'As Hell rumbles with the threat of an infernal war, a ride-or-die crew of demons navigate the underworld, chasing meaning through a whirlwind of bounties, brawls, and high-stakes heists.'

PILOT TRAILER

'HEATHENS' is an action, dark fantasy & western-anime-styled 2D indie animation project about demons, devotion, and an era coming to an end.

With the success of our Kickstarter and the production of episode 0's 'Hellhounders' underway, we're preparing for the next! This callout form is for anyone interested in helping us with this project as the roles listed! If we think you'll be a great fit for the team, we'll contact you :)

Please Keep in Mind:

- **While yes this is a paid project, please keep in mind _this is an indie animation project so we're on an indie budget._** Payment will also be sent through **Wise**, so please have that set up. (It can do direct bank transfers as well).
- Working on Heathens is more like a side gig, **so please don't expect it to replace your day jobs!**
- *We're not able to supply any paid software*, so please be sure to have it already!
- **Heathens is a team effort so communication is key.** We do check-ins, so please keep us regularly updated!
- **Due to high number of responses, we cannot respond to everyone with the outcome of their application.**
- **Please be 18+ only.**

DIRECTOR'S STORYBOARD NOTES

STYLE
- <u>Heathens cinematography and general camerawork is to be treated as dynamically, cinematically and seriously as possible, unless specified otherwise.</u>
    - This is to respect the story and characters within the context of their universe, the comedy only happens if the characters themselves are trying to be funny.
    - Heathens is boarded in a cinemascope ratio (3440 x 1440), so you can almost treat it like a film in a?? way???
- Dynamic staging > Flat staging. I'm very much Dutch angle, low focal length, uncentred horizon lines, depth of field, and blurred foreground/background enjoyer >:)
- Serious/rule of cool vibes > comedic! + 1 cooly composed shot held over several seconds is usually preferred over multiple quick shots
    - Unless it's for action scenes, then I like insert shots!

TECHNICALS
- With our current pipeline:
    - I'll be preparing detailed briefs for each sequence & the radioplay beforehand so it's ready to be thrown into Storyboard Pro.
    - We beat out panels straight in SBPro to the supplied radioplay, so atleast a lilllll bit of animatic experience is nice to have!

POSITIONS:

- **STORYBOARD LEAD**
    - What you'll work on:
        - Tasks:
            - Working together with the directors to manage, launch the crew, and ensure the vision and beats of the story are accurately translated and elevated from the script.
            - Delivering feedback and assigning storyboard sequences with clear communication and draw-overs where required.
            - May be required to aid scriptboarding, documentation/guide write ups, certain Lead shots,. high-difficulty storyboard sequences etc. (Sequence briefs and further director thumbs will be prepared by the Director).
        - **Software:** Toon Boom Storyboard Pro
        - <u>Note: As our backgrounds will be 3D, you'll need to learn how to navigate & adjust the camera FOV in Blender for final BG screenshots (this can be taught later!).</u>

Storyboard Inspo

- In terms of <u>Action Choreography</u>, I like stuff that flows and builds up nicely, and focuses on **utilising the characters to their fullest potential while limiting them to their actual movesets, weapons, environment, and personality**.
- With Heathens inherently having power systems, I love seeing the characters just fight dirty to contrast or work alongside their own powers. Lost your weapon? What if you just straight up punched them huh? It keeps them grounded to their universe without going too DBZ! Example:
  - [Really satisfying dynamic camera work and pacing in this Mushoku Tensei fight](#)
  - [All the Nezha 2 fights go crazy](#)
  - [A lot of RWBY-inspired choreography!](#)

- In terms of General storyboards, I really like work that **focuses on the shot flow, atmosphere, and composition that makes the viewer feel things**, especially when the shots are held for a while and we can just take it in! For example:
  - [Christopher Nolan](#) movies in general are super nice!
  - John Wick [Chapter 3](#) and [Chapter 4](#) do a real nice job of this!
  - [Blade runner](#) is super atmospheric too!

PLEASE APPLY HERE:
https://forms.gle/HNAwjRTVtev5eW4w9

(You can reapply if you've updated your portfolio, or just to let us know you're still interested :))