

CHRIS ROMANO, DIRECTOR  
HIDE AND SEEK, 2004  
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#### STATEMENT OF DIRECTOR

HIDE AND SEEK started out as a test.

Because I'm a one-man studio, my work tends to rely on snappy dialog and limited animation. I wanted to create a piece that was more action oriented and featured full 3D character motion. In turn, I decided to pass on an elaborate environment and focus on a short that was all about the characters and the performance (and less about my usual obsessions).

I had grown weary of working with voice-actors and wanted to create something I could complete using only two computers. An earlier version of the cartoon, called READY OR NOT (as included on the DVD release) features the same two robots with computer generated voices. The synthetic voice acting didn't work out, however, so I was forced to use humans.

This project also gave way to some test shorts. The first, SCREEN TEST, is where NUTS, the silver robot, makes his debut. By the time HIDE AND SEEK went in to production, it was the third piece; I was exhausted; and probably spent more time procrastinating than anything else. I spent three long months on the first minute of the film.

After an amazing three week trip to Japan (Hokkaido!), however, I returned completely energized and finished the remaining three minutes of the film in the next three months.

The music and sound effects are by Michael Miller, another one-man operation. We did all of the voice recording in his studio. He's the voice behind BOLTS, the copper robot.

Ignoring the topics which motivate most of my work, the story of HIDE AND SEEK is intentionally simplistic. Having completed this project, I'm now ready to return to some of my old, self-absorbed tricks.