

Go For Launch Games, LLC

About Us



Spaceman Skip and the Nebublobs was conceived and designed by a three person team of designers and artists with over 35 years of combined experience in the animation industry, both in feature films and TV, as well as over 8 years combined experience in the game and children's learning industries.

After spending years working on such blockbuster hits as *The Simpsons*, *The Critic*, *The Pink Panther*, *Anastasia*, *Titan A.E.*, *Adam Sandler's Eight Crazy Nights*, *Barnyard*; *The Original Party Animals*, *Back at the Barnyard*, *Planet Sheen*, *Ice Age*, *How To Train Your Dragons*, *The Hero of Color City* and the soon to be released feature film *Ratchet & Clank* as well as several games for Microsoft and Disney, Phil and Lorraine decided it was time to develop a project of their own.

Part of what makes a movie or TV series appealing is its ability to create engaging characters. As an artist and Production Designer Phil has a passion for using strong visuals to engage the audience and wanted to bring that passion to side scrolling games. Phil's second passion is anything and everything to do with space and the NASA programs. In our game **Spaceman Skip and The Nebublobs**, Phil wanted to merge those passions; to create a visually striking game with an engaging, appealing main character.

To make this dream a reality Phil and Lorraine partnered with Malachi, a longtime friend, who also has many years of animation, game and app development experience. Malachi has worked on such feature films hits as *The Barnyard*; *The Original Party Animals*, *Night at the Museum* and *Pulse* and the games *Shadowrun* and *The Agency*. He has also developed 7 children's apps, based on bestselling Dawn Publishing books, which are available on iTunes. Malachi's technical and artistic skill blended well with Phil's artistic vision, bringing together a wide range of talent and know-how.

Music also plays a central role in storytelling, eliciting an emotional response at a subconscious level. Working on this game has also allowed Malachi to bring the full passion of his lifelong obsession with music into the mix; to use his musical talents to engage the player's emotions at a gut level.

The combined talent of this small, dynamic team has resulted in the fast paced action adventure game **Spaceman Skip and The Nebublobs**. We like to think of **Spaceman Skip and The Nebublobs** as an arcade style game on steroids because it combines the fun of a side scrolling game with the rich cinematic beauty of a feature film and zany antics of a classic Warner Brothers cartoon.

At Go For Launch Games we believe in the importance of education and being passionate about learning, which is why we created **Spaceman Skip and The Nebublobs** to be educational in a fun and

entertaining way. We hope you enjoy playing the game and that it ignites your passion to learn more about our Solar System and our Universe.

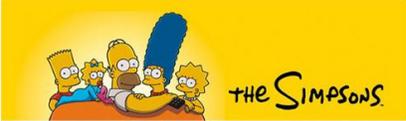
Phil has 22 years experience in the animation industry, the last 17 as a Production Designer and Art Director. Over the course of his career he has worked on 10 feature animated films, 322 animated TV episodes and 4 games. Phil worked for several large studios in his early career and in 2000 he was nominated for an Annie Award for “Outstanding Individual Achievement For Production Design In An Animated Feature Film” for his Production Design work on 20th Century Fox’s *Titan A.E.* In 2006 Phil formed his own design studio, Go For Launch Productions, with his wife Lorraine and together they have worked on numerous animated Feature Films, TV shows and games. In 2009 their company earned a 2008-2009 daytime Emmy award for their Production Design work on the TV series *Back At The Barnyard*. Phil earned a three year degree in Classical Animation from Algonquin College in Ottawa, Canada.

Lorraine earned a four year Bachelor’s of Business Degree, with a minor in Computer Programming, from Ryerson University in Toronto, Canada. She began her career working as a programmer and project manager in the the IT departments of The Toronto Dominion Bank and Canada Post. Lorraine has worked with Phil since 2006 as the Project Manager and Producer in their Go For Launch Productions studio. To date Lorraine has worked on 4 feature animated films, 153 animated TV episodes and 3 games.

Malachi has 10 years experience in the animation, game and children’s entertainment industries in modeling, special effects and coding. He has worked on 3 feature films, 2 games and 2 3D Pop-up App children’s books. Malachi is also an accomplished self-taught musician, and sound track producer with his own one-man band Revenge of the Platypus. He has released six albums since 2010 and he created all of the original music for Spaceman Skip and The Nebublobs. Malachi earned a one year degree in 3D Animation and Visual Effects from the Vancouver Film School.

And in case you’re wondering about Skip and his monkey? Skip works in space and does all of our Beta testing for us. We don’t know what his monkey does . . . but we love him anyway!

Recognize our team from . . .



Awards

