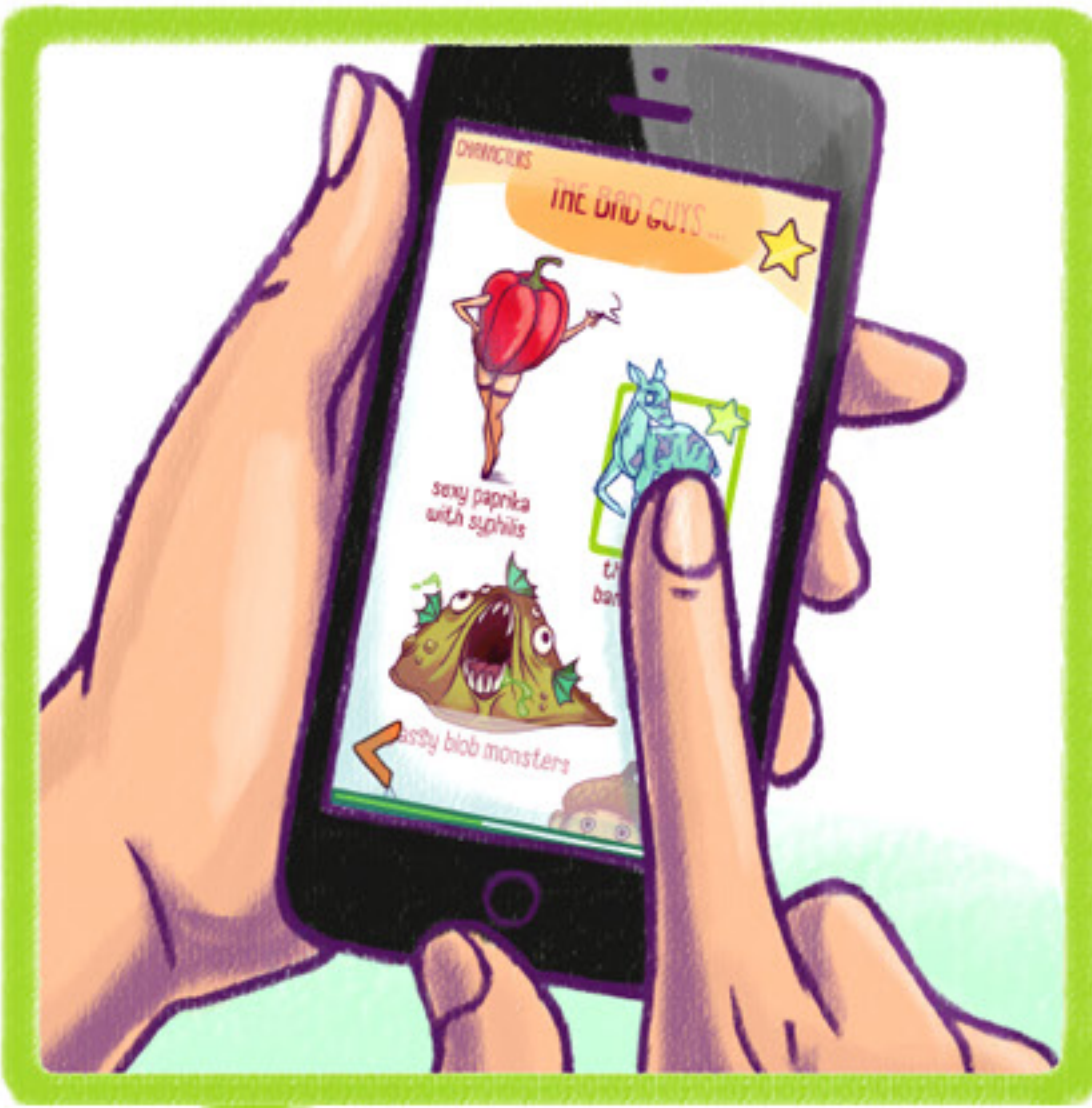# SMOSH MOSH!

Everything can be a movie!

Crowdsourcing Cartoon Series for young adults
created by Janina Putzker

Ever wondered what a cartoon series looks like when people randomly choose the characters and settings for it?

SMOSH MOSH is an online cartoon voting where the community decides which settings, heroes and villains make it into the first episode.

"This time, I wanted to have something unpredictable deciding the story's fate, because I think unique and original ideas always emerge from randomness in the beginning." -Janina

"We think it's not enough to produce funny content, you need to let people participate in the process as early as possible," -Philipp

Janina Putzker

I was born in 1991 in Vienna where I studied Graphic and Communication Design at "The Graphics School" (2005 to 2010). 2012 I learned about 2D animation at the "Animation School Hamburg". Currently I am studying at the "Filmakademie Baden-Württemberg"(4th year). I created many short films over the past few years: "Pianoid" won the Short Tiger Award and was screened in Cannes and "Space Cocks" was officially selected at this years Annecy Festival.

Philipp Maas

I'm a 3D Artist and Virtual Reality Creator. My animated VR short film SONAR premiered at Sundance 2016. Before doing VR, I gathered experience working on commercials and short films as a CG Generalist. In 2016, I was part of Oculus Story Studio working on the illustrated VR Experience "Dear Angelica" as a Layout Artist. After moving back to Germany I decided to start my own company, producing animated content and narrative VR.

"*I hope for the most random outcome.*"

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Press material:
https://www.dropbox.com/s/mifvpiqottmrcuc/SMOSHMOSH_pressmaterial.zip?dl=1

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