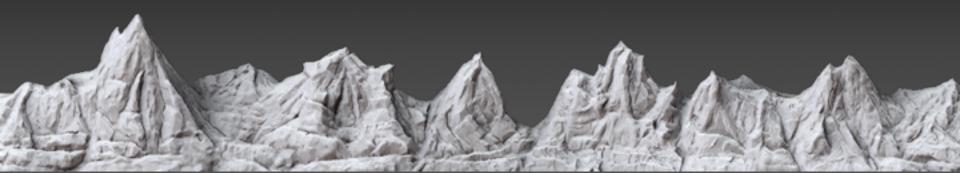
At the Mountains of Madness an animated short



the TEAM





Gabriel Valdivia
Animation lead, modeler

Patrick Stelmach
Modeling lead animator









Anthony Meyers
Character TD, VFX lead

Ethan Miller Audio lead, CG generalist

Joshua Hollander

Environment lead, modeler



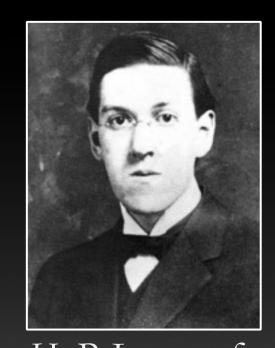




Adviser: Nicholas Jushchyshyn

the ELEVATOR PITCH

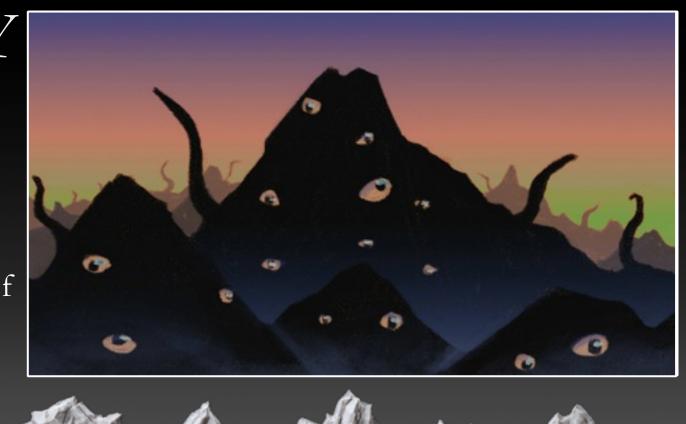
- Animated adaptation of H. P. Lovecraft's At the Mountains of Madness
- 5 7 minutes
- Focuses on nihilistic, cerebral tone
- Targets niche fan base while maintaining universal appeal



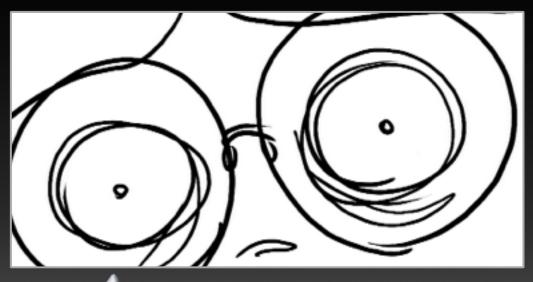
H. P. Lovecraft father of American horror



Two explorers discover an ancient horror deep within the frozen wastes of Antarctica.

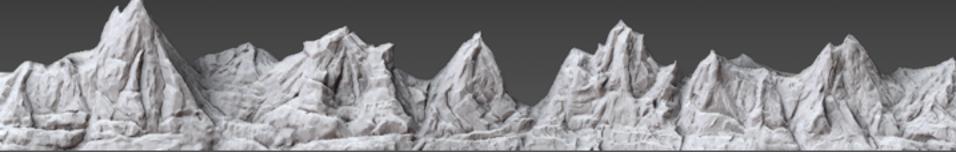


the TONE

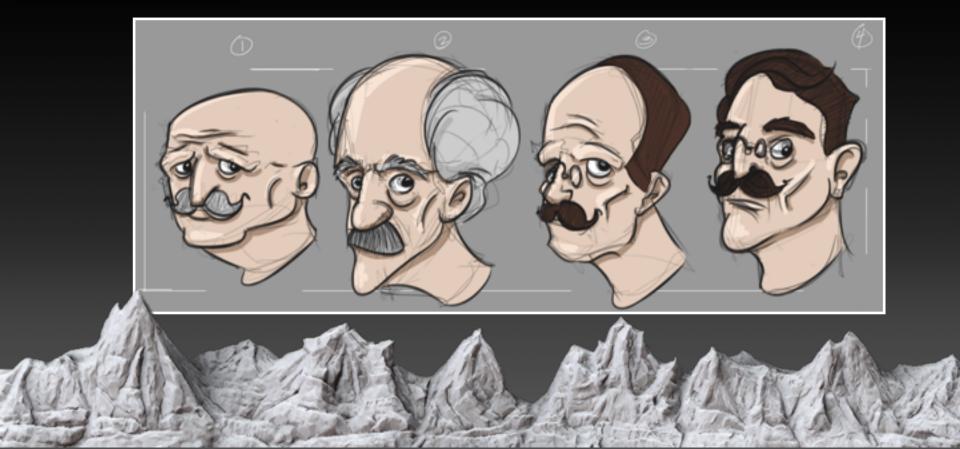


COSMICISM

- n. The literary philosophy developed by the American writer H. P. Lovecraft.
- There is no recognizable divine presence in the universe.
- Humans are *particularly* insignificant in the larger scheme of intergalactic existence.

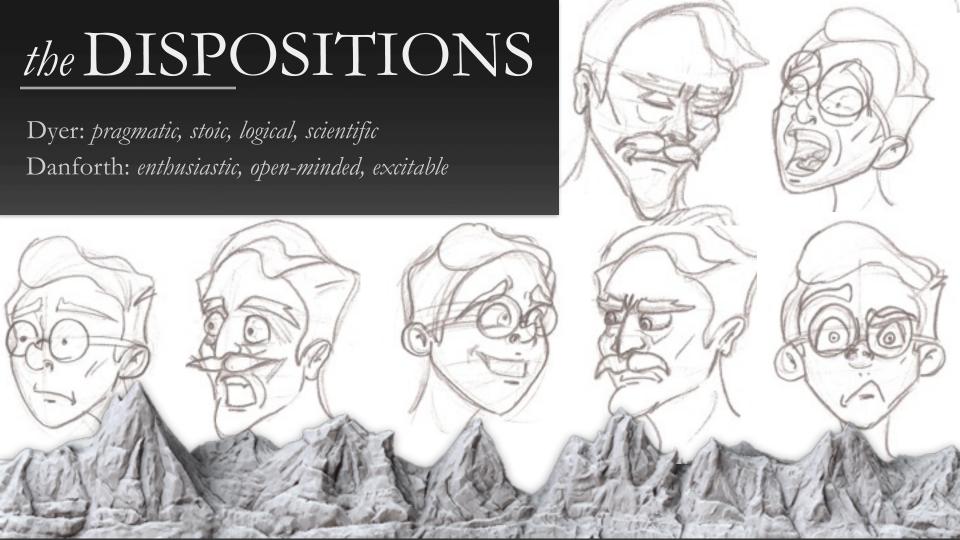


the CHARACTERS



the CHARACTERS







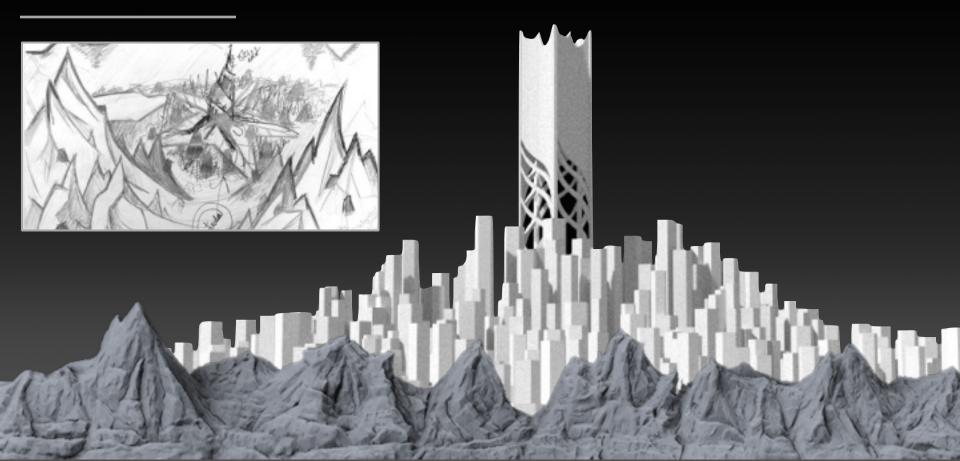
the CHALLENGES

the LOOK & FEEL

Nicholas Roerich, 1928



the ENVIRONMENTS





the INSPIRATION



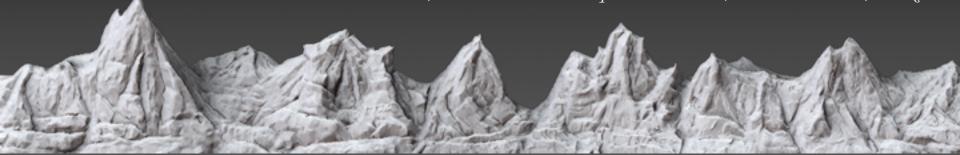
Prometheus.



20th Century Fox (June 8 2012). The Animation Workshop (September 23 2012). The Backwater Gospel.



The Walt Disney Animation Company (November 27 2013). *Frozen*.



the SOUND

Dyer: Dean Jones

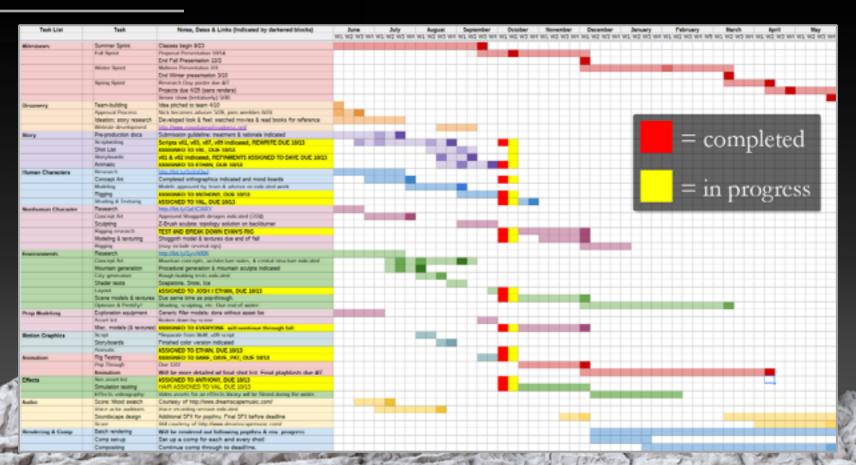
Danforth: Connor Behm

Composer: Len Miller





the TIMELINE



http://mountainsofmadness.net

