

SOURCECAST EPISODE 4
LOSING A SON, GAINING A DAUGHTER! WAIT...
TRANSCRIBED BY SKULBLAKA_SHUR'TUGAL

[opening music]

Aniu: Welcome to the fourth episode of Sourcecast. I'm Aniu Caelestis.

Swords: And I'm Swords of the Wolves.

Rusty: And I'm Rusty the Fox.

Skul: And I am not a girl.

[laughter]

Skul: Yeah. I am Skulblaka_Shur'tugal, the newest Sourcecaster.

Swords: And welcome to him.

Rusty: Yes, indeed.

Aniu: Yes, yes.

Skul: Very—

Rusty: So why don't we get started? Well...we're back! Fourth episode of the Sourcecast, and we're actually recording it now, and we're going to publish it and whatnot. Sorry we've been out.

Swords: Yeah, we've just been—

Aniu: That's been a lot of my fault, I'm sorry. [chuckles]

Swords: We've all been kind of busy lately, but you know, now we've got it all sorted out, and we're back now.

Skul: Hopefully permanently.

Rusty: Yeah, hopefully permanently.

Swords: We'll do our best at that.

[chuckling]

Rusty: So what happened to S—not Swords, Swords is here. What happened to Lux? Well, he just—after the hiatus for the Sourcecast, he just ended up getting way too busy to participate in it. So he resigned himself after we asked him, and so we had to find another one. Therefore Skul is here with us.

Aniu: And it is—

Skul: Ta-da!

Aniu: [chuckles] And in addition, he also didn't really feel comfortable with doing a podcast on a site that he wasn't very active on anymore. But he does wish to send his condolences, and he did say that he had a lot of fun on the project. And we are very glad that we got to have him for the short time that we did. He will be missed.

Swords: He will.

Skul: So long, Lux.

Swords: [chuckles] The interesting—the upside is, at the very least—the biggest problem with some of our recording was the massively different time zones we resided in. See, Rusty resides in the Mountain Time Zone in Arizona, which, to make matters even more complicated, doesn't observe Daylight Savings.

Rusty: Dull.

Swords: And Aniu and I are in the Central Time Zone, and we *do* observe Daylight Savings. And Lux, as you know, is in Norway.

Aniu: Normally it would be close to three or four in the morning for him.

Swords: Yeah.

Aniu: So—

Skul: And that is definitely not a fun time to be recording a “official” podcast.

Aniu: No. [chuckles]

Rusty: Nope. We all miss Lux and we really do appreciate him being with us for the last, what, for the Episode 2 recording?

Aniu: Yes.

Rusty: And we miss him, and we wish him best of luck. But now we have Skul, who has a much closer time with us. It's a lot easier for everybody as well. I won't say that Lux was a burden to anybody, because he wasn't. Just saying that.

Aniu: Of course not.

Swords: No.

Rusty: We miss him.

Skul: Yeah, I am in Central Time Zone, same as Aniu and Swords, so it's a little easier to schedule times. Nothing against Lux.

Rusty: Yeah, but now what that means for everybody else, for the audience, it's a lot easier for us in general just to keep a regular schedule going, and maybe even update faster. So you'll hear from us a lot more now. Hopefully.

Aniu: Yes. Hopefully.

Swords: Yeah.

Aniu: That is the plan. I believe the official thing we are trying to work towards eventually, will be a bi-weekly podcast. Basically, we're hoping to do this every two weeks. That way you'll get two of the shows a month, instead of just the one that you were normally used to getting when it actually came out on time.

[Swords chuckles]

Rusty: *If* it came out on time. Which—

Aniu: Yeah, *if* it came out on time. [chuckles]

Rusty: Which only Episode 1—

Skul: No comment.

Rusty: Episode 2 actually came out on time.

Swords: Yeah, after—

Aniu: Yeah. [chuckles]

Swords: After that it just—

Aniu: No comment.

Rusty: So with this new change in the format for the Sourcecast, we were actually trying a lot of different recording techniques. Not really recording techniques, but different fun little things that—to get the audience involved with the actual recording. And that was a live feed sort of thing on the website that we're working on for the Sourcecast. Unfortunately, during our testing we came up with some problems, so that's not up and running yet. And I apologize; I know we've been advertising that leading up to this recording, but we can't make it work yet. So that's still in the works, maybe, given the resources that we have. So look forward to that...but not too much.

Aniu: Yes.

Swords: Yeah, we—I think the best thing we'll be able to do with that is do a brief live chat before the show, because doing a Skype call at the same time as doing a live stream and viewing everyone else's live stream, and at the same time viewing the live chat box, that takes up a lot of bandwidth for all of us.

Skul: Not to mention, at the same time recording.

Swords: Yeah, that too. That, you know, that could blow out someone's computer power or something. But you know, we're working—we'd *like* to do a live show at some point, but we don't have the capabilities for that just yet.

Aniu: I'll be looking into it more, especially because I've gotten some good ideas on how maybe we could achieve it, but again it's taking a lot of time and a lot of creative thinking to make this work, especially with four people, whereas a lot of things that I've seen through Livestream—the client we're actually using, or *were* using to do the actual live recording and chats. The majority of the things you see through that is just a one-person video and audio. And that's great if it's just the one person. The tricky part is trying to work in other people.

Swords: Right, because sometimes the videos aren't synced very well, and our conversations will sound really weird and off-timed.

Rusty: Yeah. But the bottom line is, we're still working on that. It's still technically a possibility, maybe. I don't know. But we'll keep tinkering around with that, hopefully it works. We'll find a way.

Skul: Maybe two or three episodes from now.

Rusty: Yeah.

Aniu: Fortunately, we should have plenty of beta testing times for you guys to help us out at. We will try and provide at least forty-eight hours before we do any beta testing, so you guys can come on and view the live stream and chat and everything, and we should have a coordinated time like, it'll probably be standardized in the Central or Eastern Time, just because that'll be the easiest to figure out. And then we'll try and figure out an easy conversion or something. Either way, we'll try to be sure to post those at least forty-eight hours in advance to when we're actually going to be on the live stream, and doing some testing and trying to get people's input on that.

Rusty: Right, right. And with all that out of the way, let's jump right into the site and forum news, shall we?

Aniu: Oh, real quick: I made modified the banner that MightyBalto actually made for us, just to include some of the characters a little bit more, make them more adorable, and because I felt like doing some graphics editing practice, since I'm not very good at it. So check it out; you can link to us in your sigs now.

Rusty: Right, right. And you can—

[Aniu laughs]

Rusty: They are on the Sourcecast forums—not the Sourcecast forums, the Sourcecast topic on the Other section of the forums. And you can also preview them wherever Aniu goes.

Aniu: Check out my sig, I've got one of them in there. [chuckles] It's also got a link to our topic on the forum.

Rusty: Which is useful; we don't have to search anymore.

[Aniu laughs]

Swords: Yeah.

Rusty: Though you guys should already have that bookmarked, by the way. Hint, hint, wink, wink.

[laughter]

Aniu: If they don't have it bookmarked by now...

Swords: You pretty much need to look for it in general, because we hope the topic will stay *active*, so we can stay on the front page of the Other section.

Rusty: Right.

Skul: Oh, it is still at the top of the Other section.

Rusty: Thank you, stickies.

Aniu: Yay.

Skul: Yep.

Rusty: Anyway, shall we move on?

Aniu: All right.

Skul: Yes, let's.

[music transition]

Aniu: Moving on to site and forum news. So obviously, Sourcecast is back. Sorry for the wait—again.

Rusty: Yeah, no kidding, right?

Aniu: So obviously since last time, there have been a few new Sources added to our list. And this was a very big surprise to me when I came back and realized there were like three extra sites.

Swords: Yeah, it was pretty mind-boggling to me, too.

Aniu: Yeah.

Skul: Yeah, so all the Sources now are, and I quote the front page: Balto Source, The Lion King Source, TaleSpin Source, The Princess and the Frog Source, All Dogs Go to Heaven Source, Spirit: Stallion of the Cimarron Source, and Lady and the Tramp Source.

Aniu: Yeah, and I think the only two I really didn't know well were Spirit and Lady and the Tramp, because they hadn't finished translating Spirit into the English side yet.

Swords: Yeah, I didn't even have any idea they were working on Lady and the Tramp.

Aniu: ...after I went on hiatus. Yeah, I didn't—that was a complete surprise. I came

back, and there it was.

Swords: That's a good movie, so.

Aniu: It *is* a good movie. I'm really glad they added that, it was just, again, I came back, and "Oh New site."

Swords: Yeah.

Rusty: So what do you have next as far as Sources go?

Aniu: Let's see. Coming up, for sure what I know coming up is—there is a 101 Dalmatians Source in the works, an Oliver & Company Source, an Aristocats Source, and a Toy Story Source—which I actually got a sneak preview of the other day.

Skul: Yeah, I saw it, too. It looked pretty good. I mean, from what I saw—I couldn't see it because you need to be a mod to actually see it right now.

Aniu: Yeah.

Skul: But they have the top banner, and they have the background and—it brought me to tears, it was so beautiful.

Aniu: Now, from the rumor mill, because I am not entirely sure if these are actually in progress yet, or if it's planned to be in progress but there's not any work yet. But I have heard that there will be a Cats Don't Dance Source, a Brother Bear Source, and a Secret of NIMH Source.

Swords: You know, I got to say, Cats Don't Dance Source would be an interesting idea, because—

Aniu: I love that movie.

Swords: Yeah, and plus it's like Balto and some of these other movies. It was made by a now-defunct Animation company: Warner Brothers Animation.

Aniu: Yeah.

Skul: And an interesting fact is, the Annie Awards—which award the best in animation each year—Cats Don't Dance was the very first non-Disney film to win Best Picture.

Swords: Oh, really? I didn't know that.

Skul: Yeah, really. It started in...I don't know. 1987, I think. Anyway, The Great Mouse Detective won that year. And then Oliver & Company won in 1988, The Little Mermaid in '89 and so on. Then it came to '97. It was up against Hercules, and Cats Don't Dance won.

Aniu: And Hercules didn't win?

Skul: Yeah, Hercules didn't win.

Swords: There's one Source that I think they should pursue, and that's Beauty and—I think if they work on a Beauty and the Beast Source, that would be good.

Aniu: You know, I think—

Skul: Oh.

Swords: Because Beauty and the Beast, aside from Up, because Up happened recently—Beauty and the Beast was the only—was the first and so far one of two animated movies—that were nominated for Best Picture, like at the Academy Awards. So, you know, if anyone out there has got an idea for one, I say go for it.

Aniu: I have seen people suggest that on the forums. I'm not sure if that's in the works, too. I honestly really hope it is, though. That's one of my favorite Disney movies.

Skul: Actually, kind of funny, on the main Animation Source hub, animationsource.org, no link, the Ask Questions page—the newest question that was asked two hours ago, I think, was “Is there going to be a Beauty and the Beast Source?”

Rusty: As ironic as that is, that's pretty cool.

Aniu: I hope so.

Swords: Yeah, more on that later.

Rusty: Right.

Aniu: To correct something I said not ten minutes ago, the Sourcecast banner that I have in my sig does *not* lead to our forum topic. It actually leads to our Mypodcast page. My bad.

Swords: Well, either way, it shouldn't be too hard to find on the forums.

Aniu: Yeah. I'll fix that. [laughs]

Rusty: So, with all that, of the three rumored ones, what do you guys think are you most excited for? Though I *think* I know the answer to that—for one of you.

Swords: As for me, it's definitely 101 Dalmatians. I love watching that movie; I grew up with [singing] “Cruella, Cruella deVil.”

[laughing]

Swords: I could not—I never, ever, ever got that song out of my head.

Rusty: No? Wow.

Swords: So, I remember watching it at least three times.

Rusty: So, how about Aniu?

Aniu: It's a toss-up between, like, five. [chuckles] I love Toy Story, so of course I

obviously have to be excited about that—not to mention, it is a CG-animated film, and it is the film that beat out Balto in the box office. And it is the reason that Balto didn't stand a chance.

Swords: Yeah.

Aniu: So to see these two next to each other on one site is kind of exciting.

Swords: And plus it's kind of odd, too, because considering how much—no offense Steet, but considering how much Steet doesn't like 3D animated movies, like CGI movies, I'm surprised, but—

Rusty: Yeah, it's kind of a big step, a surprising step, anyways—

Aniu: It *is* a surprising step.

Skul: Yeah.

Rusty: To incorporate a—

Swords: But you can't deny that Toy Story is a good movie.

Rusty: Oh, absolutely.

Skul: No denying that.

Aniu: Yeah, I can't deny it. And personally, I applaud him; I think it's a step in the right direction.

Skul: When I was talking with Steet about why he was making a Toy Story Source, he said—it was just PMing me back and forth, but what he said was, just to see what kind of a fanbase Toy Story actually has, and he's trying to lure them to see Balto Source. Don't quote me on that, that's not his exact wording, but something like that.

[laughter]

Rusty: Yeah, something like that.

Skul: But something along those lines. But he said, it's just an experimental Source. He is not planning on making more CG Sources: Toy Story is, as he says it, the only CG Source he is going to make. So don't ask him for, like WALL-E and Ratatouille and—all those films are great, but Steet wants to honor 2D animation, and—

Swords: Which, you know, that's respectable. You know, I can respect him.

Rusty: Just to real quickly finish up the thing, Skul I assume you're most excited about Toy Story Source too?

Skul: You've got that right. I've loved Toy Story ever since the first came out. It was the second film I ever saw in theaters, after The Lion King, so it's really close to my heart. I'm basically the exact same age as Andy, and when that movie—when Toy Story 3 came

out, Andy's going off to college, I saw the movie right before I came to college, so I can relate to Andy.

Rusty: Wow.

Skul: And I've grown up with Andy, and I've seen the toys grow with Andy, and...

Rusty: Yeah.

Skul: It's just a trilogy that's really close to my heart, and I really love them. You are right in assuming Toy Story Source is what I'm looking forward to the most, but I'm also looking forward to the other Sources; they look absolutely fabulous.

Rusty: Right, right. I'm just saying, the most exciting thing, as far as—

Skul: The most, yeah.

Rusty: Yeah, what's coming down the path. Now as for me, I can tell you hands-down right now, the one I'm most excited to actually see is Brother Bear Source, just because, even though secretly it was absolutely amazing as far as the first movie goes, and Toy Story is within its own right a really great movie. I still have a really good place in my heart for the animation of Brother Bear, and how incredibly magical they made the story play through. So I'm really excited for that one.

Aniu: I love the story of Brother Bear.

Skul: Yeah, love it. Absolutely.

Swords: Very touching story. So, yeah, that's a good idea.

[music transition]

Aniu: And next up, we're going to talk about some of the new staff that have been added to Animation Source's moderator list.

Swords: Yeah, we've got our new moderators, are Question and Arya, among others. Those are the two main ones I'm aware of.

Aniu: Yes.

Swords: Is there anyone we're missing?

Aniu: There's also Faye_DH.X, who has taken over my position as the Roleplay mod on the forums. Good luck to her; I commend her. [laughs]

Skul: And something that I don't think was mentioned since the last episode, I am the moderator for the Animation Source hub, and for The Princess and the Frog Source.

Aniu: Ah, yes.

Swords: Yup.

Skul: Mod for everything.

Aniu: I believe JerseyCaptain is a mod on the Lady and the Tramp Source, and I know there are a lot of other moderation changes that we're missing. Congratulations to everyone who has a new job.

Swords: Yes, congratulations to you guys.

Skul: Yes.

Swords: Hope you got a very good position, be keeping order in the otherwise-dull place known as the Internet—not a small task, I would know.

Aniu: Yeah.

Rusty: Yeah.

Aniu: Both of us are—

Skul: Don, don, doon.

[laughter]

Swords: Giving you guys a thumbs-up. You can't see it right now, but I am.

Aniu: And on that note, as you guys have probably noticed, I have resigned. Well, not exactly resigned, but I am not going to be returning to my position as a moderator. And that is due to my own choice.

Swords: And likewise, I have also stepped down from my moderator position, due to my own choice. I mean, I still go to the site, just not nearly as often as I should with moderatorship.

Aniu: Exactly.

Rusty: All right.

Swords: As I have said on the—to Steet in my letter, I am handing over the proverbial torch to Question and Lucario. And here's to them.

Rusty: Right. I am still a moderator, and I still plan to be; I most definitely have to get my act together as far as dealing with stuff offline, and then I'll be most definitely back online, back in gear to being completely active as I used to be on Animation Source. But I am most definitely not thinking of resigning or any sort of thing like that. So you guys will still have to deal with me.

[chuckling]

Aniu: On that note, that does give us more time to put together Sourcecast for you. So you should really be happy that we aren't mods anymore.

Swords: We still have a mod as a Sourcecaster so he can give us some of the information

that otherwise we would not be able to get.

Aniu: We have two.

Swords: Yeah, we've got Rusty and Skul, so yeah.

Aniu: Yeah.

Skul: I'm a mod. Very good to know. Glad to know that.

Swords: And as you also know, Lux has also stepped down because of personal reasons.

Aniu: Personal reasons and...

Rusty: As already discussed earlier in the show. That's just in the notes, but yeah, we, like we said before, we miss him and best of luck to him.

Swords: Yep.

Aniu: Yeah, so pretty much this is going to reiterated over and over and over, but I'm going to get crap for it for a long, long time. So, yeah we're not losing a son, losing Lux; we're gaining a daughter!

[laughter]

Aniu: That is so wrong.

Skul: Oh my. Okay, just to let everybody know, just to let everybody know, I am definitely *not* mad at Aniu for mistaking me for a girl. I mean, I'll be honest, Skulblaka does kind of sound like a girl name, but if you want to know why I chose that name, you can look at my profile. But anyway, when she announced that she was reading my fanfic, I was hearing the review, and all of a sudden I heard "Her fanfics are really great, she has a great Wolf Series." I don't think I could breathe for a day or two, I was laughing so hard.

[laughter]

Skul: And so, I never laughed that hard in my life. I was on the floor laughing.

[laughter]

Swords: We actually have somebody really on the floor laughing, it was something really funny.

Rusty: But you know, what the funny thing is, is Aniu's not the only one. I from the very beginning was—I fell into that trap, thinking that Skul was a girl ever since I read the name. And ever since the recording, it's not just her, it's me too. And I'm pretty sure it's not just us two.

Swords: Yeah, I kind of did, too.

Skul: You guys are not the first ones. When I first came on the site, I published my first

story in September 2008. I had people all over writing me, saying my stories were great. And then we started short conversations, and then I mentioned, yeah I'm not that bad for a 16-year-old guy. They were like, "Hey, you're a *guy*?"

[laughter]

Skul: So believe me, believe me, you guys are not alone, and anybody else out there, I am *not* a girl!

[laughter]

Skul: And if you believe otherwise, then something must be wrong with your headphones or something.

Aniu: And beyond help.

Swords: And if you thought Skul was a girl, don't worry, we did too.

Aniu: Oh, what now. [chuckles] Okay, moving on to our site and forum projects. The first one we have on our list is the Balto IV fan project, and we've got two links for you, one that goes to the original project page I think, and the other one that goes to the actual Facebook page for the project. Really, all I have to say about it is, contact Calisto, Kiko, and Wolf_Bassist for most details and more information. As far as I'm aware, they've got a lot of work that still needs to be done. The script is in the final stages of being finalized, and they need animators, production staff, voices, and anything else under the sun. Just contact them, and I'm sure they can give you a job, put you to work, and you can work on a great fan project.

Swords: Anything you can provide, just—anything you can provide, they'll take it.

Aniu: Yep.

Rusty: Talk to them, and they'll send you in the right direction.

Aniu: Yep.

Swords: There you go.

Skul: Well, that was easy.

[laughter]

Aniu: Pretty much.

Rusty: So up next is the Sourcecast forum page. So we're going to pitch to you our forums, which is not ready yet.

Aniu: Still.

Rusty: Still. [chuckles]

Swords: What we're working on is—

Rusty: What we're—our idea is really to have—to just be an easier way to get the audience involved with the Sourcecast. It's just a whole new general movement of what we're trying to redesign the Sourcecast to incorporate a lot of interaction into the—from the audience into the Sourcecast and back and forth. And what we aim to do with this website, this forums, is actually an interactive mailbag you could say. We don't plan on taking any sort of attention to—from the Animation Source forums, is an easier way to contact us, to help us provide more content for everybody else to listen to who visits the Animation Source project.

Swords: Yeah, because instead of—I mean, we're not sure about sending to this email address we have.

Aniu: The email address we have...

Swords: Rather we would have it set up so that you can post something directly into the Animation Source forums. So while you're browsing Animation Source, you can just drop in a comment or a question or something, and we'll be able to answer it because we'll be looking at it.

Rusty: Right.

Aniu: And hopefully, with this being added in, we can get more interaction and involvement with you guys, because that's really the only reason we're making this podcast, is for you: for your entertainment, your enjoyment. So we really want for you guys to get involved.

Swords: We want feedback, too. So—

Aniu: Yeah, we really need feedback.

Rusty: Right.

Aniu: We want to know if we're making you laugh, or if we look stupid. Tell us.

Rusty: And while the feedback that we've gotten from the mailbag itself and the YouTube comments, it's been increasing over time as we've done more episodes, but it still seems a little empty. Like, we feel like the word for Sourcecast is not really going out as fast as we hoped. So we're just trying—we're doing more and more just to spread the word, and have you guys enjoy the show, really. And also be a part of it; it's not just us that provide content for the show. The majority of the content comes from the community, it comes from everybody else's creative mind. So that's what we're trying to do, trying to get more of that into it.

Aniu: We want you to feel like you're a part of the Sourcecast.

Swords: Yeah.

Aniu: Because we love you!

[laughter]

Skul: And if you write in enough, you might even be able to guest on the show. Or become a permanent member like me, I guess I wrote in too many times.

[laughter]

Skul: But honestly, guys, send us stuff. We need feedback like we need food and water, it's a part of our lives. We need it. Come on, send it.

Swords: Yeah, really.

Aniu: We're hungry.

Swords: Don't be shy, guys.

Rusty: So—

Aniu: There's those starving children that you see on the commercials, except we need your comments.

Rusty: We don't need your one dollar a month plan, we just need your comments.

Aniu: Yes, we really need your comments.

[laughing]

Skul: Let me just say, literally, this takes five minutes of your time, not even, just to drop in and say, "Hey, love the show. I have a suggestion." Or "Hey I love the show, I found it funny when Skul was called a girl for two and a half episodes."

[laughter]

Aniu: Or even, or even, "Hey, I hated the show. You guys suck."

Rusty: Oh.

Swords: As long as you provide some constructive feedback, that we can work off of, we'll be fine. Even if it's negative; then we'll know what we need to work on.

Rusty: We might even start doing something that I've seen in other podcasts, where they out loud give—just say who gives so many stars from iTunes and whatnot. Also there's an idea, too, where you can read out loud your reviews of us and just to give you some more recognition, too.

Aniu: Yes.

Swords: Yeah. Plus iTunes has become, like, super. It's like completely decked out with iTunes 10, it's awesome. Yeah, go check it out; it's a lot easier to comment and stuff.

Rusty: Yes.

Skul: If you haven't subscribed to the Sourcecast iTunes, you're missing out. Really.

Swords: Yeah, really.

Skul: So, all that aside, there is a new thing on the forums called the Animation Source Scavenger Hunt.

Aniu: Ah, yes. I have been hearing a little bit about this. Haven't heard a lot about it, mostly because the project details haven't been finalized, but UK is running a scavenger hunt of sorts. And the way that's going to work is, basically you're going to form a team as soon as she gives everybody the go-ahead. And then you're going to take that team and you're going to try and complete different sorts of challenges or you'll find things. I don't know what kind of things you'll be finding, exactly, but she gave one example of what one of the challenges would be. She'd say "Draw Balto", for example. And as long as you completed the challenge, then you would get the points. It's not based on how well it's drawn, who the artist, the style—as long as they can tell it's Balto, you get the points, from what I understand.

Swords: Sounds pretty simple enough.

Aniu: It sounds pretty fun. And I'm hoping that that project doesn't fall by the wayside like other things have.

Rusty: Right.

Skul: And a note to everybody, do not create your teams yet, because UK will basically lock any team threads that are on that page. She's already done it twice, maybe three times so far, so if you create a team it's just going to go away, so don't create a team until she says okay, on your marks, get set, hunt.

Swords: Yeah, but you *can* start talking with other people about teams.

Aniu: Yeah, you can go ahead and start having it in your head. Just—

Swords: Yeah, but don't—or you can have it between PMs between you and five other people. Just don't put it on the page.

Aniu: Yep. You know what I suggest? I think the Sourcecast should get involved with this. I think we should make our own team.

Swords: Ooh.

Rusty: Ooh!

Aniu: Let's do that.

Swords: We'll talk on the podcast, we'll say "Well, the scavenger hunt asked us to do this, and we did this, and here's what happened from it."

Aniu: Exactly. UK, Sourcecasters, yeah, we're a team. [laughs]

Rusty: So watch out, everybody! Sourcecasters are out there, and trying to win!

Aniu: We're *going* to win.

Swords: Yeah, man.

Aniu: I just lost the game.

[laughter]

[music transition]

Skul: And now on to our current events. Our top story: Toy Story 3 beats Twilight: Eclipse at the box office. Basically, it's pretty straight-forward: Toy Story 3 has beaten Twilight: Eclipse at the box office.

Swords: How much money did it get exactly?

Skul: Well, the results aren't entirely in, but as of today, September 29, 2010, Toy Story 3's domestic gross in the United States is \$411,086,067. And worldwide, it is \$1,050,786,067.

Swords: Oh, wow.

Skul: Just to give you a comparison, it's the fifth highest-grossing film of all time, ever made. And in the United States, it's the ninth highest-grossing film. And basically, everywhere in the world except for the United Kingdom—including the United Kingdom, and except for the United States, Canada, Australia, Germany, and Indonesia—it is the second highest-grossing film in those countries after Avatar.

Swords: Wow.

Skul: It is the—yeah, it is the highest-grossing G-rated film ever, it's the highest-grossing animated film ever, beating Shrek 2 by—it earned basically a full movies' worth of money past Shrek 2 so far, and this is only—it isn't even at the end of its run yet, and I'm predicting within two weeks, it will pass Pirates of the Caribbean: Dead Man's Chest to become the fourth highest-grossing film of all time. Though it can't go any higher than that folks, sorry. But that will make it the highest-grossing Disney film ever made.

Swords: Wow.

Skul: So, that's really something. It's really a big thing to pass a billion dollars worldwide; it's only the seventh film to do so, and—

Swords: Especially for an animated kids' movie.

Skul: Exactly. And that's what makes it all that much better, because it's an animated movie.

Rusty: Now the interesting thing is that, one of the reasons it's getting so much money is because of Toy Story 1 and 2. Now, when—back in those days, the little kids who did watch that movie, are growing up, they're now older and they're seeing this Toy Story 3 movie, and they're like “Oh I remember this! I remember those movies!” So they—

Aniu: A lot like Skul and me, yeah.

Skul: Yup.

Rusty: Yeah.

Swords: And me, too. I watched—

Aniu: Yeah, all of us, I think. Yeah.

Swords: Yeah, I watched Toy Story 1 and 2 in theaters, and at home a bunch of times. And you know, like you guys, I'm a little older than Andy is in that movie, but still you can relate to it, because—

Rusty: Right.

Swords: We're the same age as Andy, we've had to deal with, you know, having to not—having to let go of some of our favorite things from home. We can relate to it. That's why it's making a lot of money.

Rusty: Especially, like I said before, about the original audience for Toy Story 1 and 2, most of—the majority of them, at least as far as I can tell, are in the same position as us. It's like that nostalgia thing going on.

Swords: Yeah, really.

Aniu: Yep.

Skul: An interesting story for when I went to see Toy Story 3, is I went to see it the same day Eclipse came out—oh, by the way, Eclipse's total gross was less than half of Toy Story's. Just to let you guys know, that was the original article. But anyway. When I went to see it, it was the morning Eclipse came out, everybody was lined up, I was literally the one person there to see Toy Story, and everybody else—there was a hundred people lined up to get Eclipse tickets. I walked up there and I said "One for Toy Story in 3D please", because I *had* to see it in 3D.

[laughter]

Aniu: Of course.

Skul: Of course! But anyways. So I said that, and I got my ticket, and I couldn't help but feel like I was the third wheel, because I was there in the midst of Twilight fans. This is how much I like the movie: I went to see it, and the instant it was done I ran back to the box office and I said, "One for Toy Story 3, please". And I went right back and watched it again. That's how much I like it.

[laughter]

Rusty: In 3D again?

Skul: No, the second time I watched it in 2D. And it's actually kind of funny. The 3D

showing, there were two other families there—two parents and their three kids. And for the 2D showing, the theater was so packed, it was hard for me to find a seat. And almost everybody was my age or older.

Aniu: And I know a lot of my friends that actually did get to go see it, really love that movie. I still haven't seen it; it drives me insane.

Rusty: I'm in the same position, too. I haven't seen it.

Aniu: Friends that I have that are college-age like all of us, went to see that movie and went "Aw."

Rusty: Aw.

[laughter]

Rusty: I remember when I was little and, next to Bambi, I watched Toy Story 1 religiously.

Aniu: Oh, yes.

Rusty: There were only two—This is way back when, back in "my day" sort of thing, where we actually—

Aniu: [Southern twang] Back in my day!

Rusty: Where we actually had VHS tapes, and how we would do this, these are the only two movies where I would sit and watch them through, get up, get the VHS tape out, put it in the rewinder, put it back in, and watch it again right back-to-back.

Skul: Oh, a trivia fact. The very first DVD that I got was a dual pack of Toy Story and Toy Story 2.

Swords: Oh, wow.

Skul: And I still have those.

Rusty: Nice.

Swords: Nice. Moving on, we've got some small reviews we're going to be doing about some older movies that have not—they aren't *really* old, but they've come out in the past few years. So, we're going to start out with All Dogs Go to Heaven. We're going to do some brief reviews on some of these movies.

Rusty: Just to quickly clarify, All Dogs Go to Heaven isn't exactly the most recent movie ever. [chuckles]

Aniu: Yeah.

Swords: Yeah, no.

Rusty: All the other movies that we have in line are, but All Dogs Go to Heaven is—

Swords: We're going to do a brief review about that.

Rusty: Okay, so who wants to start it?

Swords: Rusty, you start.

Rusty: Uh, okay. I can do that. I want to say, you could definitely tell the age of the movie compared to what's being released now, even for an animated movie. But it's still a classic and it's still just as funny, even though it's most definitely—like, you can definitely tell the time period, and the lighter censorship.

Aniu: It's definitely more geared towards adults. I can say that much. [chuckles]

Skul: And it just happened to get a G-rating.

Swords: It is kind of like Finding Nemo, I guess. You know, a lot of jokes that adults would understand.

Rusty: Yeah, but if you—

Aniu: If you think about that, it's just got a lot of content that is more geared towards adults. That and really heavy themes when you stop and think about it.

Rusty: [chuckles] And then Skul?

Skul: Oh, I didn't actually see it until about a year ago.

Rusty: Oh.

Skul: So... What I have to say about it is: dark but entertaining. Out of four stars, I'd give it two and a half to three. It has its quirks, and the songs are less than classic, but it's a great story. I highly recommend it.

Rusty: Oh, the songs.

Aniu: I must reiterate this, because I don't feel enough people saw it on the forums, but... Singing Affinitive Crocodile?

[laughing]

Swords: I have not seen the movie, but I plan on seeing it as soon as possible. But from what little I do know about the movie, it is extremely deep.

Rusty: Yeah, oh yeah.

Skul: It is.

Rusty: These are light reviews, so we'll move on now to Up. And who wants to have the first torch, for up?

Aniu: Oh, me, me, me, me!

Rusty: Okay.

Skul: I guess Aniu's first.

Aniu: I *loved* Up. Old man for the win.

[laughter]

Aniu: No, really. It was a really cute movie. I know a lot of people—I've heard a lot of people say, "Oh, well that's just so classic and not original having a grouchy old man being warmed by a child." But I mean honestly, everybody wants to see that kind of movie. Audiences want to see something like that.

Rusty: It's why the popular classics are a story. There's a reason why.

Aniu: And it was very well-done.

Rusty: And it's Disney, right? It's—

Aniu: I think it was—

Swords: Yeah, Disney usually does it. And it's Pixar, too.

Rusty: Disney, Pixar.

Aniu: Yes.

Skul: Pixar.

Rusty: Is it just Pixar, or is it Disney-Pixar?

Skul: Eh, Disney, Pixar, is there a difference anymore? [chuckles]

Rusty: Yeah, right.

Aniu: There's no difference.

Rusty: I can't really say anything more than what's already been said. Just, go watch it, it's an amazing movie. It's awesome.

Swords: I still haven't seen it. I need to do that, still.

Rusty: And last but not least, Skul?

Skul: Four out of four. It was a terrific movie; even if it wasn't animated, it would be a terrific film. You kind of get a—you don't know which side to root for, really. When it comes down to Carl Frederickson and Russell, they just make a great team. They're basically Woody and Buzz all over again.

Swords: That's cool.

Aniu: Like I said, the grouchy old man and little kid.

[chuckling]

Skul: But, you know, it really—it was really a terrific film. It had just the right mix of comedy and seriousness, laughter and tears. Ah man, it was just great.

Rusty: All right. So next up on our plate is Ratatouille.

Swords: Yay, Ratatouille.

Skul: In two words, “Surprisingly entertaining.” I mean, you hear about the movie, it’s, what, a rat who wants to cook. What kind of a film could that possibly be about? But then you walk into the theater, and you sit down, and you watch it. You’re like, “Ah man, why did I ever think badly of this movie?” It’s amazing how you can take something as simple as somebody who wants to cook, and make it into a terrific film. Yeah, Ratatouille—definitely go and see it if you haven’t already. And if you haven’t already, you’re really missing out—especially if you have a big dream that you don’t think you can do, or people say you can’t do, go and see it. Because it’s really inspiring, it really inspires you.

Rusty: Right.

Swords: I think I have seen the movie, too. I’ve seen the movie—I remember parts of the movie, I don’t specifically remember seeing it, but I must have seen it somewhere. But from what I remember, yeah, it was good. I mean, it wasn’t an amazing movie, but it was very good. I actually enjoyed it.

Rusty: Right.

Swords: And that’s about all I can say. It was good, I enjoyed it. It’s at least worth renting at the very minimum.

Rusty: Yeah, and especially now, if you haven’t had any sort of access to it from a friend or something, just go out and rent it. It’s just really that good. Now as far as me, to say, I thoroughly did enjoy the movie, and me being really focused on the music, the music—it fits, it really does fit. Now, the only problem with the movie I have, is just really not the movie itself, but I almost felt uncomfortable with the way that—especially with the way that chefs think, and the way they compete against each other. I’m not—I’ve always been uncomfortable with how that sort of atmosphere is, how serious the whole chef situation ends up being. I know it’s only an animated movie, in a fantasy world, but still. That’s only really a minor factor as far as me enjoying a movie. It’s good.

Aniu: I kind of actually really liked how they made light of it, though. Like, even though it was really serious at first, it started getting a lot more relaxed as the movie went on.

Rusty: Yeah.

Aniu: I guess they all sort of have that element to it.

Rusty: Yeah.

Aniu: That...and rats for the win.

Rusty: Rats.

[laughter]

Skul: An interesting tidbit on Ratatouille, to save production costs, the main human characters were completely designed and animated without toes.

Rusty: [chuckles] That's interesting.

Skul: They had little brick feet inside of their shoes. That's all they had. Eh, that's only if you want to know about that kind of stuff.

Aniu: They didn't really *need* them.

Swords: Yeah.

[laughter]

Skul: It's only feet.

Aniu: Yeah, but I watched that movie for the rats, not the people. I mean, I like the people, they were nice.

Skul: I agree.

Rusty: Yeah. So, next up is WALL-E.

Skul: [perfect WALL-E impersonation] WALL-E.

[laughter]

Swords: I watched this movie over the summer. To put it simply, I love Bolt, I really do. I love the movie. But I got to say that WALL-E was cinematically the superior movie of 2008. Because it just was. WALL-E—I mean, Bolt was a good story, but WALL-E was definitely had a wide underlying implying message. It was relevant to a time period, even though I think that made itself more of a classic. Still, it's a good movie. It's beautifully animated. I felt a whole lot more attached to it than Bolt, mostly because WALL-E didn't have the annoying character Bolt did. In Bolt, they had a really obnoxious hate-guy that was Penny's agent.

Rusty: Now, despite that, I'll have to disagree with you on—at least for my personal opinion, I don't hold WALL-E more superior to Bolt, just because I'm more into the whole action-packed series going on, but that's just me personally. Now, back to WALL-E, I think it was most definitely a cute movie, and just the visuals and the story itself was just something—it's not subpar, but really good, like enjoyable.

Aniu: I really love the music, too.

Swords: Yeah, I know. I love how they used footage from Hello Dolly. I love how they used movie clips for that; they integrated it really well. And then they also—they put in, it was the first animated movie, first CGI movie to also include live action, and that was

done really well. But I think that works to its advantage, because...well, I'm not going to say why, because I'm not giving in to spoilers.

[Aniu chuckles]

Rusty: Now, moving on real fast, because I think we have time within this segment of the recording to quickly review *How to Train Your Dragon* that we wanted to kind of do.

Swords: Yeah, I saw *How to Train Your Dragon*, too. That's a—that was a good movie.

Rusty: Right. So do you want to open it up first?

Swords: You should open it up.

Rusty: Okay. Well, it's most definitely been a while since I've actually seen the movie, back when it was released, two weeks afterwards. But still, off the top of my head, I'd like to say it has topped—all of it is top-notch just from the quality of the animation from the very beginning all the way to the climax at the end. And accompanied with the music that they actually started playing, is...

Swords: It's amazing.

Rusty: It's amazing. It reminds me of—to anybody who enjoys like those fantasy/medieval type of games and music, even akin to *Lord of the Rings* almost, is how interesting the music is, and how engaging the music is, on top of all the great animation and great storytelling that the developers definitely used.

Swords: What I really enjoyed the most was the flying sequences. Those were amazing.

Rusty: Who doesn't—who does *not* love that sort of thing? Who does *not* like dragons? Who does not like *flying* on dragons? It seems like, no matter any movie, any time a dragon comes onto the screen, it's like "Cool!"

[laughter]

Skul: Yeah, like in *Eragon*, for example—that's where I got my name from; Skulblaka Shur'tugal literally means "Dragon Rider" in the *Eragon* language. That's where I got my name from. So.

Swords: Yeah, I thought I recognized it for some reason.

Skul: That's where I got it, that's because I love *Eragon*, I love dragons, and like you said, every time you see a movie and what it looks like on a back of a dragon, you really feel like you're flying. It's amazing.

Rusty: Yeah. Just to add on to that whole feeling of seeing a dragon, the entire movie is kind of like that, because every scene there's a dragon in there. And it's not like you can get tired of it, because—

Swords: Yeah.

Aniu: Yeah.

Skul: Yeah.

Rusty: It's not like you can get tired of it, because as everyone knows, it's not just Toothless that ends up appearing in the movie, but it's a bunch of different really cool-looking and stylized dragons that appear throughout the whole movie, and they each have their own characteristics. It kind of shines because, even though they don't really say anything, and they actually are minor characters as far as the other dragons go, they still have their own personality, their own three-dimensional—you can like them. It's actually really cool.

Swords: You know, what I'm going to say—I want to say something right now. I predict that at some point in Universal Studios, or some theme park, at some point they're going to have a How to Train Your Dragon ride somewhere.

Skul: Oh, that would be fun.

Aniu: It wouldn't really surprise me—

Swords: I'm going to call that right now.

Aniu: Especially with how they're doing all the Harry Potter rides. It would not surprise me at all.

Skul: That would be so fun.

Swords: I would be first in—I would try to be first in line for a How to Train Your Dragon ride. And Rusty recently got back from the cinema to—or, the theater, I guess, to watch a movie that recently came out, like last week: Alpha and Omega! So, Rusty, please tell us about it, because none of us have seen it yet.

Rusty: Yeah, it's actually kind of funny how we ended up going there. I was just hanging out with my girlfriend, and we decided to go to the movies. And we were looking through the listing, and oh, Alpha and Omega's coming—it's out? Let's go watch it. It turns out that we went to go watch it the day of its release. So, it was actually kind of entertaining in that regards.

Swords: How full was the theater?

Rusty: Unfortunately, I can't say it was too crowded. It actually was, like, if you were to see Avatar, you'd probably say it was the equivalent of Avatar in theaters after about a month. There were still some, there were still little kids even—there was still, like another couple, like my girlfriend and I, just going to see it. So, anyways, to the movie itself—one thing that I remember seeing before I went to see the actual movie, was that there was a lot of people, specifically artists, who were really complaining about the animation style and the—yeah, the hair and the anatomy details. Yes, it's most definitely a point to bring up, but as you watch it, and the way—as you watch it, and you notice the way they decided to animate, and the sort of physics they decided to implement into the story, at least for me, you start to realize, it's designed that way. There's nothing wrong

with it, if the movie is consistent with the way it animates. The way I would describe it animates, is the—it's most definitely cartoon physics, like the Tom and Jerry sort of physics. Say weird body parts stretching weird ways, but they always like swing back and ricocheted—it's a cartoon physics world sort of deal that they're trying to go through. I guess I want to say that the first time I've ever seen a 3D animated film, is Alpha and Omega, with the animation style—but still. It's not too much—it's not that big of a point to bring up against the movie. Now, as far as the story itself, it's a bit slow. Okay, so the story itself isn't that bad, but the reason I say it's slow is that there are some parts that are downright weird, the way that the situations the characters get in as far as the socially involved, kind of leads to awkward moments. And it kind of, at least to me, it makes me feel kind of uncomfortable in my seat watching it. In particular, I'm just going to quickly do a semi-approach to a spoiler, but they have howling sections in the movie, and you can cringe, cringe and roll your eyes sometimes.

Swords: Oh.

Skul: Ugh.

Swords: That's...I'm going to have to review this movie.

Rusty: See, you can really tell the movie—it's like a black sheep of sorts for movies. Kind of like Balto II: there are people who are going to enjoy it despite its flaws, and there are going to be people who hate it because of its flaws. But it's really that little divide, I think, about the movie. Now, as far as music, off the top of my head I can't remember too much of it, but I do remember that I did enjoy it and it was most definitely a piece of—a soundtrack that I was going to get for my personal listening. So it can't be that bad, especially if I am getting it. If I were to give it a rating out of five stars, I would give it a three.

Swords: Right.

Rusty: Between a two and a half, and three and a half—like that sort of area. It depends on how you look at it, really.

Swords: So it's average.

Rusty: It's average in regards to it being a B movie.

Swords: Okay.

Rusty: So it's like an average to below-average B movie, if you can understand how that works. I still personally enjoyed it, so I—if I really had money laying around when it releases, I may as well just get it

Swords: That sounds good. Actually, I did a little bit of research into the company that made it. It's called Crest Animation Studio, and it's a studio based in India. And—which is surprising, because in the last episode, you were talking about Planet 51, which was surprisingly not done by DreamWorks or Disney, but rather by a Spanish studio called Ilion Animation. And I looked at this company's website, and I couldn't find any detail

about it, but I saw—remember that show Arthur the Aardvark?

Rusty: Yeah.

Skul: Yeah!

Swords: Yeah.

Aniu: I have no idea what you're talking about.

Swords: Well, I saw a—there was an image on this website of a 3D-rendered version of Arthur and his family.

Rusty: Wow.

Skul: Whoa.

Swords: And I was like, are they really going to do that? I don't know, because I looked over the website and I couldn't find anything about it. But that's an interesting idea.

Skul: Whoa.

Swords: Somebody could do things, it might be just starting out because this is its first foray into CGI animation.

Rusty: Yeah. Oh, which reminds me a little bit, Swords, you just jumped back into a portion to my review, but I had two more things to say about the movie: I want to complain a little bit about the dialogue, just because it's like a good portion of—like some other parts of the movie, it's kind of awkward, particularly because the movie is to aim to entertain little kids. Not *too* little kids, but kids right? When you start trying to joke about things, the jokes kind of fall flat for their purpose of a kid's movie just because they're a little more adult, but they're adult jokes, but they're trying to make it so that kids understand them. And *that* leads to very awkward things, especially because you get on the subject of—like, one of the quotes was “You have been relocated to, um, repopulate.” Like, you saw that in the trailer.

Swords: Yeah.

Skul: Yeah.

Rusty: That sort of joke falls flat on its face, and that sort of thing happens quite often in the movie unfortunately. But it's still, you know. See, I know animated movies that do that real well, but this one in particular is also trying to help the kids understand the adult jokes, too—which, like I said, is awkward.

Swords: I don't know. That may not have been such a good idea.

Rusty: Yeah, but still—

Skul: Sounds like Shrek to me.

[chuckling]

Rusty: I know, right?

Swords: Except Shrek did it well.

Aniu: Yeah, pretty much.

Swords: And Finding Nemo too, and it was a lot more subtle.

Rusty: Right. Okay, the last thing I wanted to add is, to anybody who wants to do sort of 3D animation, and like that, or just animation in general, or just care as to the behind-the-scenes material, this movie actually does something incredibly interesting for the background images for the credits. As they go through the credits, it's on a black screen with the white text scrolling up, but as it goes on, there's these pre-release—like, development images and material that just fly off across the screen and whatnot. It's actually pretty cool; you get to see concept art that just flies around. You can see the unfinished renders of the character models, and the backgrounds and stuff like that. It's actually really interesting just to sit there and sit through the credits and watch all this sort of material just fly by, and see what they used to animate it. So that's really interesting.

Skul: Sounds fun.

Swords: Yeah. Let's see, there are—got a cast list up. The main actors that I recognize are Justin Long, I can never pronounce this name right...Hayden Panettiere.

Aniu: Yeah, yeah right.

Swords: Okay. Dennis Hopper, Danny Glover, that's about it.

[music transition]

Rusty: Now we're going to talk about some releases that have happened—that are upcoming that are about to release. So we'll give it back to Skul.

Skul: Yeah. Anyway, if you're looking forward to Fantastic Mr. Fox, you will have to wait no longer. The movie has been released on DVD and Blu-ray. Just go and buy it, or rent it, and you can enjoy it to your heart's content. And it's also in iTunes. Sourcecast has been talking about that for, like, three episodes. If you haven't seen it already, you really out to see it. It's a really terrific film, so...And now you know that you can see it, if you missed it in theaters. Go out and get it.

Rusty: Which you should, because it's funny.

Skul: Yeah.

Rusty: And what's next?

Aniu: Next is Studio Ghibli's Ponyo. It's that movie about the girl who's a little goldfish. So yeah, that's on DVD. It's not as good as Hayao Miyazaki's other films, but it was cutezie. Yeah, that's on DVD now.

Swords: And of course, Princess and the Frog is also on DVD. That's DVD and Blu-ray—the one Steet was gushing about, because—just the fact that it was released. So hey, give it a—pick it up, you know. You'll probably influence Disney a little bit to make another 2D animated film.

Rusty: Right. I've actually had some time to just mess around with the DVD, and there's actually quite a bit of cool tidbits that they use throughout the movie as far as the ideas they were portraying. So that's actually pretty cool just to see all the extra stuff that comes with the movie.

Skul: And in case you didn't know, we also have a Source for The Princess and the Frog. And I need something to moderate, so come by everyone.

[chuckling]

Swords: Yeah, yeah, please give Skul some work.

Aniu: In case you missed our mini-review of How to Train Your Dragon, that's also on DVD now. DVD and Blu-ray, so go pick it up. I will probably be renting it out myself pretty soon to watch.

Rusty: How to Train Your Dragon comes out on DVD on October 15.

Aniu: Oh, does it?

Swords: So, in a couple of weeks.

Aniu: Oh, okay.

Rusty: In a couple of weeks.

Aniu: Fail on my part, then.

[chuckling]

Aniu: I am—

Skul: Two weeks from Tuesday, I think.

Rusty: Well, anyways.

Swords: I think October 15 is a Friday.

Skul: Okay, it's a Friday.

Aniu: Yeah. So it's coming out soon, so we'll get it soon.

Rusty: Going on with the releases, what was it? On September 7, Kingdom Hearts: Birth by Sleep for the PSP came out. And for anyone who doesn't know, or just because I want to hear myself talk, Kingdom Hearts is that video game that's the result from the collaboration of Disney and Square Enix, where they have this awesome mix of Disney characters and stories mixed with Final Fantasy characters and Final Fantasy-like

characters. So, yeah.

Aniu: In the words of a silly hamster from Bolt, it's be-awesome.

[laughing]

Skul: [perfect Rhino impersonation] Kingdom Hearts is be-awesome!

Aniu: It *is*.

Swords: Yeah.

Rusty: Now I need to go and get a PSP and get the game and play it.

Aniu: Yes, me too.

Rusty: I'm missing out. I've already missed out on the...three, five...eight days over two games...whatever. I still don't have that.

Aniu: I have it. I haven't played it.

[Rusty chuckles]

Aniu: That's the sad part.

[laughter]

Rusty: I did rent the game, so—

Aniu: So I have the game, and now I need to go buy a two hundred dollar PSP, for a fifty dollar game.

Rusty: I don't think it's happening.

Aniu: I can't win.

[chuckling]

Aniu: I just lost the game.

Rusty: Yes.

Aniu: That's the second time.

[laughter]

Skul: What's there that's upcoming?

Rusty: Ah, yeah. Upcoming—this movie actually came out...today is, what, the twenty-ninth? On September 24, The Legend of the Guardians: Owls of Ga'hoole movie came out. It's that movie that you see on commercials about the owls.

Aniu: Yeah.

Rusty: And so far, I wasn't really—I'm probably one of many people on the boat who said—that weren't too interested in the movie. And it looked kind of iffy-ish. But apparently from what I'm hearing, it's entertaining. It's good, which is surprising but hey! Anything else you want to add, anybody?

Aniu: It was based on a book series.

Skul: Yep.

Aniu: My little sister loved it. I don't know what to think of it. I will pass judgment after I see it.

Swords: I watched a video review of it. It's a pretty interesting—A lot of the reviewers were pretty surprised at how good it was. They have a rating system, and they gave it a “full price”, which is the second-highest rating they could give it. So, they mentioned it was pretty good, but the Rottentomatoes review said it was pretty good, although it might be a little too violent and frightening for children. So, maybe I'd recommend this to middle-schoolers and up.

Skul: I've got one thing to say: it isn't animated, we just wanted to bring it up.

Rusty: Yeah, just a big talk. Big talk. Anyways, up next is something very interesting. We've talked about this before, it's come up on the news. There have been some recent updates for the video game Epic Mickey, for Wii.

Skul: Drumroll please.

Aniu: This game makes me smile.

[laughter]

Rusty: Just recently, there's been a number of video game events that...what was it, Disney? Duh, it *is* Disney. They've released a lot of trailers and video game footage and whatnot, and what they're planning on doing with different aspects of the game to stay true to the original animations, especially. There's a lot of interviews with Warren Spector and other developers for the game. And apparently we also have a release date for it: for the US it's November 19, and for Europe it's November 25.

Aniu: The platform is the Wii.

Rusty: The Wii.

Aniu: The fabulous, fabulous, fabulous...

Skul: The Wii.

Rusty: Make sure you have your Wii dusted off for this game.

Aniu: Yes.

Rusty: Because we always overplay that joke.

Skul: If you want to learn more about it, Steet has posted a news article on the front page of Animation Source. Personal thought, it looks epic.

Aniu: Yees.

Rusty: It looks really, really cool.

Skul: It looks epic, absolutely epic. I mean, they have made it so that there's no possible way to lose, and there are probably ten dozen ways to win. And it's your choice how you win.

Aniu: Pretty much.

Rusty: Wow.

Aniu: You decide if you want to be the goodie two-shoes hero. If you want to do it however—Pretty much, you do it however you want, but your decisions affect how easy it makes the game for you later.

Swords: Right.

Aniu: And since if you decide to just obliterate things that get in your way, and not help people, they don't trust you. Yeah.

Rusty: Now one thing—I remember they did talk about that before, like how you do things, like you decide to go around things instead of destroy things in your path to get from point A to point B. If you do bad things like destroy things, you become a scrapper Mickey Mouse, so if you just stand there idle, he'll be all leaning down, hunched over, like ready to look around and pounce on something. But apparently, in one of the interviews I read recently, that they took that out because people weren't familiar with it, especially people who grew up with the old Mickey cartoons. So you can still decide to go around things or blow things up, so it's pretty cool. It's November 19 for us. November 25 for Europe. No information for anybody else.

Skul: So all you Europeans, you can just come over to the US and buy a copy six days ahead of time if you want.

Aniu: Yeah.

Rusty: Provided you have a region-free sort of system. Anyways, we're going to move on to the announcement Disney made about The Lion King Diamond Edition.

Swords: Yeah.

Aniu: And basically what that is, is it's coming out on Blu-ray.

Swords: Oh, that's awful.

Rusty: Blu-ray magic!

[laughter]

Rusty: Really?

Skul: Blu-ray!

Aniu: Blu-ray! This is admittedly a good thing. Blu-ray discs store a lot more information than your typical DVD, so they've got better art in there, better graphics, better sound quality.

Swords: More special features, I'm sure.

Aniu: More special features, because there's probably a bigger menu, so there's more Easter Eggs.

Rusty: We should be used to this sort of thing, because Disney does this sort of thing all the time. They bring out a classic movie that's re-mastered again.

Aniu: And then they lock it away for fifteen years, and you never see it again.

Skul: Moving on, the next big movie that Disney's making, after Tangled of course, which is coming out in November—the next big movie Disney's making is Winnie the Pooh.

Swords: Ooh.

Skul: And I've learned a few details about this. It's not going to be a sequel, it's not going to be a rip-off, it's not going to be a spin-off in any way of the original Pooh movies, of the cartoon series, anything.

Swords: So it's going to be a reboot?

Skul: Not necessarily, it's just an original movie standing on its own. Basically, they're taking five of A.A. Milne's original stories, and all they're reusing is the caricatures that Disney made. Basically, that's it. The same design, the same way they act on screen, but it's in no way related to any other Winnie the Pooh thing that Disney's ever done.

Rusty: Interesting.

Skul: It's going to be an original movie through and through. It comes out July 11, 2011, I think.

Swords: Man, that's a while.

Rusty: Nice. Just real fast to finish this up, while I was watching Alpha and Omega, one of the trailers that they showed was that they are doing a 3D animation Yogi Bear movie.

Swords: Oh.

Skul: Oh, yeah.

Rusty: Not a lot of information, just that it's most definitely a B-movie, even though they're really trying to bring out a classic from way back when. It doesn't really look that

good from the one trailer I've seen, to be honest.

Swords: I saw a clip from the trailer, and to be honest, even in the simple clip—it's just Yogi riding on a train—I looked at it and, I looked at the way the character looked, the way it moved a little bit, and I just said, This can't be good. This cannot be good at all. I don't know, I just think it doesn't look good.

Skul: A quick note, that's not animated either. We just thought we'd bring it up.

Rusty: Right. And the last thing on our list is that How to Train Your Dragon DVD release has been announced to release on October 15. Like we said before, earlier in the show. That's exciting for all you who—

Swords: Three week from now, wow.

Rusty: Right. That's exciting for all you who didn't see it in theaters, shame on you. You get to see it—

Skul: Oh, dangit, Rusty.

[chuckling]

Rusty: Right, but now you get to see it at home. You get to see it as many times as you want without having to pay any more money. Which is good.

Swords: Right.

Aniu: You just mocked me, Rusty.

Rusty: Ha, ha.

[chuckling]

Skul: Yeah, me too.

Rusty: Anyways, real fast, that's exciting. I was reading somewhere, an article, I don't remember where, but they said because of the success they had with the first movie, they have a How to Train Your Dragon sequel in the works, like they're planning for it. I don't know how I feel about that, but I think just because of what it is and... They said it was based on a kid's story.

Swords: Yeah, it's based on a series of kids' books.

Rusty: Yeah, I have—I don't feel too bad about an announcement of a sequel to the film, just because, like I said before, the whole dragon thing. I think, yeah it'd be so cool. And I'm pretty sure they will do a good job with it either way.

Swords: Let's hope so.

Rusty: Yeah.

Skul: Yes, let's.

Aniu: If they don't, we can always just storm their offices and chain them up.

[laughing]

Swords: Make a good How to Train Your Dragon, idiots!

Skul: Then Disney wouldn't have any competition whatsoever.

Swords: No. Then every other company would be like, I surrender. Disney, you win.

Rusty: Disney, you win. All righty.

[laughter]

Rusty: So in this segment, we'll close off the segment right now.

Aniu: Now for some extra stuff. So we've gotten some emails and some contacts lately about people who really want to get involved with Sourcecast, and maybe want to come on as guest speakers. That's great, guys, but you haven't really helped us out a lot about what you want to talk about. Typically, the way we want this to go down when we have a guest speaker, is we want to know—we want some general idea about what you want to talk about, if we haven't specifically asked you for an interview or for a commentary on something. So if you'd like to be a guest speaker and come on here, and maybe do an interview, or something in addition to an interview, please send us some topics—specific topics with some description of what you would talk about, and how you might bring light to that topic in a different way than we aren't doing it. Tell us things that will really peak our interest and make us interested—okay, that was really redundant. I'm sorry.

[chuckling]

Aniu: Make us excited for you to come on the show and be a guest speaker with us. That's what we're going for.

Swords: Yeah, so like, tell us about your new fanfiction series, or your new music video—or something to that effect.

Aniu: Or something like that.

Skul: For example, me, I have eighty fanfics on Balto Source, literally eighty. If I weren't a Sourcecaster, I'd write in to say, hey I've got eighty fanfics, why don't I say what some of them are about? My inspiration for them? Something like that.

Rusty: Right. Now, just one thing to keep in mind, unlike what Aniu just said, like if you have something you want to show off, that's great and all and we'll gladly deal with that sort of thing, but you have to kind of make sure it's also worth the time to talk about. You have to also provide a bit of content, like your reason for showing it off, your reason for doing it. And not just, look what I did, I made this cool picture, I'll go onto Sourcecast to announce it and have nothing for us to really think about or discuss about.

Aniu: Yeah.

Rusty: Kind of like what Skul was talking about here, or how we had Dragon Tamer early before. We had reasons to talk about, there was fanfictions, there was content, and then there was also the reasons leading up to the content, and reasons for, like expectations and people's reactions that we've already seen before. Just, discussions. We need material that will also start discussions like that.

Aniu: So, yeah. And again, I'm just going to reiterate, pretty much, if you've got something new to add to the discussion, or any discussion, or some profound thought that nobody has ever really had before, send it to us. That'd make a great discussion topic.

Skul: And it doesn't have to be just fanfics. You can be a fan artist, a gamebook designer, you can be anything. It doesn't have to be just Balto Source either. Lion King Source, Spirit Source, All Dogs Source...

Rusty: Right.

Skul: Anywhere, anything, but please just give us something to actually—

Rusty: And this is for actually being a guest speaker. Don't feel—you don't have—Just don't feel like we're not accepting anybody's request. If you really want to advertise what you're doing, go ahead and send it to the mailbag. We'll gladly read it out loud, to announce that you're doing something and whatnot.

Aniu: Yeah, that just fits more in the shout-out area.

Rusty: Right.

Aniu: Yeah. The only other thing I want to add to that is, the list of people who had asked formally to join as guest speakers in some way, and talk about some thing: RagingBalto, Conay...Co-nay, or coh-nah?

Swords: I was never able to pronounce that correctly.

Skul: I said it "Co-nay", like Coney but Conay.

Swords: Hopefully we'll have him to correct us on that.

Aniu: Yeah, you know who you are. Anyway, Axel and Ahura Werewolf, I know you sent me a PM about some topics to talk about. I haven't gotten to look through those in its entirety. I'm really, really sorry. I'll do that soon, I promise. But pretty much, anybody else who would like to do stuff. I know Tails Fan also has said something about that, but we didn't really hash any of that out very well. I'll get back to that eventually. Moving right along, we don't really have any interesting fan news this week.

Rusty: No, but we do have one special occasion.

Aniu: Oh, that's right.

Skul: Yep.

Aniu: Swords' birthday is next week.

Swords: Yeah!

[chuckles]

Swords: Yeah, it's cool.

Rusty: So it's this Friday, right?

Swords: Yeah, it's October 1.

Aniu: Oh.

Skul: Oh, wow. So it's, like, tomorrow.

Swords: Yeah, like 12:30 AM.

Aniu: Okay, so I got that wrong. It's *this* week.

Sword: Yeah, well, hey.

Aniu: Once again, my brain is broken. [laughs]

Rusty: Happy birthday to you, Swords.

Skul: So Swords' birthday is on Friday. Send him a PM saying Happy Birthday. If you have something you want to give him, you'll have to ask for his address and email.

Aniu: I'll have to paint him a pretty picture.

Rusty: Yeah. Now, this section's typically for everybody else we notice have a birthday this particular month. But that's really hard for us to even catch. This is another reason for you guys to contact us through the mailbag. Send us your birthdays if you want them announced.

Swords: Send us your best friend's birthday, so we can announce it, and they'll feel special.

Aniu: Right, and not only that, but please let me know if you would like for me to try and continue writing the birthdays, or if you'd rather me go by the birthday topic that is in the Other section of the forums, because that's supposed to have a lot more of the active people's birthdays. But I'm pretty sure it doesn't have all of them. Let me know what you want me to do.

Swords: Yeah, please.

Aniu: Because the only problem I really have with it, is that if I don't manage to get on for one day, and I miss all of the birthdays, they're gone if I just can't get on for one reason or another during that 24-hour period.

Rusty: Yeah.

Aniu: And I can't retrieve the names from the bottom of the forum. So, hey maybe that's

a way you guys can contribute to the mailbag of Sourcecast. Anybody want to write down birthdays for me?

Skul: And if you don't send in your birthdays, we're probably just going to omit this section altogether.

Aniu: Yeah.

Rusty: And we don't want to do that. We like all our sections.

Swords: We do.

Skul: We like saying "Happy Birthday" to all of you who really like to hear "Happy Birthday" live in front of hundreds and thousands of people. So if you want to hear us say "Happy Birthday" to you, write in, My birthday is on this date, see if it makes it onto the podcast, so.

Rusty: Yep.

Skul: Yeah, that's pretty much it.

Swords: Now on to the mailbag. Now, I know we—we always have our question for the mailbag. We asked you last time, what was your favorite April Fool's prank? And we didn't get any answers! Come on, people, we were gone for, what, six months. People, come on.

Rusty: Ample time!

Aniu: Ample time.

Rusty: Ample time for you guys to send answers in.

Aniu: You guys fail. You guys lost the game.

Rusty: Again!

Swords: Yeah.

Skul: Come on.

Aniu: That's you zero, me three, for anyone who's keeping score. [chuckles]

Swords: And so to make up for your missed opportunity, we're going to pose you a question right now. And we thought it would be cute, in the spirit of things, to ask you, How many of you thought that Skul was a girl, when you first knew him? So, and as always, email to sourcecast@gmail.com, or post it in the forum topic in the "Other" section.

Rusty: And as always—and we also have a second question—

Swords: How many of you other than Rusty, Aniu and me thought Skul was a girl until he got onto Sourcecast?

Rusty: Or earlier?

Skul: Yeah, you have no idea how fun that was. And I enjoyed every minute of it—*still* enjoy every minute of it.

Aniu: So we've also got another question to ask, to also give you a second opportunity. Because we really want input. And also, in the spirit of things, since it's almost October, what are you dressing up as this Halloween? And if you're not dressing up, what's your favorite costume to see or wear or use or, costume concept? Anything. What's your favorite costume overall?

Swords: What costume would you really like to see that you've never seen before?

Aniu: Yes.

Rusty: Yes.

Aniu: Something like that.

Rusty: Now, remember, just send your answers to sourcecast@gmail.com, and we'll very likely read it out loud, because we pretty much have—

Aniu: Or post it in the forum topic in the “Other” section. Or somewhere.

Swords: Either way, we'll be sure to read it aloud next Sourcecast.

Aniu: If you really want to, you can PM it to one of us.

Swords: Yep.

Rusty: Yep.

Skul: Yep.

Aniu: We're desperate for input. [chuckles]

Swords: Yeah, any kind of input we can get will be fine.

[laughter]

Swords: We want feedback!

Rusty: So, that'll be it for the mailbag. We just need things to read, so get working on that. We need your stuff.

Aniu: Yeah.

Skul: Please.

Swords: And we're also working—as we also said before, we're working on a—we're working on getting a live feed Sourcecast going.

Aniu: No worries.

Swords: But considering we're all living in different locations, that's not going to be terribly easy. But we're working on it.

Rusty: We're working on it.

Swords: Bear with us.

Rusty: We—yeah, we're almost there. We've just got a few technical issues with it, so it's still there. Anyways, why don't we just, right now, lead us out—lead ourselves out with the conclusion.

Swords: All right.

Skul: All right.

Rusty: So once again, thank you for listening in on this episode, and thank you so much for being so patient with us in actually getting this episode out. And also dealing with me and my foxiness when I did that joke episode.

Aniu: Rusty, you're very foxy.

Rusty: Aargh.

Swords: Foxy, eh?

[chuckling]

Rusty: Hey, hey, hey! We don't need another person being...

[laughter]

Skul: That crossed a line, that crossed a line.

Rusty: So, I'm going to just say the contact information and whatnot. So, we are the Sourcecasters. You can find us mainly at the Animation Source on the forums. You can contact us by emailing us at email—bleh, sorry. You can email us at sourcecast@email.com. You can—

Swords: Gmail.

Aniu: Gmail!

Rusty: Aag! Gmail!

Skul: Gmail! [laughs]

Rusty: Oh my gosh, it's way too late. Let me say that again: you can email us at sourcecast@gmail.com. You can also...wait, I didn't say it wrong, did I?

Aniu: No, you got it right that time.

Rusty: Great. You can also PM—

Skul: You got it.

Rusty: You can also PM each of us on the forums. We're also working on our website at www.sourcecast.webs.com, and you can also find the podcast itself at Mypodcast.com, at the iTunes store, and you can find this show in sections on YouTube. And I'm sorry, that's completely long-winded and I'm out of breath.

Aniu: Speaking of YouTube, another promotional idea I've had that I want input on from other people is, do you want us to host you in our subscription boxes, for different episodes? Like, we can have a challenge, like whoever answers a question first gets a link in the subscription box so that people can subscribe to your channel, check out your videos. And therefore give you some more looks and subscribers. Throwing that out there, something like that.

Skul: Yeah, you can tell we're desperate for feedback.

[chuckling]

Rusty: So, to end, thank you so much, and so long, and thanks for all the fish.

Aniu: Yes.

Swords: Yes.

Rusty: So says the dunks.

Skul: Yes.

Rusty: Anyway.

Skul: So long, and thanks for all the fish.

Aniu: Good night, Animation Source, and thank you.

Rusty: Good night. This is the Sourcecast, and I'm Rusty.

Aniu: I'm Aniu.

Swords: I'm Swords.

Skul: And I'm Skulblaka.

Swords: Good night, guys.

Skul: So long, and thanks for all the fish.

Aniu: Peace out.

Swords: See you guys.

[end music]

[Swords' brief review of Balto II. To hear the full thing, listen to the episode]