

BUNKERS

Top 10 Most Frequently Asked Questions During the Making of Bunkers Responses by Ollie Anderson, Director of Bunkers

1) Why golf?

Not one sport contributes more to charities than the Golf Industry. Right now, because of COVID-19, there's a lot more at stake than just my family and friends who work in the industry. I hope this short animation engages the 450 million golf fans to play more golf and for others to take up playing it.

2) What did you learn about directing films?

It's a lot like climbing Half Dome when you're not super fit. The first half of it is exciting. Then when you're about to get to the top you flip out thinking you gonna die. You don't actually die but when you've completed 3/4 of the way down you wish you did. You muster up the strength to finish and follow through no matter how painful it feels. Then when you get back to your tent you collapse swearing you'll never do it again. One week later you feel the greatest sense of accomplishment and can't wait to do it again.

3) What was your biggest challenge?

Isolation or possibly exhaustion. During Covid-19, I wasn't able to work with anyone and I didn't think I was going to make a stop-motion short that would be experimental. Because I was the only person to execute, I also had to battle exhaustion. Feb to June in 2020, I wasn't able to rock-climb and the change in that exercise routine created a bigger challenge.

4) If you had to do it over again, what would you do differently?

I would surround myself with a talented crew. I didn't have the option to have animators, a DP, post production team etc... This made things difficult. I thrive in environments where I work with people and transfer energy to make magical experiences. If I could have hired or hire any voiceover talent, it would be Bill Murray and Scarlett Johansson.

5) What was it like making a short film during a shelter-in-place order in San Francisco?

It was a test of courage, endurance, and creativity. So many weird and unknown things were happening during the beginning of Covid-19. Toilet paper was constantly sold out and rationed. My wife was furloughed from her job and unemployment was sky-rocketing.

It's still scary because you never know how things will financially work out. One thing was very clear though, people need content and a way to escape from the terrible realities of Covid-19.

6) Who were your influences when you created the film?

I watched a lot of movies when I was young because I was born with some physical disabilities. I spent much of my early life in hospitals watching films by Tim Burton, Walt Disney, Richard Donner, Chris Columbus, Steven Spielberg, Stephen Chow, Quentin Tarantino. They have inspired me greatly.

7) How did you learn stop motion animation?

It was baby steps over the last 5 years. I started to build a following on my instagram account @sanfrancisco_toys because of my toy photography and storytelling. I'd take toys into authentic and extreme environments, (helicopter rides, free-diving 30+ feet). This gave me the real technical experience to operate cameras and animate in nasty and nice conditions. I didn't learn Dragonframe or Final Cut Pro X until I started this picture. But I'm an avid and voracious learner.

8) Where do you see the future of BUNKERS?

I see this short getting picked up by a major distributor to do an episodic series. I'm confident there will be B2B opportunities for advertisers. There's over 450 million golf fans in the world and you don't have to like golf to love this short. I think BUNKERS sets the stage for a fresh platform to grow the game of golf, make investors a profit, and entertain the world in a time when they need love and laughter.

9) How did you create the characters voices?

Narrator: For the narrator I came up with a character I call Huckleberry Hashbrowns. To me, he's kind of like the Emperor from Star Wars meets the Colonel from Kentucky Fried Chicken.

Starlo Von Sourdough: Starlo's voice was going to a bit muffled because he actually wears an animated mask. I tend to muffle my voice much of the time when I talk to my animals (in private of course).

Guardian of the Grass: How could I make a film about San Francisco and not have a haight-ashbury character? But really I was inspired by a guy I played high school baseball with in San Francisco.

Cave of Wonders: I was totally inspired by the voice of the cave of wonders from Aladdin. I mean, could you imagine trying to play your golf ball out of there?

I've been a member of S.A.G. since I was 16 years old. I kept working at acting to a point where I needed to take a year off of college because I was blessed to be working so much (CSI:Las Vegas, Art School Confidential). But I only had that year because I wanted to finish college and not lose my scholarships. I never made it back to Hollywood because a man named Michael Milken who launched my career.

10) What do you want people to know about this film?

There is more to this story than what you see on screen. This is a story about a young American who made an experimental stop motion short, sheltered-in-place, determined to help the golf industry and his family have a comeback.

How do you contact the Director for further questions and interviews?

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