

First Name: Michael

Last Name: Thoenes

Email: brainypixelproductions@gmail.com

Country/Region: USA

Company Team Name: Brainy Pixel Productions, LLC

Position: CEO/Managing Partner

Company/Team Size: Currently: 2 (part-time Principals), 3 (part-time Interns)

Project: Feature-length animated family film

Website: <https://brainypixel.com/island-jack>

Project Video: <https://brainypixel.com/island-jack>

Link to Project Build: N/A

Project Type: Media and Entertainment

Describe your Project:

ISLAND JACK (working title) is a 3D feature-length sci-fi/fantasy animation adventure targeted for families and children ages 6-10.

Logline: An orphaned robot imprisoned on “Recycle Island” has 36 hours to save a quirky group of rejected robots from destruction by the tyrannical Junk Lord and his minions while learning what it truly means to be part of a family.

The intended distribution for ISLAND JACK is a world-wide cinematic release. The core of ISLAND JACK is the reimagined retelling of a classic, well-known, and much loved tale that revolves around a robotic family who finds themselves stranded and struggling to survive in a hostile and unfamiliar setting. It is into this world that our story plunges, seen through the eyes of an orphaned robot, Jack, who has an untapped power within him. Through his misadventures, he encounters a quirky group of robots that have discovered the concept of “true family”—and this glimpse of love, loyalty, and longsuffering calls powerfully to our hero. As Jack strives to escape the loveless world crafted by his oppressive father figure, he learns that fitting into a new family is not quite as easy as it might seem.

ISLAND JACK leverages the entirety of the Unreal Engine’s pipeline for cinematics (as laid out in the white paper: “Fortnite Trailer: Developing a real-time pipeline for faster workflow”), numerous Unreal Marketplace assets, and extensive team experience in Blender. In an attempt to broaden the appeal and reach of the Unreal Game Engine, we are utilizing this combination of the proven and demonstrated effectiveness of the Engine, along with Blender’s open source availability, to produce comparable pipeline methodologies to the Maya pipeline as outlined in the white paper, including flexible character templates, import/export best practices, how-to documentation, and instructional videos. These educational resources will be made available for free to the Unreal community at large.

The production will be led by Brainy Pixel, an award-winning independent entertainment studio in north Alabama founded in 2004 by Michael Thones, Animation and Video Producer and

Brannon Hollingsworth, Author and Art Director. Brainy Pixel has produced entertainment for companies such as YouTube, Rovio, Trinity Broadcast Networks, AMG Publishers, Jr. Tube, Epic! Books, Four Fools Press, Conda Art Supplies, and Colorforms. In order to achieve worldwide cinematic distribution for ISLAND JACK, Brainy Pixel is partnered with proven industry studios and experts such as:

RED SKY STUDIOS (MIKE ROMAN and STEPHEN PRESTON): established production/post-production film studio with credits to their name such as: "I Can Only Imagine," "Woodlawn," "Steve McQueen: American Icon," "Zero," "War Room," "Indivisible," "Run The Race," "There You'll Find Me" (currently in production with Vanessa Redgrave), and over 30 other films.

GEORGE ESCOBAR: co-wrote and co-directed "Alone Yet Not Alone" and "The Isaiah 9:10 Judgment," which was Amazon's No. 1 faith DVD for over 75 weeks in 2012-13. George also produced and directed "Come What May," distributed by Sony/Provident Films, produced "Every Boy Needs a HERO," released by Capitol Distribution, co-writer and a producer on the movie "The World We Make." He is a producer of "The Farmer and the Belle," and was a producing fellow at the American Film Institute and co-founder of Advent Film Group. Previously, he was Vice President of Product Development for Discovery Networks, Executive Director of AOL/Time Warner.

JOEL BUNKOWSKE: is an award-winning attorney with over 30 years of experience in the Christian music, television and film industries. He is the recipient of Grammy, Dove and Gold Record Awards for his legal work. Joel has worked extensively for hundreds of projects worldwide with Warner Bros., Universal, Disney, Paramount Pictures, ABC, NBC, FOX, Capitol Records, EMI, Word Records, and many more.

WAYNE THORNLEY: writer/director of South Africa's most successful animated feature film to date, the multi-award-winning "Adventures in Zambezia." Wayne was a Development Executive of four feature scripts through the Triggerfish Story Lab in partnership with the Walt Disney Company.

2CGVFX (VIC HOLT): Second Chance Games & Visual Effects is a provider of digital asset production, 3D scanning, and consulting for the gaming, visual effects and 3D visualization industries. Vic's work appears in the Oscar-nominated film "Hidden Figures," the Netflix series, "Stranger Things," as well as "Star Trek Discovery" on CBS, and 20th Century Fox's "Sleepy Hollow" series.

UNIVERSITY OF ALABAMA AT HUNTSVILLE (VINNY ARGENTINA): Vinny, the Assistant Professor of Art, Animation and Game Design at UAH, brings his keen eye for 3D animation and substantial experience in motion capture to the team, and our partnership has afforded a wealth of excellent interns to the project.

NOTE: replies to these questions as a PDF are also available at <https://brainypixel.com/island-jack>

Describe your Next Steps and Plan to develop your Project:

1. Achieve sufficient funding to alleviate time constraints and financial burdens and enable full time work on ISLAND JACK for Brainy Pixel team members.
2. Engage in Pre-Production work for ISLAND JACK in the specific areas of:
 - a. Utilizing the Unreal Game Engine to accelerate script development/scene breakdown and composition.
 - b. Utilizing the Unreal Game Engine to accelerate concept development for all characters, scenes, props, and set assets.
 - c. Utilizing the Unreal Game Engine to accelerate pre-visualization for the entire film and real-time motion capture for additional development and definition of in-scene characters.
3. Leverage all Pre-production to produce a Proof-of-Concept animation that will be used to secure full \$20M estimated funding for the Production/Post-Production phase of the final film, as well as P&A, marketing, and distribution costs.
4. Engage and support the Unreal Community during Pre-Production with tutorials, how-to videos, vlogs, blogs, contract work for 3D industry professionals, as well as Brainy Pixel Productions' original assets, effects, and motions offered on the Unreal Marketplace.

Target platforms for your Project: Linux, Windows, Mac, Android, iOS, Other

Funding: \$500,000

Plan to use your funds: Brainy Pixel Productions is seeking this grant to fund Year One of our ISLAND JACK film project. We have recently secured sufficient office space and are in the process of upgrading our infrastructure to maximize the potential offered by the Unreal Game Engine. As such, new computers, cloud-based version control and storage software, and additional software licenses must be purchased, and our current motion-capture software/hardware needs to be upgraded. Further, as the members of Brainy Pixel are currently employed in other full-time jobs, in order to proceed effectively at this level of Pre-production, these salaries will need to be replaced via grant funding. A ROM (Rough Order Of Magnitude) Budget is included below:

Brainy Pixel Productions Salaries, Contract Labor for concept/asset development: \$382,000

Brainy Pixel Productions Infrastructure upgrades, and Utilities: \$118,000

Summary 12-months of Development\Pre-production Expenses:

- Labor for 5-6: \$382,000
- Hardware: \$15,000
- Office Supplies: \$1,200
- Utilities\Internet: \$4,200
- Software, Services & Asset Library Subscriptions: \$41,000
- Insurance: \$1,800

- Legal: \$10,000
- Travel: \$3,700
- Talent: \$30,000
- Misc: \$11,000

Total = \$499,900

Hardware Request: No

My project is at or beyond the prototype phase: Yes