



DISCOVER A NEW FORCE OF NATURE

# THE SON OF BIGFOOT

IN CINEMAS 2017



STUDIOCANAL and nWave Pictures present

# THE SON OF BIGFOOT

**A FILM BY BEN STASSEN & JEREMIE DEGRUSSON**

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## **SYNOPSIS**

Adam, a thirteen-year-old outsider, sets out on a daring and epic quest to uncover the mystery behind his long-lost dad. He quickly discovers that his father is none other than the legendary Bigfoot, who has been hiding in the forest for years to protect himself and his family from HairCo., a giant corporation eager to run scientific experiments with his special DNA.

As father and son start making up for lost time, Adam soon finds out that he too is gifted with superpowers beyond his imagination. But little do they know, HairCo. is on their tail as Adam's traces have led them to Bigfoot...

## MEET THE CHARACTERS!

### ADAM

Sat in the back of the class, Adam is once again lost in his dreams, and neither the voice of his teacher nor the laughs of the school bullies seem to wake him up. He has no idea on the adventure he will soon start!

Adam is a sweet and witty kid. Lately, he has noticed some strange changes... his hair has grown overly and his feet have busted out of his sneakers!

This is not the first time that Adam's life is filled with mystery: when he was still a baby, his father strangely disappeared. Adam never complained, he has been perfectly fine alone with his mother... Until the day he discovers letters from his dad with an address. Henceforth he will have just one goal in mind: find his dad...a quest that will lead him to discover an all-new world, filled with superpowers and unexpected friends!

Over the course of his adventure, Adam is going to learn about himself, and all the mysteries that surround the disappearance of his father. But he will soon found out that the dangers that kept him away from his dad are far from belonging to the past...

Size: 1m67 and still growing!

Strength: can talk to animals, hear from a mile away, run and jump like no one... the bigfoot powers!

Fun facts:

- Uses scotch to fix his shoes
- Must cut his hair everyday
- Hates his mom's meatloaf

### BIGFOOT

Bigfoot is Adam's dad. He used to be a young, successful and overachieving scientist that transformed himself for mysterious reasons into... Bigfoot. When HairCo. came after him and threatened his family, he went into hiding in the forest to keep them safe. Far from being the wild beast we might think of, Bigfoot is caring, playful, protective, and holds the animal community together. Aside from the size of his feet, he is also gifted with super powers! Faster than a rabbit, stronger than a bear, more agile than a squirrel, he's the one true Guardian of the Forest.

Size: 2m10

Strength: Fast, powerful and agile, he combines every animal's strength

Fun fact:

- He's an amazing guitar player... too bad his music tastes are so outdated!
- He turned vegetarian when he moved to the forest, yet, he still thinks Trapper would be delicious "with a bit of salt and pepper"!

## **SHELLY**

Shelly is Adam's mom. Overworked and exhausted, she still manages to be the perfect mom... except for her cooking skills. Her dry sense of humor keeps up with Adam's wit easily. For his sake, she has sacrificed a lot, even when it implied hiding the truth about his dad...

Size: 1m66

Strength: her determination knows no limits

Fun fact: She cooks meatloaf for Adam almost every day!

## **TRAPPER**

Trapper is the coolest raccoon who has ever set foot in the forest... at least that's what he thinks. This cocky rodent never misses an opportunity to brag and doesn't seem to notice his friend's exasperation. Truth is, far from being "born ready" as he claims, Trapper's best talent is messing up things. But luckily for him and his friends, Trapper's heart is at least as big as his ego!

Size: 70cm

Strength: well... probably self-confidence

Fun fact: He calls himself "the boss of the forest"

## **WILBUR**

Wilbur is a terrifying black bear that wanders in the forest looking for preys, animals or humans, to jam in his huge and sharp claws... just for fun though. Nothing satisfies more this laid-back dude than a good joke, especially when his friend Big Foot is around. Wilbur is anything but a scary beast, in fact he's more of a big teddy bear who asks for nothing but to chill forever in the forest.

But when his friends are threatened, his primal bear instincts come out and you better not cross his path!

Size: 2m50

Strength: Great brute force

Fun fact: He hates to be called sweet but he reluctantly admits he is

## **TINA**

Tina the squirrel is the energizer of the animal team. Always over-excited, she never stops running around, climbing on trees, on other animals, jumping to the ground, running again... she's very likely to be the reason for most of her friends' headaches! Yet, it's impossible not to love her, and when these very friends are in trouble, her unmatched quickness is a great help!

Size: 30cm

Strength: Crazy quickness that easily compensates her tiny size!

Fun fact: She has a penchant for rabbits

## **WEECHA**

Weecha is a Raccoon with a plan. She's married to Trapper, and she's the rock-solid counterpoint to his hotheaded ways. Make no mistake, in spite of Trapper's heavy hints to the contrary, she's the one in charge!

Size: 70cm

Strength: With her raccoon agility, she can fight like a kung-fu master!

Fun fact: She carries a bunch of baby raccoons in her small belly

## **WALLACE EASTMAN**

Wallace Eastman is the CEO of HairCo., a massive pharmaceutical company eager to run scientific experiments with Bigfoot's special DNA. His evilness and power are unmatched. Surrounded by his army of muscular security guards, he will stop at nothing to reach his goal!

Size: 1m80 with the hair strand

Strength: He has total control over an army of muscled security guards

Fun fact: He has a very personal reason for his evil scheme...

## **DOCTOR BILLINGSLEY**

Doctor Billingsley is no better than his boss, Wallace Eastman. This brilliant and nerdy scientist of HairCo seems to have only one goal in life: discovering the secret of hair growth at any cost, including luring a naïve intern into unauthorized human testing!

Size: 1m50

Strength: His Machiavellian smartness

Fun fact: He makes no difference between an intern and a lab rat!

## **GARCIA**

Garcia is, with Simpson, the closest henchman of Wallace Eastman. Both lead his army of very fashionable security guards. Even though he is a fearsome fighter, his favorite discipline isn't English boxing or kung-fu fighting but hair combing...

Size: 1m85 including his hair strand

Strength: Great brute force... for a human though!

Fun fact: He was hired straight out of jail...

## **SIMPSON**

Simpson is Garcia's partner as a security agent. Trained in the army and the FBI, Simpson is relentless when it comes to the security of the company.

Size: just like Garcia, 1m85 with the hair strand

Strength: He's the sniper of the duet

Fun fact: Garcia makes fun of him because he drinks Latte

## **TONY AND HIS CREW**

Tony is the boss of the "Flying skulls", the school's bullies. With his devoted sidekicks Charlie and Dale, he rides his BMX bike and reigns on the playground as a tyrant. Unfortunately, for Adam, he has been randomly picked as their number one victim. But the "flying skulls" are dumber than mean and they will notice Adam's hidden strength a bit too late...

Size: 1m45

Strength: Big boy arms

Fun fact: He holds a record of 9 school suspension

# THE LEGEND OF BIG FOOT

## Who is Big Foot?

Bigfoot is a tall and hairy creature that looks like a mix of human and ape. He lives isolated in the wooded mountains of North America. The Native Americans, who knew about it way before us, call it the "Sasquatch". To them, Big Foot is not a monster but the guardian of the forest.

The Bigfoot is a bit wild and nobody has been able to approach him closely. So it is hard to describe it precisely, but we know it is very tall, between 2 and 3 meters (twice the size of a kid!) and as large as a gorilla... which is just 1m70 tall. It has tremendous strength, allowing it to throw huge stones or trees with ease, combined to an astonishing agility: in the forest, it can jump from rocks to rocks and climb the highest trees like a small monkey.

Maybe the Big Foot has other powers which we still don't know about, such as the ability to talk to animals, or to hear from a mile away...

## Why such a name?

Its name is likely linked to the huge footprints found in California (its feet are said to be more than 60cm long and 20 cm wide!) that were the first proofs of its existence.

There are other explanations though. Some say his name comes from an extraordinarily big and powerful Grizzly bear that lived in the early 20th century and was also called big foot.

## Is there only one Big Foot or are there more?

There is only one Big Foot in North America, but in almost every region of the world, similar creatures can be found. The most famous one is the Yeti, who lives in the Himalayas, and is a little bit like Big foot but it is smaller and has a white fur. There is also the Yeren in China, the Yowie in Australia, the Almas in Central Asia. We don't know if these are the same specie or are totally different, but in every region of the world, these creatures seem to have existed since the dawn of times.

## Okay, but are we even sure Big Foot exists?

Just like the Yeti, there is no scientific proof of its existence, and the Big Foot is more likely to be a legend. However, many people throughout times have claimed to have seen the creature and in 1967, two men managed to capture it on film.

It launched an enthusiastic wave of search for it. After this first image, many people came back with pictures or films of what they thought might be the Big Foot but most of the time it just turned out to be a particularly big bear... or a man wearing an ape costume.

Yet, a lot of people keep looking for it, even though most of them are aware that their search is very unlikely to be successful. What matters to them is to believe in something magical. After all, it being uncatchable is maybe one of its unknown powers... and wouldn't it be better if the forest had a guardian?



## BEN STASSEN | DIRECTOR

When I graduated from the USC film school, I never thought I would end up making animated films. I produced my first feature in 1989, *MY UNCLE'S LEGACY*, an art-house film directed by the Croatian director Krsto Pacic. The film won the international press award at the Montreal Film Festival and was nominated for a Golden Globe in 1990. Soon thereafter, I saw a high-end computer graphic workstation for the very first time. I was absolutely blown away by the machine. This was the early 1990ies, a period when the first digital effects were used in Hollywood feature films. I was convinced that in the near future, the CGI workstation would become a true mini-studio on a desktop making it possible to not only generate some special effects but to create entire films.

I was really intrigued by the possibility of setting up a company that would make entire films using digital tools. In 1992, I teamed up with Caroline Van Iseghem and Eric Dillens to start a digital animation studio. This was still several years before the release of *TOY STORY*, the first computer animated feature film. So, our focus was certainly not on feature film. But instead of simply doing animated logo, commercials and special effects for third parties, we realized that there was an opportunity to create short CGI film for the specialty film markets. There is a great demand for short films from a wide range of venues like theme parks, science centers, zoos, aquaria and the museum networks. At that time, all the films were live action productions. But we thought CGI films could work very well in these theaters as well. Our very first production was a motion simulation ride film, titled *Devil's Mine Ride*. It became an instant worldwide hit in that market segment. This first success opened a lot of doors and within a few short years we became the most important supplier of ride films to the theme park industry.

What set us really apart from all our competitors was that we financed and owned all the films we made. By building up a ride film library, we had valuable assets that could generate revenues for a long period of time. As an example, *Devil's Mine Ride* played for 17 years non-stop at the Excalibur Casino in Las Vegas.

In 1996, we decided to venture in another form of specialty film production, the large format films, better known under the brand name Imax films. Our first production, *Thrill Ride*, became a great success. Very soon, nWave established itself as a leading supplier of Imax 3D film. Between 1998 and 2005 we were by far the largest supplier of large format 3D film in the world.

In the late 1990ies, we identified yet another potential interesting specialty film format: the 4D films, short 10 to 15 minute 3D films with physical effects in the theater. The very first 4D film we produced was *Pandavision* in collaboration with the Efteling them park in The Netherlands. We have produced over 20 films over the last 15 years.

Seeing the great appeal of large format 3D films which routinely grossed over \$50 million at the box office, the feature film industry started to pay attention to 3D cinema. The digital revolution made it possible to have quality 3D projection with one single projector. The major Hollywood Studios saw the appeal of 3D cinema as the best argument to convince theater owners to switch from film projectors to digital projection systems. In 2005, Disney announced they would convert their animated feature *CHICKEN LITTLE* to 3D. They aimed at having at least 100 3D theaters operational in the US for the release of the film.

We saw this development as a great opportunity to venture into feature film production. We had produced more 3D films than anyone else in the world and we felt that our expertise would be a great asset to create a really immersive 3D feature film experience. *THE SON OF BIGFOOT* is our 7<sup>th</sup> 3D feature film since the release of *FLY ME TO THE MOON* in 2008.

## BIOGRAPHY

Born in Belgium

Lives and works between Belgium and the US

World leader in multiplatform digital cinema

**1985** Graduated from USC School of Cinema and Television (California)

Worked for two years in US TV

**1990** Discovered computer-aided animation and produced MY UNCLE'S LEGACY, nominated for Best Foreign Film at the Golden Globes

**1991** Started working as a Producer and Director of "large format" films (mainly IMAX) for theme parks and museums

**1994** Co-founded production and distribution company n'Wave Pictures

**1998** Directed first film in IMAX 3D, ENCOUNTER IN THE THIRD DIMENSION

Became an expert in screening IMAX films and movies using other specialist cinematographic techniques (Showscan, Iwerks, VistaVision)

**2007** Directed his first feature FLY ME TO THE MOON, the first animated feature completely produced in 3D relief

**2009** Nominated for the Audience Award at the European Film Awards

## FILMOGRAPHY

Feature films (by production year)

**2017** THE SON OF BIGFOOT (Director - Producer)

**2013** HOUSE OF MAGIC (Director - Producer)

**2011** SAMMY 2 (Director - Producer)

**2009** SAMMY'S ADVENTURES (Director - Producer)

**2007** FLY ME TO THE MOON (Director - Executive Coproducer)

IMAX films (by production year)

**2006** AFRICAN ADVENTURE: SAFARI IN THE OKAVANGO (Writer - Director - Producer)

**2004** WILD SAFARI 3D (Writer - Director - Producer)

**2002** MISADVENTURES IN 3D (Co-Writer - Director - Executive Producer)

**2001** SOS PLANET (Writer - Director - Executive Producer)

**2000** HAUNTED CASTLE (Writer - Director - Executive Producer)

**1998** ALIEN ADVENTURE (Writer - Director - Executive Producer - Director of Photography)

ENCOUNTER IN THE THIRD DIMENSION (Co-Writer - Director - Executive Producer)

**1996** THRILL RIDE: THE SCIENCE OF FUN (Writer - Director - Executive Producer - Director of Photography) Short films

### From 1990-2009

DEVIL'S MINE RIDE, COSMIC PINBALL, ASTRO CANYON COASTER, VOLCANO MINE RIDE, SUPERSTITION, SECRETS OF THE LOST TEMPLE, RGB ADVENTURES, KID COASTER, OCEAN JUNGLE, GRAND PRIX RACEWAY, VOYAGE THROUGH THE CENTER OF THE EARTH, MUSEUM OF VIRTUAL HISTORY, AQUARIDE, HAUNTED MINE RIDE, COSMIC COASTER, PANDA VISION, HAUNTED HOUSE.

## JEREMIE DEGRUSON | DIRECTOR

When I first read Bob Barlen and Carl Bruncker's script, I was immediately hooked by the universe, the characters and the diversity of the settings.

A coming of age movie on family and hair... that story was made for us! This hunch was confirmed once all of our talented crew of artists and technicians was approved. Everybody was on board! It was the start of 2 years and a half of work, that would include, of course, unavoidable challenges and tensions, but with a motivated team. And that's what matters the most.

While doing some adaptations with Ben and the screenwriters to make the movie feasible without losing its soul we had to launch the preproduction (i.e design and storyboard). New talents joined us to strengthen the team. Sylvie Lacroix came in to help us on the artistic direction and her role in the visual development of the film kept growing. She brought her fresh vision and her professionalism to our very recognizable aesthetic.

Olsen draw every character with his incisive style (that guy was born with a pencil in his hands!). With the storyboard team, we would throw around some ideas. I can't mention every name but everybody brought his touch to the "2D" part of the work.

It was time to kick into high gear and the entire studio intensified their work to bring the concepts to the screen. The whole expertise and experience of nWave was exploited. At each step of the process, the movie would get better, richer. Turning drawings into 3D is always a delicate thing, an awesome framing or a spectacular effect on paper doesn't necessarily works in 3D (especially concerning relief, which is important to us). In the end, results were always as good as expected. I remember the first animated scene, to see Adam brought to life, talking, wincing, developing its own personality... and with his gorgeous hair... that was awesome. Our character is beautiful and endearing, bingo!

And to see the settings with its beautiful textures and incredible effects... Bigfoot universe was becoming more and more real.

## FILMOGRAPHY

**2017** THE SON OF BIGFOOT (Director)

**2013** LE MANOIR MAGIQUE (Director - Artistic director)

**2010** LE VOYAGE EXTRAORDINAIRE DE SAMY by Ben Stassen (Artistic director)

**2008** FLY ME TO THE MOON 3-D by Ben Stassen (Artistic director)



## **CAL BRUNKER & BOB BARLEN** | SCREENWRITERS

SON OF BIGFOOT started at the end of 2012, as we were wrapping up production on our first animated movie. Getting an animated movie over the finish line is a marathon.

When we reached the end we were exhausted and in desperate need of a break. The last thing we wanted to think about was making another movie. Generally when you finish a marathon, you don't immediately start running another one.

On the first day of our vacation, we went out for lunch and tried to talk about anything but movies. It didn't work. Our food hadn't even arrived before one of us asked: "What if Bigfoot had a son?" So much for our vacation. By the end of lunch, our brains were racing and we were fully energized to start writing a new script. It's amazing how much energy you can draw from a new creative idea.

For the next few weeks, we talked about the character of Adam, and fell in love with the moment where he cuts his hair and it magically grows back the next morning. We laughed at Trapper, the cocky raccoon named after a stuffed toy from Bob's childhood. But the story really took off when we came up with HairCo, a giant pharmaceutical company hunting Bigfoot for in addition to all the fun, comedy, and action, we felt this was an important story to tell. Adam starts out hating something about himself, and by the end of the movie he wouldn't change it for the world. His unique powers allow him to see the world differently and save the people he loves.

Every day were grateful that we got to make movies. It's the best job in the world. Maybe that's why our vacations don't last very long.

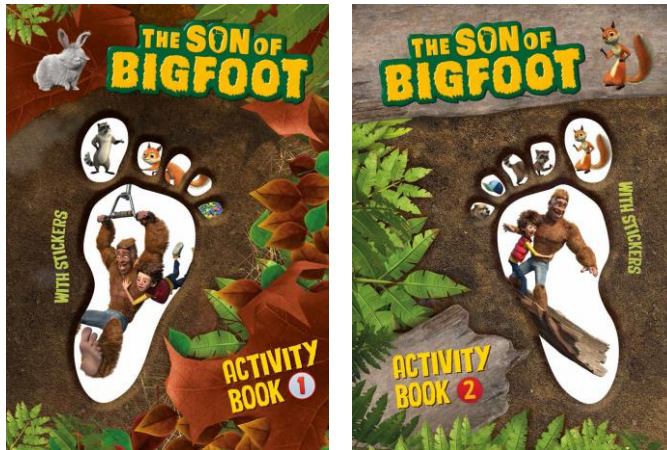
We hope you love this story as much as we loved writing it.

## DIGITAL

Daring adventurers will be able to explore the forest and its amazing inhabitants in search for Bigfoot by going to the interactive website: [www.sonofbigfoot.co.uk](http://www.sonofbigfoot.co.uk). Watch clips from the film, discover the characters, play a video game and plenty more!

## PUBLISHING

### ACTIVITY BOOKS



### The Son of Bigfoot Activity Books

2 titles

24 pages + 1 sticker spread + peek-a-boo die-cut cover

Teenage outsider Adam sets out on an epic and daring quest to uncover the improbable truth that his long-lost father is, in fact, the mysterious and legendary Bigfoot.

Have fun getting to know THE SON OF BIGFOOT through this book's collection of exciting activities, colorful stickers and actual stills from the animated film! Full thrills guaranteed!

### BOOK OF THE FILM

A teenage outsider discovers he is the son of the mysterious and legendary Bigfoot! This adventurous little boy finds out that he too is gifted with superpowers, which he will need to save his family from the villains. Rediscover the story of The Son of Bigfoot through the book of the film!

For further information on the books, please contact our publishing partner, Caramel:

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# CREW LIST

**DIRECTED BY** Jérémie DEGRUSON  
Ben STASSEN

**BASED ON THE ORIGINAL SCREENPLAY "Son of Bigfoot"**

**WRITTEN BY** Bob BARLEN & Cal BRUNKER

**PRODUCED BY** Ben STASSEN  
Caroline VAN ISEGHEM

**EXECUTIVE PRODUCERS** Didier LUPFER  
Eric DILLENS  
Cooper WATERMAN

BELGA PRODUCTIONS

**CO-EXECUTIVE PRODUCERS** Bob BARLEN  
Cal BRUNKER

**MUSIC COMPOSED BY** Puggy

**ART DIRECTION** Sylvie LACROIX  
Jérémy DEGRUSON

**CHARACTER DESIGN** Olivier SENNY

**LAYOUT SUPERVISOR** Philippe TAILLIEZ

**ANIMATION SUPERVISOR** Dirk DE LOOSE

**ENVIRONMENT SUPERVISOR** Frédéric ROBERT

**SHADING SUPERVISOR,  
GROOMING SUPERVISOR** Christopher GRAO

**CHARACTER MODELING,  
Rigging SUPERVISOR** Jerome DRESE

**CHARACTER FX SUPERVISOR** Carlo GIESA

**FX SUPERVISOR** Yannick LASFAS

**LIGHTING SUPERVISOR,  
COMPOSITING SUPERVISOR** Othman HADDI

**TECHNICAL SUPERVISOR** Joël LABBY

**MIX SUPERVISOR** Pierre "Lele" LEBECQUE