

# The Passenger

a film by Chris Jones

## Synopsis

Storm clouds gather as a timid bookworm braves his daily walk to the bus stop. When he discovers what awaits him on board, he realises he'd have been better off outside in the storm.

## Production Details

The Passenger is the result of about six years spent in a bedroom with a computer. Entirely self funded and self produced, the project was originally conceived as a showreel piece, but later upgraded to short film status. All sound, music and vision were created by one person with commercially available hardware and software.

The Passenger

Australia 2006

Running Time: 7:00 minutes

Format: 35mm, Colour

Screen Ratio: 1.85:1

Sound: Dolby Digital

## Credits

Written, designed, modelled, textured, illuminated, animated, composed, recorded, mixed, edited, produced and directed by Chris Jones

## Festival Screenings & Awards

Best Animation - 2006 Los Angeles International Short Film Festival (premiere)

Best Australian Film - 2008 Melbourne International Animation Festival

*Invitation/out of competition:*

Inclusion in the 2006 Academy Award Nominated Shorts theatrical run in the USA

Nemo Festival, Paris

Seoul International Cartoon and Animation Festival

Kratkofil International Film Festival, Bosnia and Herzegovina

Documentary and Animation Festival of Cyprus

InDPanda International Short Film Festival, Hong Kong

Calgary International Film Festival

ArtCourtVidéo, France

Animation Nation, Singapore

Melbourne International Animation Festival

Australian International Animation Festival

London International Animation Festival

Siggraph Asia 2008

## **Biography**

Chris Jones is an Australian artist, animator, musician and general creative type. Born in Bendigo in central Victoria he began drawing at an early age, and soon started making "flip-books" and experimenting with Super 8 animation. He studied Industrial Design at Swinburne University of Technology in Melbourne, and during this time began working as a freelance children's book illustrator. After graduation he continued illustrating and animating before becoming a computer game artist at Beam Software (later to become Infogrames, then Atari, now Krome). He left Infogrames in May 2000 to complete work on The Passenger, and as of 2006 works as a freelance artist, animator, etc.

## **Contact**

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Stills (hi-res images available on request)

