IT'S NOT BREKKY ...
AND IT AIN'T LUNCH @ Z0Z3 LOOKS GOOD

TRIPLE MEAT PRESENTS AN INDEPENDENT ANIMATED SHORT FILM SMOKO

CREATED BY STEVE COOPER, PRODUCED BY MICHAEL PATTISON, DIRECTED BY ADAM GUNN, VOICED BY ANDREW COLLINS, ADAM GUNN AND ERIN BLACK, ANIMATED BY ANDREW COLLINS AND IAN HARROWEL EDITED BY KYLEBRENCH ROSE VILLARAMA, MANAGED BY ERIN BLACK, RECORDED BY GIRARD DORNEY, EXECUTIVE PRODUCERS - SEAN ASPINALL, STUART CUNNINGHAM AND STEVE COOPER FEATURING OPENING CREDIT MUSIC BY ZACHARY RAMONE AND CLOSING CREDIT MUSIC BY VAN DIEMEN www.vandiemenmetalbandcamp.com



DURATION: 3:30

LANGUAGE: ENGLISH (WITH SUBTITLES)

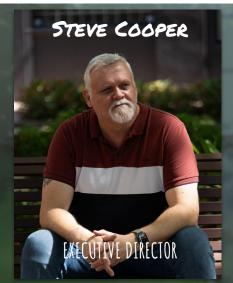
ORIGIN: AUSTRALIA

Brandon, a tradie, and Brenda, an ibis, meet up on a park bench in Chippo (Chippendale, Sydney) every day for smoko where they chew the fat about whatever pops up. It's their 15 minute daily ritual where no topic is off limits... music, politics, smoking, the footy, sex, drugs and rock'n'roll, anything and everything... It's open slather. In true Aussie style these great mates aren't afraid to hang shit on one another for a laugh, all delivered in dry whip crack drawl.

Coming from completely different walks of life... and species, with at least one generation between them, we explore the different ideas and opinions they have on whatever topic gets them riled... and whatever it is it's gonna be bloody passionate!

In the end it's obvious they have more in common than what they thought and, from whichever standpoint they start on, they tend to meet on common ground before the end of SMOKO.





Steve Cooper is a studio co-owner and director with more than 30 years experience in the animation industry. With a background in design and animation he has worked on countless shows, styles and series philosophies.

SMOKO is Steve's brain child, a short with scope to be a short series featuring two characters from completely different walks of life...and completely different species for that matter. Things sure do get heated sometimes, at its essence though "Smoko" is a celebration of what we share in common and not our differences.

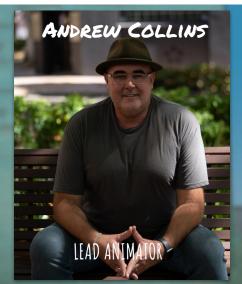


Raised on the streets of Sydney's inner west, Adam has been kicking around the animation industry for 24 years now. Starting in ink and paint, before proceeding to storyboarding, editing and then onto directing in 2015. Adam has worked on both features and series for Australian TV, Netflix, Apple TV+ and Disney. Notable series Adam has directed include: "Blinky TV", "Vic the Viking", "Heidi" "Archibald's Next Biggest Thing", " Mia and Me: The Hero of Centopia".

"SMOKO has provided me with the opportunity

to work on something a little more unhingeD

and filthy". - Adam Gunn



Andrew grew up in Sydney, Australia, where he studied Fine Arts at Meadowbank TAFE, graduating in 1988. Post Graduation, he worked at a number of studios on successful movies and TV series. Andrew has directed several animated TV series and was supervising Director on the award winning series Archibalds Next Big Thing.

As an Animator, Storyboard Artist and Director to Andy brings new stories and projects to life. Andrew is a highly respected industry leader, mentor and trainer who delights in sharing his knowledge and experience.



Michael's career in animation spans a number of decades. Michael has proven himself to be a dedicated and integral member on every production he has taken on.

"SMOKO has been a chance to really let loose and really lean into Aussie humour"
- Michael Pattison

"Geordie (aka Michael) is a loose cannon but god damn he gets the job done".

- Erin Black



Kyle calls himself a film buff despite having an ashaming long backlog of classic-films on his still to watch list. Any editor will tell you editing is both exciting and frustratingly fiddly, but being given the opportunity to work once more with the likes of Andy Collins, Steve Cooper and Adam Gunn is nothing short of a thrill.

"They're funny, humblingly talented and it's always a rollercoaster ride working with them as co-workers and also friends".

- Kyle Rose Villarama



Erin has worked in the Australian media industry for well over a decade across features, live event television, broadcast, independent documentaries, consumer affairs and now animation. It's in animation she found her community and it is where she has remained for going on 8 years! (Crikey has it been that long already?!)

"Honestly it's the people in animation who keep me in this industry, you'll never meet more talented artists, sincere storytellers or genuinely lovely people".

Erin Black

DIRECTOR'S STATEMENT

SMOKO was an idea spawned over two mates sharing the morning break two chew the fat over whatever's got us riled up that particular day. Politics, sport, music... kids these days etc... Almost never agreeing on anything and arguing the toss. You get the idea.

It got me wondering what other people gasbag about. What gets them all hot and bothered?

Where we are in Chippendale, Sydney, is a melting pot of culture with universities, shops, cafes and businesses of all shapes and sizes. There's also a heck of a lot of birds called straw necked ibis or "bin chickens" as we know them. Always on the hunt for food scraps wherever people gather to eat... especially whatever gets thrown into the trash.

In SMOKO I wanted to give voice to one of them... Brenda, the bin chicken. It turns out she's quite a lot like the rest of us... full of shit.

And then there's our tradie, Brandon, the everyman. The bloke that knows everyone and everyone knows a Brandon. Young and fit, friendly and relaxed. The yang to Brenda's yin and the straight to Brenda's crooked. He provides the human connectivity to make our comedic duo relatable.

Each day Brenda meets up with Brandon on a park bench to have a natter (chat). It's their fifteen minute daily ritual. Their sacrosanct morning break known colloquially as "SMOKO". There's bloody songs about it it's so sacred!

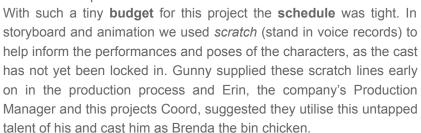
I designed the look to be simple and unfussy so we can really focus on what it is that these two miscreants are jabbering on about. To let them do the talking through turn of phrase and top shelf key posed full animation. I wanted the subject matter to be relatable, feel free, casual and uncensored.

The sound design is also deliberately sparse. No cartoony soundscape with slide whistles or 'boings' as we want the audience to get a sense that they're in a real world. That they could walk by a park bench wherever they are and see Brenda and Brandon engaged in their daily joust.

More than anything I hope audience will consider Brenda and Brandon their mates too!

PRODUCTION NOTES

SMOKO taps into the rich vein of quintessential Australian humour. It's crass and raw but at heart it's genuinely friendly, even if **inspired by** the intergenerational biffs (arguments) we are all privy too. This is what Steve wanted to capture when he pitched his **mini tv series pilot** script to Director, Adam Gunn (*Gunny*) who embellished it with his own brand of humour. Michael Pattison (*Geordie*), project Producer and Head of Production oversaw rewrites and the boarding process and brought Andrew Collins (*Andy*) into the mix as the Lead Animator. It's worth noting that every panel on SMOKO is digitally **hand drawn and painted**, a rare artform in animation these days due to the skill required, labour involved and time taken to produce such work. Poor Andy right? Luckily we had veteran lan Harrowell and visual effects animator, Ben Grimshaw, thrown in the mix to help out.

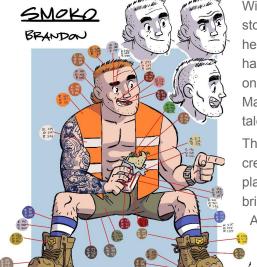


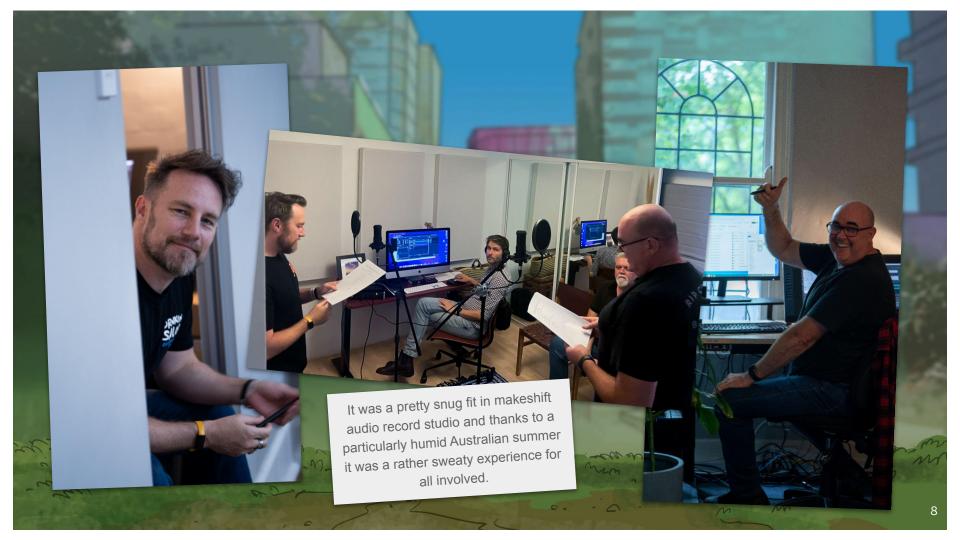


There *may* have been a bit of strong arming involved (by Erin) but Adam agreed. For Brandon we went with the crew member with the clearest Aussie accent, Andy, our master animator. To save pennies the audio session took place in Erin's apartment and was overseen by Girard Dorney. Kylebrench Rose Villarama was then brought in to bring it all together in edit and tighten up timing and add the much needed atmos to really ground the film.

All in all it's been a fantastic gig. There is always something magical about working with people you know. **Some of these friendships date back more than 30 years** and the comradery it brings can be felt in the finished product.

A Triple Meat Studio debut, we're excited to see how audiences respond.





BRENDA

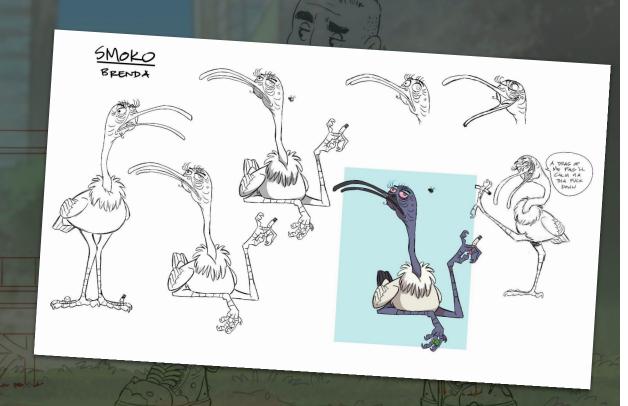
Brenda as a venerable bin chicken with questionable links to the seedy underbelly of Sydney's past. Always on the lookout for a decent ciggie butt, Brenda is a treasure trove of tales that would curl a sailor's moustache delivered with her own brand of vulgarity and spice. Her perspective is boomer.

Best quoted include:

"Halliefuckenlooya!"

"Back in my day, men used to smell right, like whaling, old spice and spunk".

> "You youngsters need to unclench your arse holes! So uptight".



BRANDON

Brandon is a tradie in his mid 20s.

A fit and sporty bloke who's always got something interesting for lunch. His world is the gym, his fully decked out ute, sport and Friday nights out on the town.

Not afraid to speak his mind on any subject but willing to listen when presented with a strong counterpoint. His perspective is millennial.

Best quoted include:

"FOR FUCK SAKE!"

"OH HERE WE GO".

"BETTER THAN SHIT BREATH!"



