



A film by Auden Lincoln-Vogel

CONTACT:

Auden Lincoln-Vogel

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LINKS:

Film webpage: <https://audenlincolnvogel.com/zorg2>

Film screener (unlisted, please do not share publicly):

<https://www.youtube.com/watch?v=wI9eNsVilmA&feature=youtu.be>

Film trailer (public):

https://www.youtube.com/watch?v=L_advEpB2A&feature=youtu.be&fbclid=IwAR2KfxBm3cEaG2SDujXr7-H2uttqsZAzb3ZwIX91qYFWyeIXIOLHqODR2EE

LOGLINE:

An alien comes to earth in hopes of starring in a sci-fi blockbuster.

SYNOPSIS:

While traveling on an intergalactic highway, an alien picks up an earthling sci-fi movie trailer featuring a CGI alien who looks just like him. Believing this is his true calling, the alien travels to earth in hopes of starring in the film. Meanwhile, a detective working for SETI catches wind of the alien's arrival and is sent to find and assassinate him. While traveling to find the film's producer, the alien hypnotizes a fly who, time and again, thwarts the detective's plot. The worlds of the alien, fly, detective, and film

producer collide in a Hollywood studio, where the fly catches a bullet to save the alien, the producer remains unimpressed, and the alien leaves earth disappointed.

DIRECTOR'S STATEMENT:

A couple years ago I was in the throes of preproduction for a very somber and serious film about love and loneliness and sorrow and blah blah blah. I took a break to visit a friend and, on the plane, I scribbled the first full storyboard for *Zorg II* on the back of a barf bag. By the time I returned my seat to its original upright position I knew I was going to make *Zorg* instead.

It seems to me that the natural resting state of animation is solitude and tedium and the task of preserving creative impulse is always an uphill battle. In my experience, artworks tend to retain something of the process and spirit in which they were made and so making a story that went all over the map, with a bunch of weird characters, in a style that is not visually attractive in a well-groomed sort of way was a way of keeping it fun for me and (hopefully) fun for the audience.

I based the style off of a comic book called "Count Bezumny," which I had made for my brother some years ago, and which involved a lot of collage. During the production of *Zorg II* my studio was constantly carpeted in scraps of paper (so much so that, one day, we made an aleatoric collage-mural by painting the walls of my studio white and taking a leaf blower to the floor). Collaging was a bit like foraging: I would grope around on the floor until I found a piece I liked, rip out what I need, and throw the rest back on the floor, possibly to be used again later in a different form. It was all very high-energy and, although I was working alone, I was among a fantastic community of animators in Tallinn, Estonia, who were always keen to offer their thoughts and who had a healthily skeptical attitude towards slick commercial animation aesthetics.

Although the film maintains a fairly glum and cynical outlook as a somewhat obvious satire of the film industry and an imaginatively bankrupt globalized consumer society, my hope is that the film's humor and style embody some means of reinventing the world within this reality. As an American living in Estonia, I was often more struck by the ways in which a small post-Soviet nation had mirrored American capitalism than the ways in which it had retained its national identity or struck out on an alternative path. For me, cutting and gluing Russian, Estonian, German, and English junk mail and advertisements was a way of reinventing a culture of sameness without having to fully escape.


FILM SPECS:

Title:	Zorg II
Year:	2019
Director:	Auden Lincoln-Vogel
Director's nationality:	USA
Website:	audenlincolnvogel.com
Country of production:	Estonia

Student film:	Yes
School:	Estonian Academy of Arts
Runtime:	21:42
Screening Format:	DCP
Aspect ratio:	2.35
Sound:	Stereo
Medium:	Animation (pen and ink, cutouts)
Frame rate:	24 fps
Resolution:	4K or 1080p
Color/BW:	Color
Dialogue language:	N/A
Subtitles:	N/A
Contact:	Auden Lincoln-Vogel alincolnvogel@gmail.com +1 978 886 5282 47 Carmel RD, Andover MA, 01810 USA

DIRECTOR INFO:

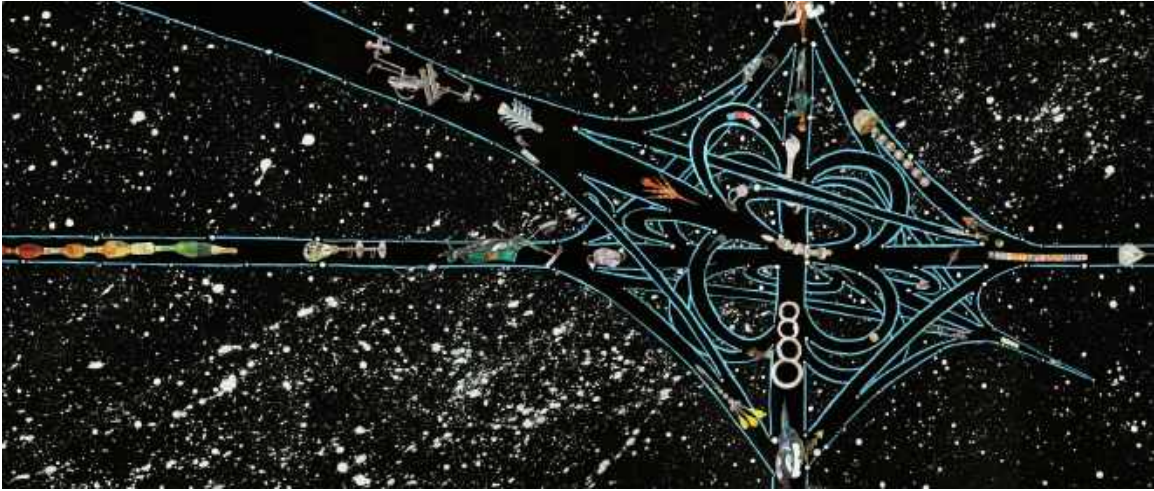
Name:	Auden Lincoln-Vogel
Contact:	Auden Lincoln-Vogel alincolnvogel@gmail.com +1 978 886 5282 47 Carmel RD, Andover MA, 01810 USA
Website	audenlincolnvogel.com
Born:	June 22, 1991
Nationality:	USA
Bio:	Auden Lincoln-Vogel is an American animator and experimental filmmaker. His work spans from animations about aliens to expanded cinema performances using modified upright pianos. He graduated from the Estonian Academy of Arts with an MA in animation in 2019 and now lives in Iowa, USA where he is working on a live action film. More of his work can be found at audenlincolnvogel.com
Filmography:	2012, "La Source", claymation, USA, 12:56, director 2013, "[[]]", claymation, USA, 6:24, director 2014, "The Kettle", mixed media collage, USA, 1:00, director 2014, "Gila", drawn animation, USA, 9:14, co-director 2016, "Some Things I Can't", mixed media animation, USA, 5:00, director 2016, "Catalog," cutout animation, USA, 6:34, director

	<p>2017, "AA-2913", live action, Estonia, 10:31, director 2017, "Y-Prime", drawn animation, Estonia, 12:51, director 2018, "Looklooklooklook...", expanded cinema performance, USA, 10:00, director 2019, "No Exit", live action, USA, 8:14, director 2019, "Zorg II", animation, Estonia, 21:42, director</p>
<p>Director photo:</p>	

CREDITS:

<p>Writer, director, animator, editor</p>	<p>Auden Lincoln-Vogel</p>
<p>Voice Actors</p>	<p>Kirsten Sogaard, Sally Lincoln-Vogel</p>
<p>Supervisors</p>	<p>Priit Pärn, Olga Pärn</p>
<p>Sound Design</p>	<p>Michael McClean</p>
<p>Original Music</p>	<p>Michael McClean, Rasmus Lill, Cannonball Statman</p>

FILM STILL:



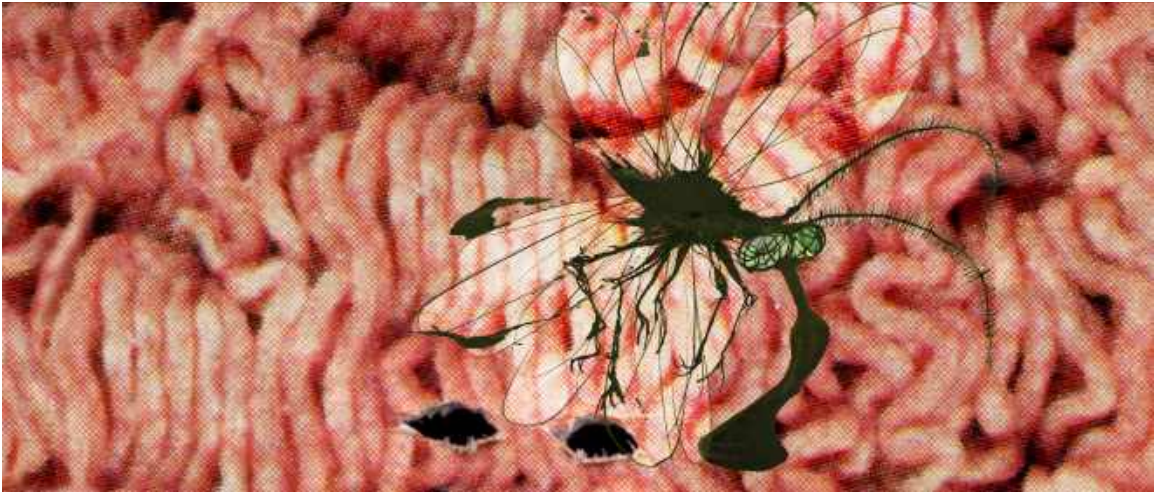
3D intergalactic highway interchange



The detective mulling it over...



The alien chilling in the space-house-ship.



The fly munching on some roadkill.



The alien discovers merchandising.