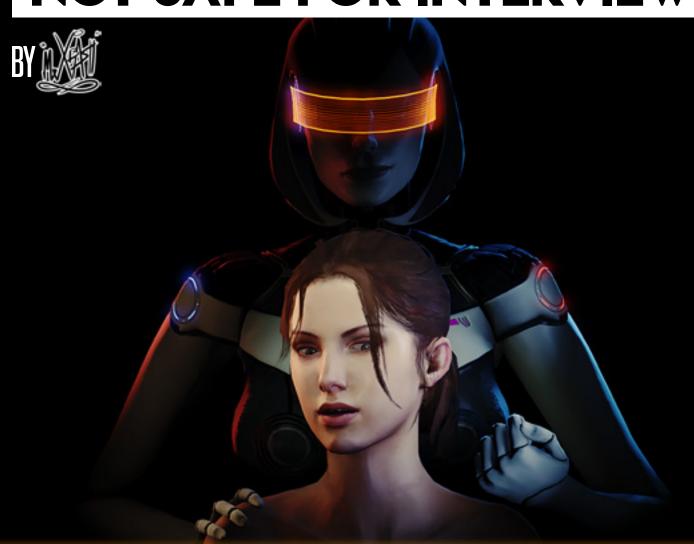
NOT SAFE FOR INTERVIEW



BIG JOHNSON

CREATOR OF SPECIAL DELIVERY



1) Why "Big Johnson"?

It started out as a joke name for me back in college. After I noticed I actually liked huge dicks on chicks though, the name made perfect sense!

2) How did your adventure with animation begin?

What that first?

I started to play around with SFM in 2013. Before that, I had done posters in Gmod for a while. I did some poster and comic work with SFM for a while, until one day I started poking around the motion editor. I started to grasp the basics of animation work and got hooked instantly. I started to improve those skills and to this day I still improve every year.



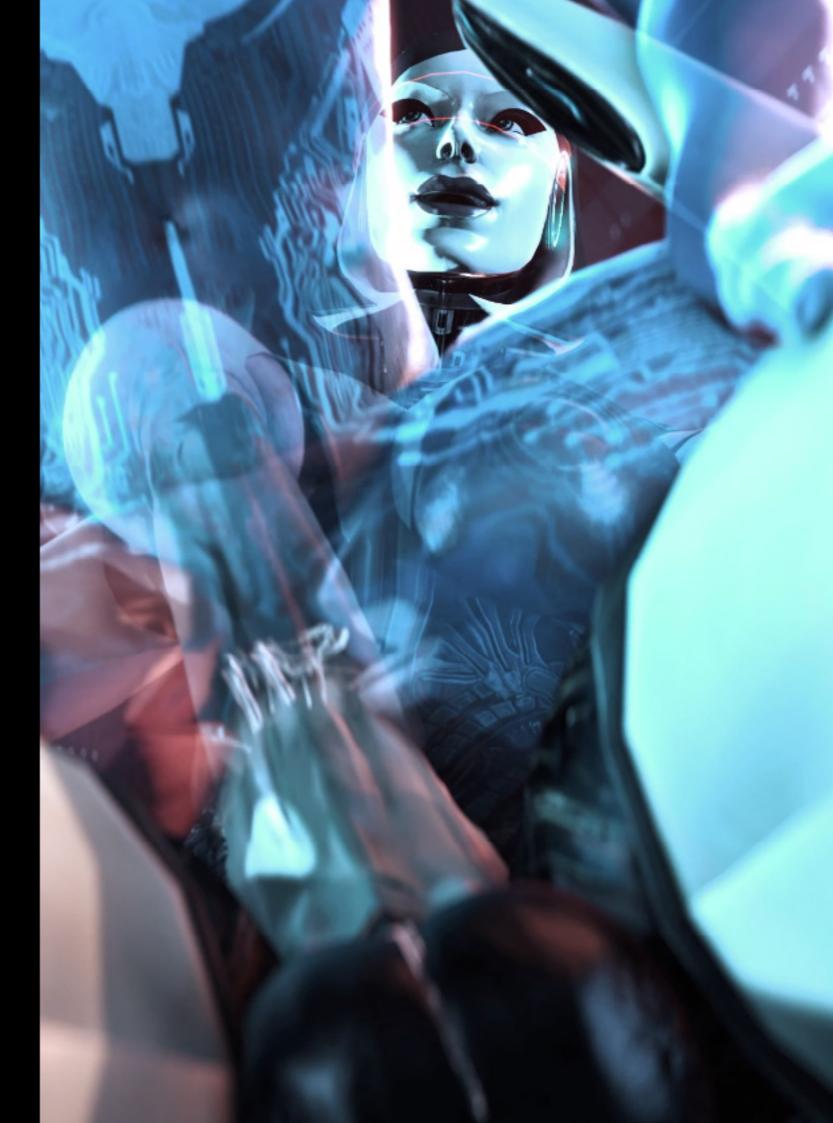
3) Did you inspire yourself with some other figures or models when animating your characters?



Inspiration plays an important part in my work. I mostly get inspired on the initial sex-positions by some of my favorite porn videos and I've collected a fair amount of 2D-art to inspire different poses and camera angles. In Special Delivery, there are few moments where you might think you've seen this happen before somewhere else and you most likely would be right!

4) Do you have your favorite character? If so, why?

Zoey. Ever since L4D came out, I've been a fan of her appearance. Her face, the ponytail, the clothes. I know in-game she doesn't have that much going on in the rear-department, but she's the perfect type for a big booty, some slight abs, and cute small tits. Her attitude I like as well, not being totally girly. She is truly an inspiration for me.





5) What programs do you use to creating the animations?

Source Filmmaker for the animation. Color-correction and such are done in Adobe After-Effects, while editing and sounds are done in Adobe Premiere Pro.





6) How long does it you take to create one animation?

Well, my last animation took a bit over two years, though I have a high suspicion my next animation will take slightly less than that. Maybe a month?

7) Why FUTA?

Back in my Gmod days, I spawned two female-models and posted them together for lewd purposes. Something in my mind clicked and I got a major hard-on thinking that one of them would have an actual dick. This has also been highly reinforced by some of the best futa hentai-movies (Bible-Black and Tokubetsu Byoutou).





8) I saw your great work - "Special Delivery". I cried, I shrugged and excited. This is what I wanted to see - an animation that has sex, love, storyline and my favorite ... CREAMPIE XD. How did you work on this project? Cooperation with voice actors, animation process, how long did you do it? Tell me...EVERY-THING XD

The initial thought had been worked on for a couple of years before the actual animating even began. It was originally meant to be a comic, then a 3-5 minute animation. Fatefully I then went through EDI's in-game voice lines. I started to see the potential in it, and her being one of my favorite Mass Effect babes, I couldn't just throw it away from the window.

I talked about it with Vince and soon the whole thing started to grow slowly like an erection. During the two years of animating, I planned the sequences as I went along. After the dialogue was written down, we only had the basic idea planned for what happens, which sex-position takes place and when does the cumming happen. The rest was up to me and oh boy was I in for a challenge.

Candy had actually contacted me before I started to work on Special Delivery. She was impressed with my previous work and offered her vocal talent. This was good because I had just started to look for a VA for Zoey.

When it was decided that we bring Adriana into the movie, my first thought of a VA for her was Alexia. After talking with Vince about how Adri's voice would sound like, I asked her if she could pull it off. She did more than that. She nailed it! Both Candy and Alexia were extremely nice to work with and I can highly recommend them.

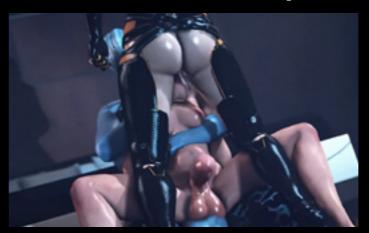


9) Any plans for the future related to your works?

There are ideas already in line. Just going through them one at a time now!



10) Who or what inspired you to create your art?



It was years ago when Facepunch had this giant thread of people doing sex-poses in Gmod. Later on, it got purged, which lead me to this small community doing the same thing in their own site. After following this community for a while, I got inspired to start doing my own poses as well. To this day I still have many members of that community as good friends.

11) Any advice for others who would like to create similar content for yours?

Get the basics right, but take time doing that. Look at tutorials, experiment with the program, fail, win and most importantly learn. Once you know what you're doing, you can slowly start improving yourself which can take years. Patience is key.

12) Traditional question ... do you like CREAMPIE; D?

I do like my white fluids!

13) Do you have someone you would like to greet or thank for help?

All the wonderful people who I've chatted with through all these years. It's great to know that you're not doing this all alone. You always have someone to talk to, hang out or play games with. You make friends for life and that is simply beautiful.



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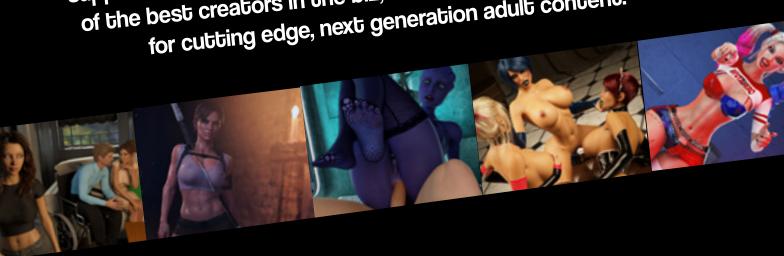


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