

ANTONIN TRIPES // CONTRA-CONCEPT.COM // 2018

NICE TO MEET YOU



By Antonin Tripes
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Growing up on a small farm I convinced my mother to sell a horse in order to buy me a PC and I started animating around the age of 12. During high school I was mainly focusing on 2D animation and was making some extra money doing flash ads on the internet. Right after graduation I started working as a 3D animator in Brno, Czech Republic

Because I was relentless, determined and also really fortunate in a couple of years I achieved positions such as Animation Supervisor or Animation Director and got to work on some very high profile AAA titles such as **Witcher 3**, **Quantum Break** or **Angry birds Go!**

I MADE IT

My dream was complete. For a couple of seconds at least. I began to understand I want to do more than just produce endless sets of animations for someone else. Now before I continue let me make it perfectly clear that I really value all of my employers and former colleagues, the experience I have gained could have not be gained elsewhere and I am really grateful for that.

However after long and rather painful consideration I came to the conclusion that for me personally the corporate environment served its purpose and because I strongly believe the **future of games** and **innovation** lies in the hands of the **independent developers** I have decided to start a whole new chapter in my life and start developing a game of my own.

THE GOAL WAS CLEAR, BUT...

...the plan was missing, I had zero experience but in my core I had the feeling that assured me this is a good decision. Right from the start I knew I wanted to do a game that would be revolving around movement and parkour as this was what drew me into animation originally - so the idea of **Rocket Boots Mania** was born.

As Thomas Edison famously said "Vision without execution is hallucination" and because every execution needs a programmer, destiny god, the universe, call it whatever you want made it happen that me and **Petr Sovis**, my partner in crime, came together just in the perfect time so we could put together our **unique set of skills** and bring you this competitive **momentum based parkour platformer** you have never even dreamed about.

ME AND PETR FINALLY TOGETHER

The project is in development for **3 years** and for a good portion of that time me and Petr have been both freelancing and only worked on it only during evenings and weekends. In 2017 I have decided to make a transition to half-time contract so I could devote more time to Rocket Boots Mania and in May 2018 we have both switched to full time development so we could release the game in **Early Access** November 29th 2018.

The project has been through many iterations and I strongly believe you will love the final result of our epic journey.

"It is possible and you can do it"

Antonin **TRIPES**

