

# TIME Flies

Press Kit



## About “Time Flies”

Time flies tells the story of two bugs with a one day lifespan, trying to make the most of their time before it runs out. Though they each have a different approach to living out their day, they share the immense pressure of their time limit, and they both panic that their time is running out. Of course, for a film about encroaching death, it's far from all doom and gloom. Full of visual gags and slapstick comedy, Time Flies gave our artists loads of opportunities to have fun with their work.

Yet within the silliness of the story, there's an earnestness about the flies' struggle to make the most of their life. It's not difficult for us to relate: we had a single year to make this project a reality and turn it into everything we dreamed it could be. With tight deadlines to meet, we had a lot of late nights, last minute do-overs, and difficult decisions on where we could afford to spend our time. For us over-achieving art students, the sentiment goes beyond just this project. Are we making the most of our college years? Can we make it in the industry after we graduate? Will we have our dream job by the time we're thirty? What if we don't?

By the end of the day, the two flies get some perspective when they're forced to stop worrying about the future and take a moment in the present. It goes to show that we can spend our time stressing over living life to the fullest, or actually living it. Luckily, the human lifespan is generally longer than 24 hours, so we've got a little time to figure it out.

— LJ Burnett, Director





“Time Flies” is a timeless story that we hope makes an impact. It’s quite remarkable for a group of college students to produce an animated short in one academic year using the Nuke plug-in, Pantheon. I hope this project stands the test of time, helping 2D animation progress and continue to break down walls, and fortify its place in the industry.

— Morgan L. Eng, Supervising Producer



**Logline:** With only one day to live, two flies scramble to make the most of their time before it runs out.

**Synopsis:** In this fast-paced comedy adventure, two flies with opposite personalities struggle to make the most of a 24-hour lifespan. The Energetic A-fly rushes to complete every activity on a massive bucket list, whereas the introspective Z-fly searches for a deeper meaning, only to spiral into existential dread. As the sun starts to set, the flies panic that their time is running out. But in the end, a death defying-encounter forces them both to live in the moment while they still can.



Working on “Time Flies” has been an incredible experience. It was amazing working with artists who all share the same passion of pushing the boundaries of animation, and together we achieved the impossible. It was a big learning experience for me, and I have grown as both an artist and person and I can’t wait to take what I’ve learned onto the next project!

— Anush Bhavsar, Pantheon Supervisor

**Trailer:** <https://youtu.be/VTAPf6fncPM>

**Website:** <https://scadanimationstudios.framer.website/Time-Flies>

**Instagram:** [@timeflies.film](https://www.instagram.com/timeflies.film)

**Email:** [scadanimstudios24@gmail.com](mailto:scadanimstudios24@gmail.com)





When I applied to SCAD Animation Studios as a freshman, I never would have anticipated the level of growth I got to experience as both an artist and a person. I had the honor of working alongside some of the most talented individuals across departments. It was initially intimidating, but I left this project feeling empowered by my teammates. I would not be the artist I am now without their input, guidance, and trust. “Time Flies” showed me passion like no other, it was truly a labor of love. It is not easy to say goodbye to this amazing team, but I know each individual I worked with will go on to do more incredible things.

— Jasmine Choiniere, Clean Up Supervisor

# Technical Specifications

**Run Time:** 4:25

**Medium:** 2D-3D Hybrid Animation

**Software:** Toon Boom Storyboard Pro, Toon Boom Harmony, Adobe Photoshop, Adobe Premiere Pro, ProCreate, Maya, Nuke, Houdini, Adobe After Effects, ProTools, Arnold

**Aspect Ratio:** 21:9

**Screen Formatting:** FHD 1080p DCP

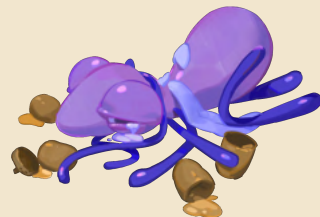
**Color:** SRGB

**Sound:** 5.1, 48 KHz, 320 Kbps

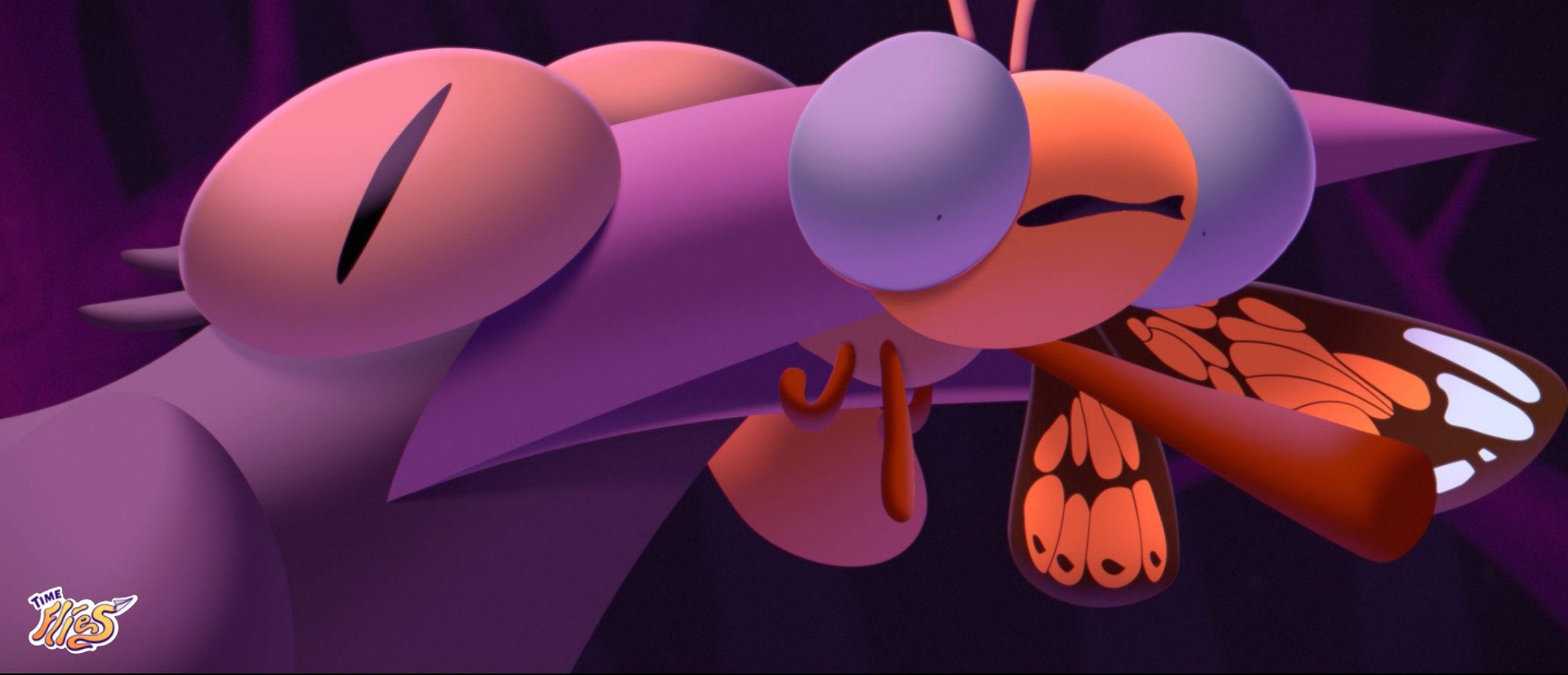
**Language:** English

**Country of Origin:** United States of America

**Release Date:** June 1, 2024







“Time Flies” has been the best project I’ve ever had the privilege to work on. Our team has overcome many daunting challenges and conquered many technical feats other films may never have attempted. I have lots of respect and love for all the amazing artists I’ve gotten to know over the span of this year. I hope to work with everyone again.

— Min Mei Buck, Production Assistant

# The Crew



Fall Crew



Winter Crew



Spring Crew

# The Crew







“Time Flies” has been full of ups and downs, but the experience of creating and contributing to such an amazing team and project is something I will never regret. To the visdev team, I couldn't be more proud especially when we were bulldozing through the pre-production phase, you guys are the strongest soldiers. I'm very thankful for the opportunity to grow alongside everyone.

— Claire H. Chong, Art Director

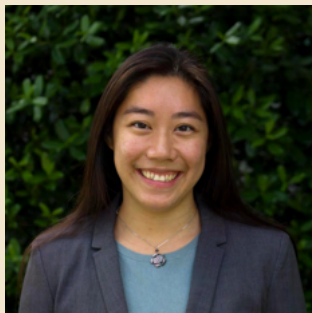


### **LJ Burnett, Director**

LJ Burnett is a storyboard and comic artist hailing from Northern Virginia. Raised on fantasy books, action-adventure graphic novels, and animated tv shows, LJ has always been captivated by stories and impassioned to create their own. While pursuing their BFA in Sequential Art at SCAD, LJ has constantly sought out collaborative opportunities outside the classroom, such as illustrating for a visual novel game, storyboarding for indie animation projects, or an editorial position at a grassroots comic publisher. Their curiosity for animation and passion for collaborative storytelling led them to join SCAD Animation Studios and pitch the story that would become “Time Flies.” When they’re not drawing or writing, LJ enjoys playing D&D, tabling at comic conventions, and scouring the internet for odd science facts.



### **Morgan L. Eng, Supervising Producer**



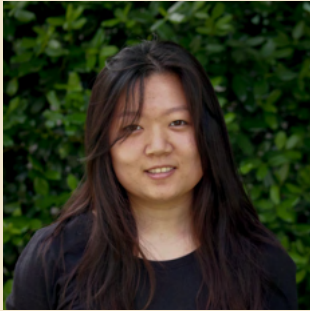
Morgan Eng is a creative production manager with extensive knowledge of the 2D, CG, and hybrid animation pipelines. Morgan journeyed to production management while completing her BFA in Animation and MFA in Sequential Art at SCAD. During her junior year, she was appointed the project manager for a SCADpro company project with Delta TechOps, where she and her team developed a mobile video game for them. From there, she directed and co-produced her animation senior capstone film “Through the Looking Glasses,” which garnered numerous awards including The Rookies Excellence Award. Morgan proceeded to manage another SCADpro developing concepts for a themed park design, as well as produce a graduate thesis animated short film. “Time Flies” has allowed Morgan to expand her management experience into mentoring and training a production assistant, which has taught her the value of trust and a positive learning environment when guiding another’s development.

### **Min Mei Buck, Production Assistant**

While working on “Time Flies,” Min Mei was in charge of assisting the Supervising Producer with tracking deliverables, organizing files, and creating dailies playlists for each class. Using programs such as Shotgrid and Google Sheets, she would mark off attendance, keep track of progress on shots, and leave notes provided by leadership onto the artist’s work. Her contribution towards project management helped artists easily pass off work between different stages of the pipeline. In this role, she often helped orchestrate out of class meetings and prepared all the materials needed.



### **Claire H. Chong, Art Director**



Claire H. Chong is an illustration BFA student pursuing a career in visual development and has worked on previous films such as “Submersed” and “Bad Dog”. Working as the Art Director for “Time Flies”, she contributed to the film with an in-depth style guide with texture tutorials and field research, a detailed color script, painted backgrounds, and created concepts for props and character designs. Her research into Mt. Rainier and love for learning new styles during the pitching stages of the film led the team to the art style and environment ideas seen on screen. Even when she was not enrolled in the animation class, Claire worked behind the scenes to find suitable candidates to bring on for the next stage of the pipeline and assisted with leading the publicity team by co-running the social media and contributing with merchandise designs. Her love for collaboration and learning new areas of the pipeline and what different departments do, led her to the animation community where she hopes to contribute to more.

### **Breanna Lawton, Animation Co-Director**

Breanna Lawton is a 2D animator pursuing her BFA in animation at SCAD. From the moment she left her small town in Connecticut, she sought out opportunities to improve herself as an artist and a person. Breanna has experience working as an associate producer within a 3D animated film pipeline, as well as a hybrid animation pipeline as an animation director on “Time Flies.” Through these experiences, she has learned how much she values and enjoys being a part of a team.



### **Ashley Hayden, Animation Co-Director**

Ashley Hayden is a 2D animator from Texas pursuing a BFA in 2D Animation with a minor in Storyboarding. While she was raised on 2D animated classics, she has a passion for innovative techniques and modern storytelling. This allowed her to bring classical animation values to “Time Flies” while adapting to work alongside new and experimental technology. This was Ashley’s first production, and being part of “Time Flies” has renewed her passion and inspired her to continue pushing her craft.

### **Jasmine Choiniere, Clean Up Supervisor**

Jasmine Choiniere is an animator from North Carolina pursuing a BFA in 2D animation. She fell in love with the medium very early on in life, pursuing personal projects for nearly 10 years. When she enrolled in SCAD, she decided to seek out collaborative experiences, joining the Time Flies team in the fall. She had prior experience working on Indie projects as a clean up animator, allowing her to take on a position as the Clean Up Supervisor. As the bridge between rough animation and Pantheon, she learned vast technological and communication skills.



### **Anush Bhavsar, Pantheon Supervisor**

Anush Bhavsar is a visual development artist from India currently pursuing a BFA in Storytelling and Concept Development for Animation. He is fascinated by the entire pipeline, and loves to push the boundaries of what animation can be! When word of a new SCAD Animation Studios project spread, Anush jumped at the opportunity and then came the learning-filled, thrilling 3 quarters with a seemingly impossible challenge at hand. Through “Time Flies,” he had the chance to work with the most talented and dedicated artists, to bring magic to life!



### **Kristian Maryann Kinley, VFX Co-Supervisor**

Kristian Kinley is a junior visual effects artist from Lexington, Kentucky. Where she obtained her first degree in Public Relations from Eastern Kentucky University. “Time Flies” is Kristian’s first collaborative project as a VFX Supervisor, and as an artist on an animation project. While finishing her VFX degree at SCAD, she will be concentrating on compositing and lighting for live action film. Kristian will also continue to explore her new found interest in production management, and hopes to be a part of many more projects throughout her senior year.



### **Davis Hardy, VFX Co-Supervisor**

Davis Hardy is visual effects artist from Madison, Wisconsin. With prior experience from “Harold and the Purple Crayon”, a SCADpro with NASA, and other collaborative projects, he took on the challenge of supervising “Time Flies”. During pre-production he helped to ensure the story and character design would be compatible with Pantheon. Following the ideation phase, he helped to ensure the film’s 2D and 3D elements would blend together. He’ll be focusing on creating simulations for animated and live-action films during his senior year.



Out of all the things I could manage, I choose animation because I love seeing every step of the pipeline come together to create something magical. Even when the project got hard we worked hard to stay motivated and persevere.

— Morgan L. Eng, Supervising Producer

# Credits

**Director**

LJ Burnett

**Assistant Director**

Montana Ignacio

**Supervising Producer**

Morgan Eng

**Production Assistant**

Min Mei Buck

**Story Artists**

Amina Umirzhanova

PeiLing Chen

**Art Director**

Claire H. Chong

**Visual Development Artists**

Anindita Maturi

Chiu Yi

James Yun

Malcolm Chan

**Background Artists**

Andy Leck

Kendall Edwards

**Animation Co-Directors**

Ashley Hayden

Breanna Lawton

**2D Rough Animators**

Elyse Redwine

Evan Daly

Ja'Zaria "Momo" Hall

Paloma Poggione Biondi

Rocco Pizzuto

Stacia Black

**3D Animators**

Hope Lee

Landon Boller

Lauren Coursey

Savanna Foote

**Clean Up Supervisor**

Jasmine Choiniere

**2D Clean Up Animators**

Chris Leoutsakos

Jas George

Josh Tywater

Mia Kaplow

Timos Stein

Uharn Tan

**Pantheon Supervisor**

Anush Bhavsar

**Pantheon Artists**

Allison Carson

Andrew Erbskorn

Ashley Suchan

Hanna Wang

Hoi Ching Ng

Noah Catan

Pia Evangelica

Steven Shen

Tessa Ya Ming Kissick

Yeong yuh Lin



# Credits

## Visual Effects Co-Supervisors

Davis Hardy  
Kristian Maryann Kinley

## 3D Generalists

Kulin Mehta  
Joaquín Laca

## 3D Lighting Artist

Sarah Putka

## Compositing Artists

Andrea Rosado  
Katherine Faye Nitti  
Mateo Solorzano  
Wyatt Clark

## Editors

Maxwell Switlyk  
Natalie Sanders

## Poster Artist

Jordan Smajstrla

## Publicity Artists

Emily Strycharz  
Greta Vaitulevicius  
Sergio Berrios

## Project Supervisor

Associate Chair John Webber

## Faculty Supervisor

Chair Chris Gallagher  
Associate Chair Bernardo Warman  
Associate Chair Jonathan Standing

## Narrator

Connor Bushoven

## Music By

Cole Vakassian

## Co-Supervising Sound Editors

Eugenio Mirafuentes  
Blair Kirk

## Sound Effects Editors

Christian Mesiano  
Nicolas Kirchner

## Foley Artist

Jo Romano

## Re-Recording Mixer

Allison Blum



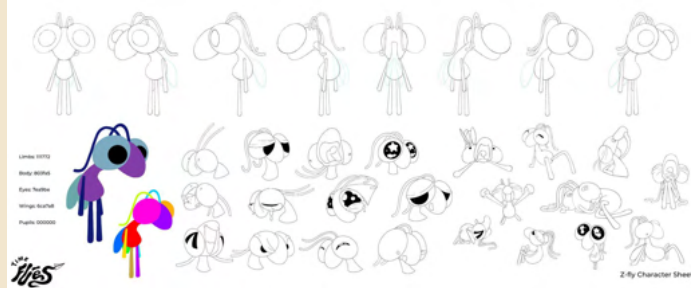




It has truly been an honor to work alongside so many talented artists on such an ambitious film. "Time Flies" was a marvelous challenge, and everyone on the team rose to it spectacularly. I've learned so much throughout its production, and I cannot overstate how proud I am of everyone who had a hand in making this film happen. I've learned so much as a leader, as an artist, and as a team member over the course of this project, and I know that everyone on this team will go on to do great things!

— Ashley Hayden, Animation Co-Director

# Production Art



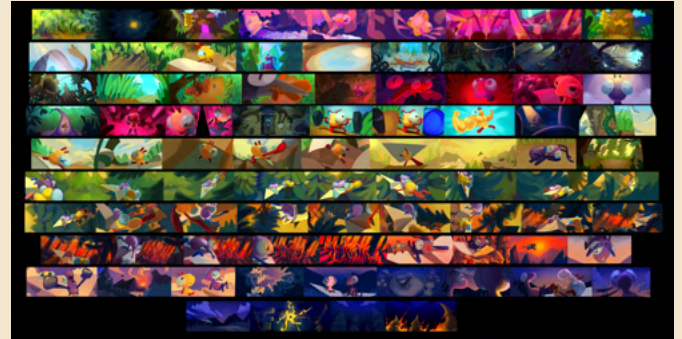
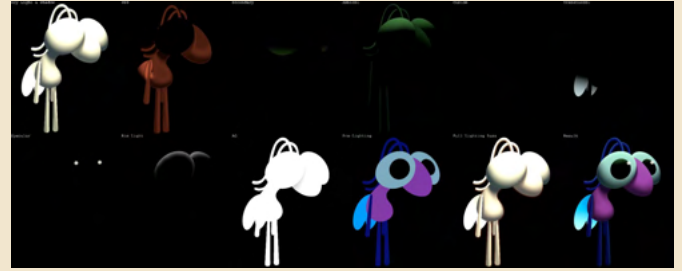
Concept Art



Model

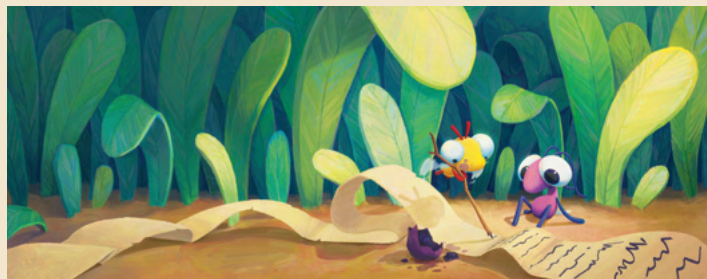
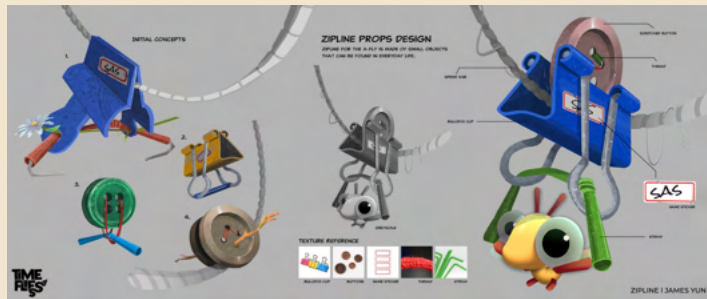
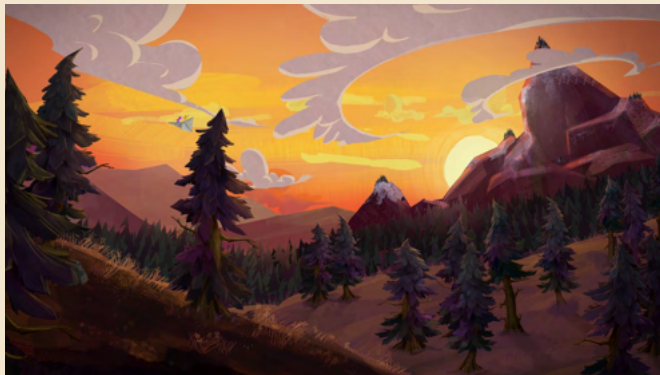
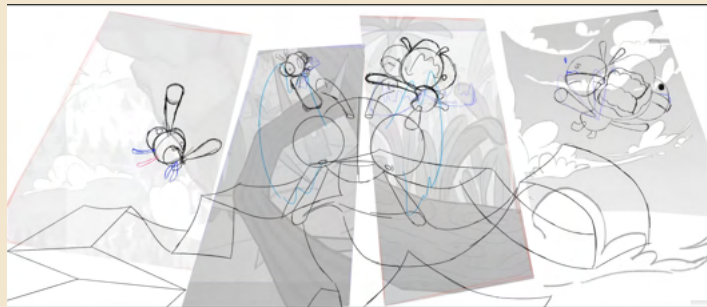
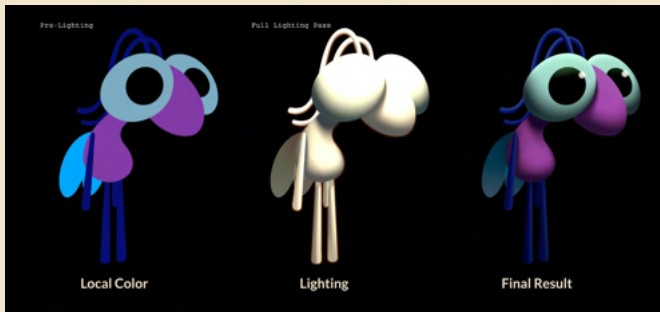


Finished Model





# Production Art





I have learned so much while working on “Time Flies” and I can only thank this incredible team for that. I am beyond grateful to have worked with such talented and motivated individuals. I was fortunate enough to see this project from the very beginning. I saw every up and down we had, every goal completed, and every challenge conquered. The past year has been a challenge, but I would not change it for the world. I have met so many amazing people that I now consider friends because of it. I cannot wait to see them succeed in whatever they do next!

— Breanna Lawton, Animation Co-Director



# FAQs

## What inspired you to tell this story?

Ever since our earliest concepts, the story of Time Flies resonated with our team because of our own time limits. We had a year to complete our story, and we didn't want to waste a second. Yet much like our flies, every now and then we had to remind ourselves to take a step back and appreciate all the work we had done as a team.

## What was the biggest challenge?

2D animation, especially with Pantheon lighting, is a very time consuming process. To finish our film in a single academic year, we had to budget our time wisely, and have a highly organized pipeline to ensure every department had what they needed to get started on their work.

## What was the best part of making this film?

The best part of making this film was getting to collaborate with a huge range of creative talent to bring a single story to life. It's taken a lot of late nights and rapid revisions to get here, but throughout the process, we strove to support each other and have fun, from nature walks to minigolf to celebratory boba after a big presentation. This project has been a labor of love, and the bonds we've formed at this studio will last long after the credits roll.

## What makes a film successful?

Having a solid concept helps, but in order to make a film the best it can be, you need to be willing to pivot and let go of ideas for the betterment of the story. Time Flies had a lot of concept work for scenes that had to be scrapped or changed, but it allowed us to pour all our focus into elevating our film.

## Why animation?

We took on the intense technical challenge of lighting a film with Pantheon because we wanted to show there are still horizons to explore in 2D animation. Even as new technologies emerge in CGI and 3D, there's an irreplaceable human quality to hand-drawn animation that continues to captivate artists and viewers alike.





# **Savannah College of Art and Design**

**Created and Produced at SCAD Animation**

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