

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 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
Best Animation Film – 2011 Renovation Independent Fan Film 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
Australian International Animation Festival
London International Animation Festival
Siggraph Asia 2008
2010 REGARD International Short Film Festival (Quebec, Canada)
2010 Animayo, Spain

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). He left Infogrames in May 2000 to complete work on The Passenger, and as of 2006 works as a freelance artist, animator, etc.

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Stills (hi-res images available on request)

