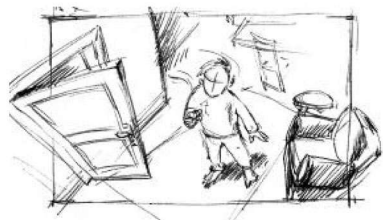
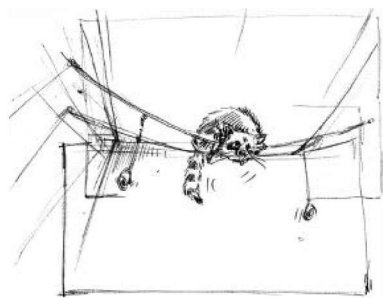
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Info: early concept board for Marvi Hämmer presents NGW. Big success: this series made it to episode # 108. throughout the series I did lots of boarding, on set supervision, animation direction, compositing...

Marvin Hammer und die Netrats -Storyboard Pilot Teil 1

Seite: 1

4k

1.1

Ende Vorspann, Zoom aus dem Endbild

1.2

Kamera-Pan durch das Studio

1.3

MARVIN: "Ähehm..."

4k animation gmbh

oranienburger straße 38 / d-10117 berlin / fon: +49(0)30.28 09 46 2 1
fax: +49(0)30.28 09 46 2 3 / email: info@4k-animation.com

4k

Marvin Hammer und die Netrats -Storyboard Pilot Teil 1

Seite: 2

4k

1.4

Schneller Pan zurück auf das Laptop

1.5

Kamera folgt Marvin

1.6

Blitzschnell: Marvin faltet Regiestuhl aus

2.1

MARVIN: "Willkommen in..."

Marvin Hammer und die Netrats -Storyboard Pilot Teil 1

Seite: 3

4k

3.1

Schneller Zoom auf Totale

4.1

MARVIN: "...Marvin's World!"

5.1

MARVIN: "Ich bin ganz, was uns. Die..."

6.1

MARVIN: "Gerade macht es Spaß, hier zu sein, aber etwas..."

6.5

Kamera

6.6

Licht bei Störung Laptop

7.1

MARVIN: "Die Sch..."

8.1

Unter erschei

Marvin Hammer und die Netrats -Storyboard Pilot Teil 1

Seite: 6

4k

9.1

Flackerndes Licht

10.1

Nah: Blitz erleuchtet die Mumi

11.1

MARVIN: "Marvin Hammer..."

12.1

Das Studio ist hell erleuchtet

13.1

MARVIN: "...bleibt ganz cool."

14.1

MARVIN: "Auf dem Monitor: Bild der Pyramiden"

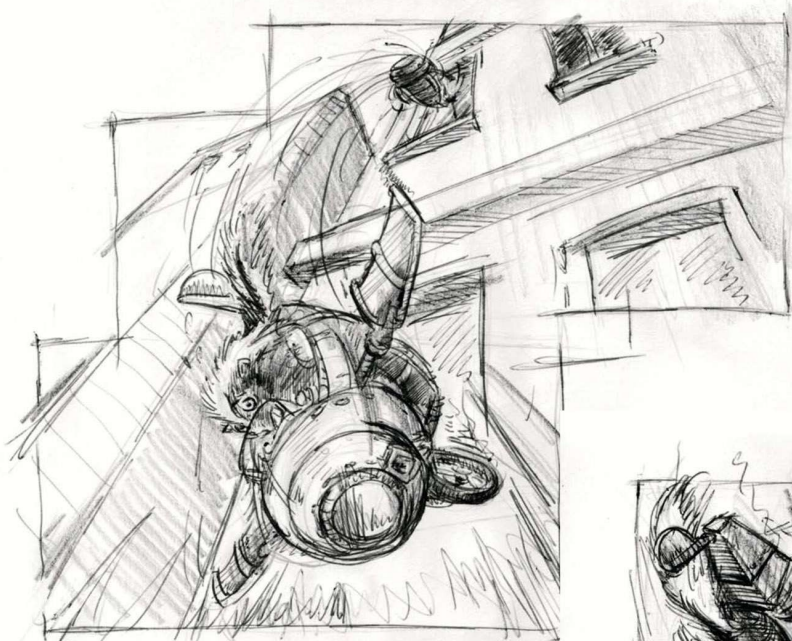
15.1

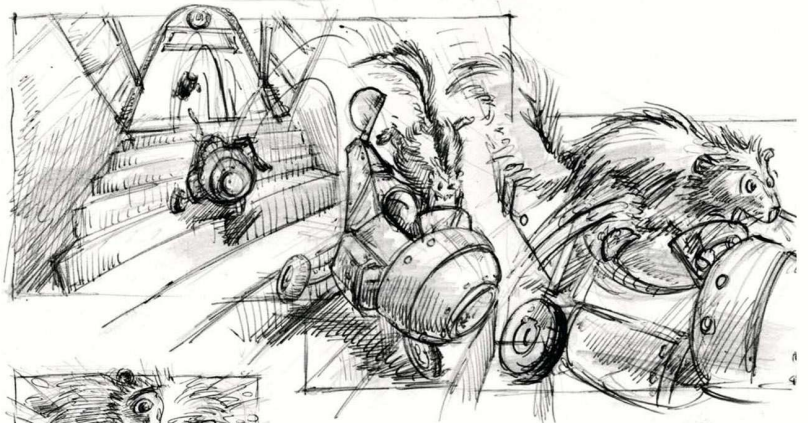
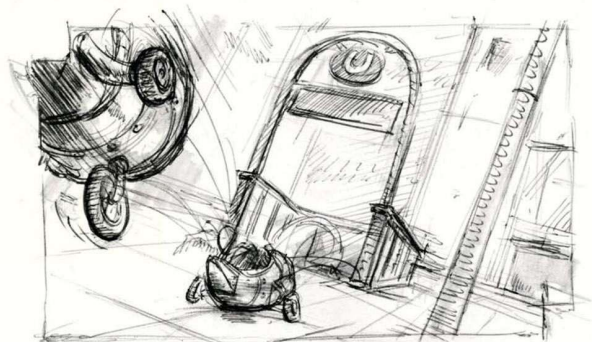
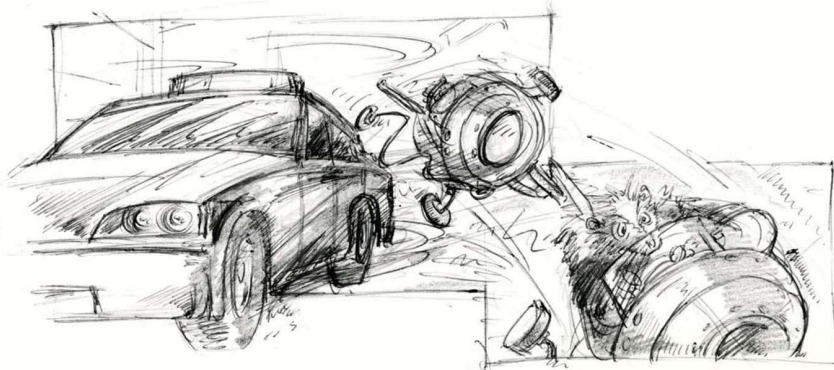
MARVIN: "Auf dem Monitor: Bild der Pyramiden"

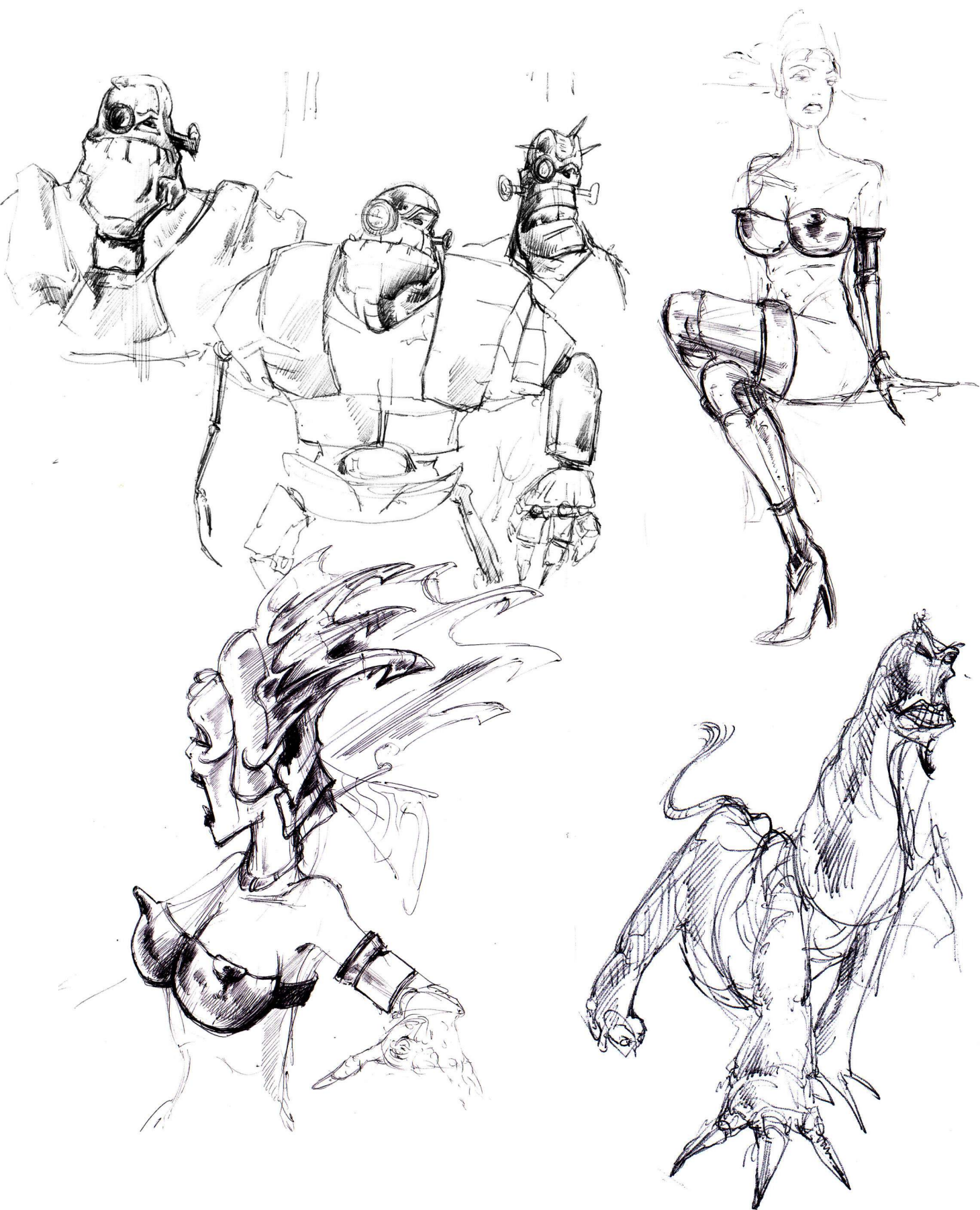
16.1

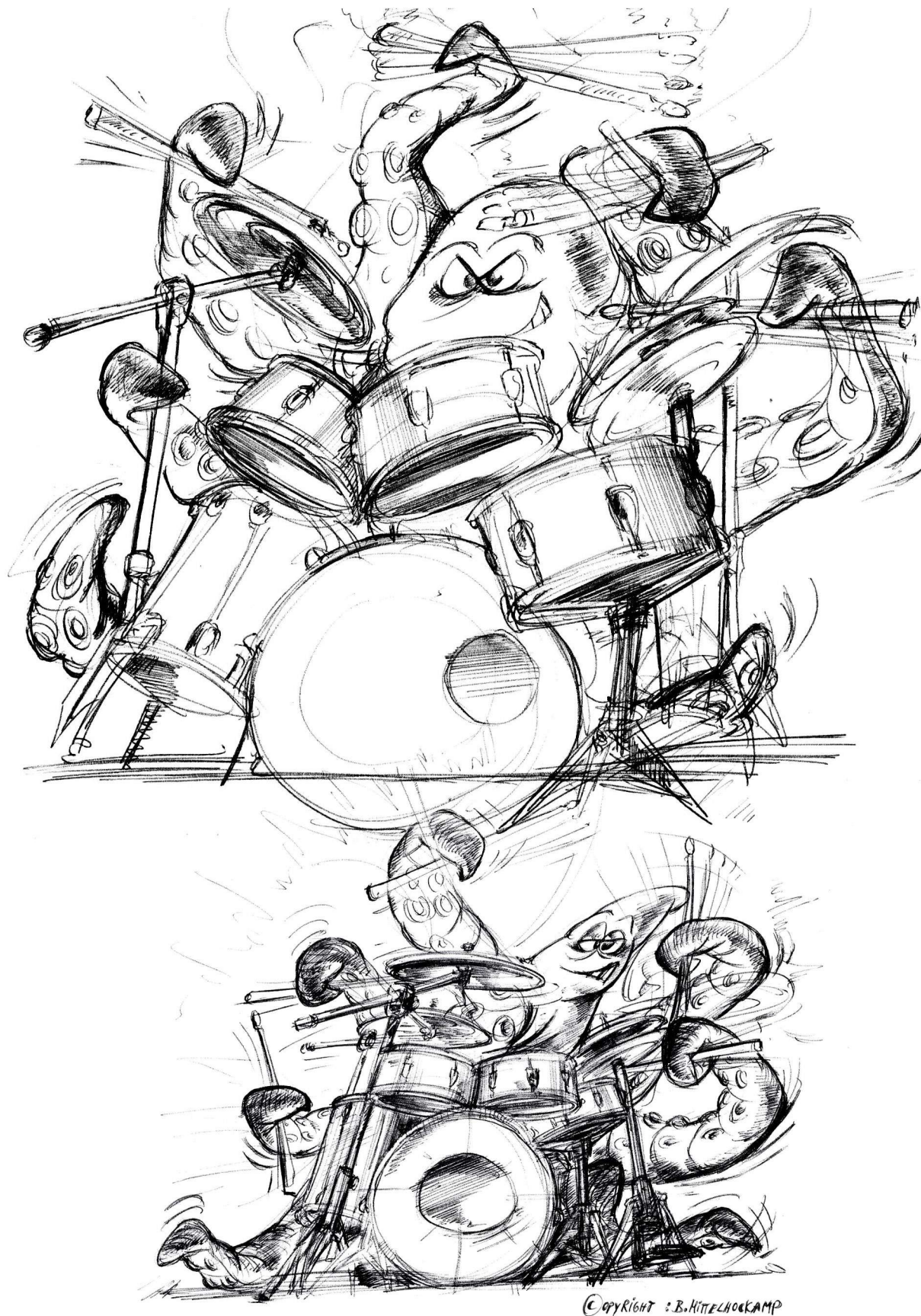
MARVIN: "Auf dem Monitor: Bild der Pyramiden"

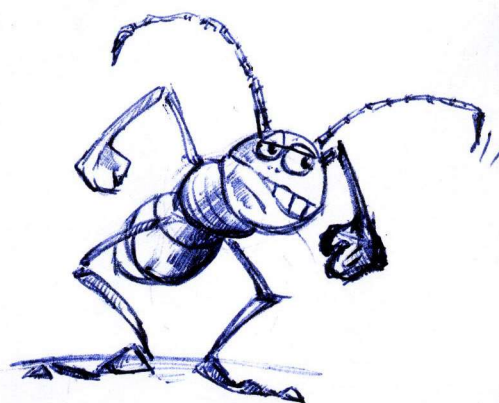
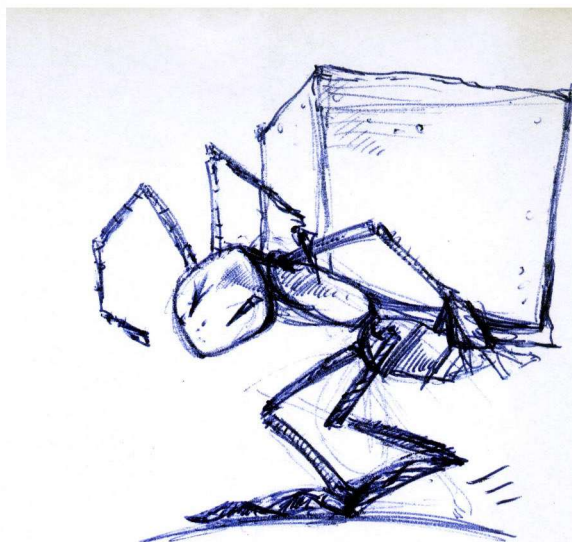


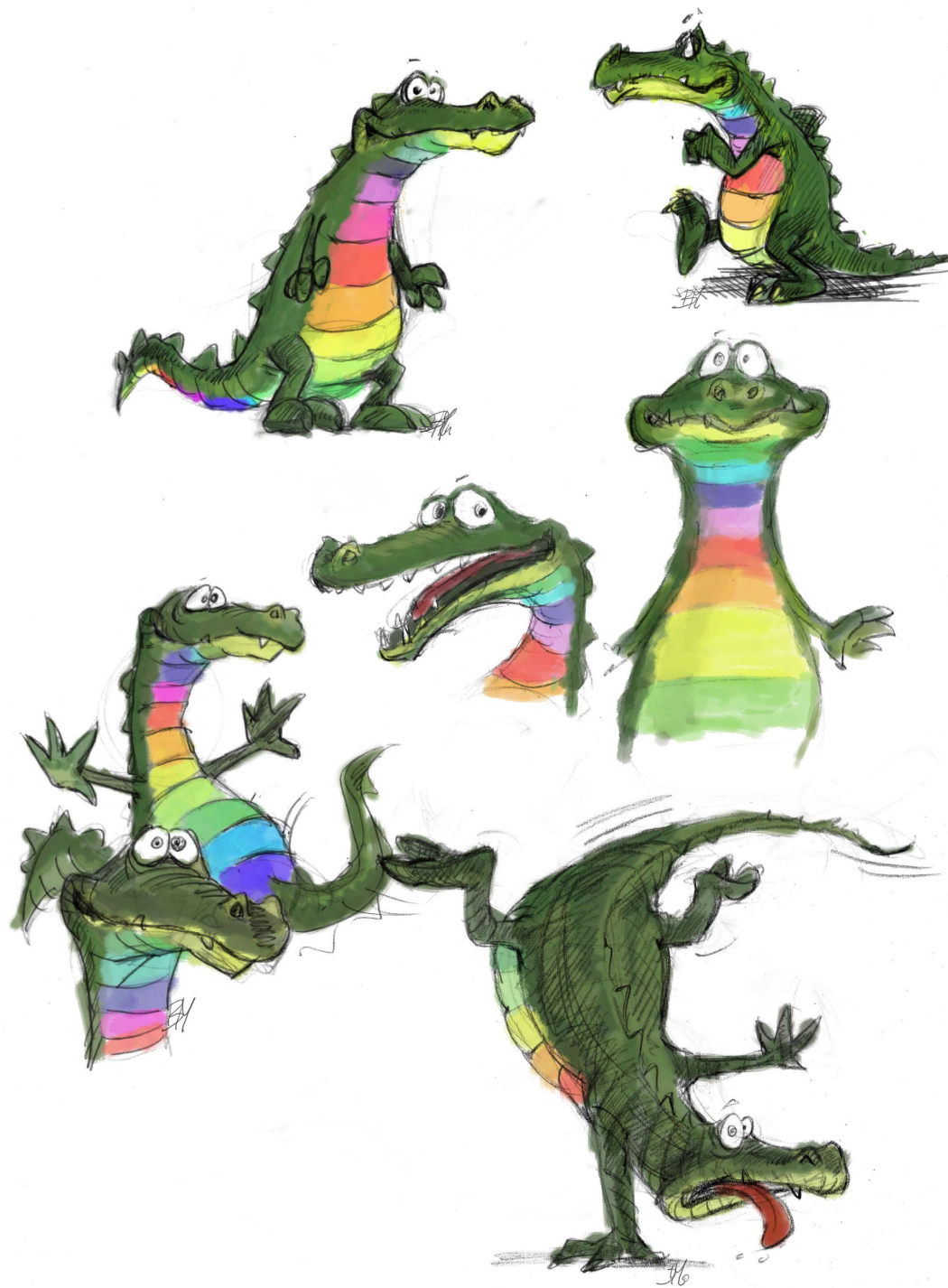












LUCY und das ZAHLENMONSTER

