

GLITCH ENTERTAINMENT LLC

Press Kit | 2026

“Never Stop Building.”

Muncie, Indiana | theglitchverse.com | richcase@comcast.net | 765-808-0698

About Glitch Entertainment

Glitch Entertainment LLC is an independent, AI-assisted animation and entertainment studio founded by Richard Case in Muncie, Indiana. Operating under the motto Never Stop Building, Glitch develops original intellectual properties across animation, publishing, comics, interactive media, and music — with a focus on world-class storytelling built without a Hollywood zip code.

The studio is structured for scale, with six active divisions and more than twenty IPs in various stages of development. Its flagship franchise, the Nora Chase animated mystery series, is in production toward an August 2026 release of its first feature. The Last Acorn, the studio's first feature, is nearing completion, and its debut short, Beowulf: The Coming of Grendel, is on the international festival circuit.

Glitch proves that a single creator with the right tools, discipline, and an unreasonable refusal to quit can produce feature-quality animation and storytelling — independently, on evenings and weekends, from Muncie, Indiana.

Studio Divisions

GLITCH IMAGINARIUM Animation & film. Home of The Last Acorn, The Lamplighter, My Friend Mia, Skybound Reverie, and the studio's flagship visual work.	GLITCH MYTHOS Mature epic adaptations of public-domain literature. Current flagship: the Beowulf trilogy. Bold tone. Uncompromising.
GLITCH INTERACTIVE Games and interactive experiences. Glitch Adventures point-and-click game in development.	GLITCH PRESS Original fiction publishing. Three Glitch Adventures books complete, with multiple standalone novels and series in editing and development.
GLITCH WORKSHOP Merchandise and physical creative products. Wix / Printful integrated storefront live.	GLITCH SOUND LABS Original scoring, audio production, and sound design. Full music catalog including rap, country, and a completed Christian album.

Founder

Richard Case — Founder, Director, Writer, Producer

Richard Case is the founder and creative director of Glitch Entertainment LLC. By day he works in construction in Muncie, Indiana. Every other available hour goes toward building one of the most ambitious solo entertainment studios in the Midwest.

Richard writes, directs, animates, produces, and voices characters across Glitch productions. He is the voice of antagonist and comic-relief characters across multiple films — Unferth in Beowulf, Scout in The Last Acorn — a brand element that ties the studio's voice directly to its founder.

A community-rooted creator, Richard is intentionally building Glitch as a permanent piece of Muncie's cultural identity. Every project feeds the next. The studio is infrastructure, not just entertainment.

Location	Muncie, Indiana
Role	Sole filmmaker — writing, directing, animation, production, voice performance
Website	theglitchverse.com
Contact	richcase@comcast.net 765-808-0698

Flagship Projects

Nora Chase — Animated Mystery Feature & Franchise

Format	Animated mystery feature — first of a planned multi-film franchise
Status	Film 1 in production (~50% complete)
Target	Release — August 2026
Premise	A sharp teenage detective takes on the case that starts it all.
Franchise	Two further features in development, an animated TV series with multiple spin-offs, a tie-in book line, and a full merchandise program.

Nora Chase is Glitch Entertainment’s flagship franchise and current focus — a teen-detective mystery built for a multi-film, multi-format universe. Film 1 is in active production toward an August 2026 release, with the wider slate of features, series, books, games, and merchandise already mapped.

The Last Acorn — Animated Feature Film

Format	Animated feature — Pixar-style 3D
Status	Act 3 in production ~28 min rough cut assembled
Runtime	65–70 minutes including credits and blooper reel
Logline	A bullied squirrel, a guilt-ridden bear, and an outcast turtle carry the last living acorn across a dying world — and discover that the thing each of them ran from is exactly what the world needs them to become.

The Last Acorn is Glitch Entertainment's first animated feature. Following three broken heroes — Nim, Burl, and Flash — on a quest to restore the dying Great Tree, the film is a Pixar-scale adventure about courage, belonging, and the cost of refusing to stop. Pitch deck complete. Festival and distribution strategy active.

The Inheritance — Animated Short, Festival Circuit

Format	AI-animated short film
Genre	Gothic Afrofuturist cosmic horror — haunted-house-in-space
Status	Complete — on the festival circuit

Recognition	Honorable Mention — Top 3
Premise	A deep-space salvage crew boards a derelict ship and finds their own future priesthood selves waiting in the dark.

A tense, atmospheric short in the cosmic-horror tradition — the haunted house relocated to deep space. The Inheritance pairs a tight character premise with the studio's painterly pipeline, and has already earned festival recognition on its first submissions.

Beowulf: The Coming of Grendel — Animated Short, Festival Circuit

Format	AI-animated short ~10 minutes
Status	Complete — on the international festival circuit
Recognition	Official Finalist, Queensland AI Festival 2026 • Official Nominee, Digital Griffix Awards
Submitted	Runway AI Festival, AIMA AI Movie Awards (Best Animation + Best Fantasy), Tabloid Witch, Pineapple Animation, Imagination Films Int'l, Eko International
Source	Public domain — no IP restrictions
Series	First installment of the Glitch Mythos trilogy

The first film from Glitch Mythos — the studio's mature, epic division — retelling the oldest surviving story in the English language. Bold angular style, heavy dramatic atmosphere, dark mature tone. The Coming of Grendel is the proof of concept for a planned trilogy: Mother's Revenge and The Last Fight to follow.

Across the Studio

Glitch Entertainment has 20+ original properties in development across six divisions. A representative selection — not the full slate:

Animation & Film

Beyond the flagships: Skybound Reverie, a steampunk space-opera feature in production; The Lamplighter, a Pixar-style animated series; and My Friend Mia, a pitch-ready kids' animated series.

Publishing — Glitch Press

Glass Between Us (standalone novel, published) and the Glitch Adventures comedic sci-fi series (Book 1 published) anchor the list, with LitRPG (Respawned and Screwed, Fractured Halo) and sci-fi horror (The Eve Protocol) in editing.

Comics

A growing slate of completed short comics — including Graves, Chark and Redjaw, and Iron and Quill — with more in development.

Music — Glitch Sound Labs

Crown for What — released and available on all major streaming platforms — leads a catalog spanning rap, country, and a completed Christian album. All original scoring for Glitch animation is produced in-house via Suno Pro.

Games — Glitch Interactive

A Nora Chase mystery adventure game is in production, alongside a Glitch Adventures point-andclick adventure in development.

Production Approach

Glitch Entertainment operates a fully documented AI-assisted production pipeline — purpose-built for solo, feature-scale filmmaking. Every tool, routing decision, and quality-control step is locked in writing. The pipeline is the methodology.

Core Philosophy

Finish the skeleton before polishing anything. Story comes before visuals. Visuals lock before sound. Acts complete before episodes. Chaos is a signal, not a badge.

On AI & Authorship

The tools render. The humans decide. Every story beat, character arc, and editorial choice is made by a person. AI is a collaborator and force multiplier — not the author.

Disclosure Policy

AI tool use is disclosed in all festival submissions and production notes. Glitch is transparent about the pipeline and considers the methodology itself part of the studio's story.

Active Pipeline Tools

Kling 3.0 Omni	Dialogue & multi-character shots
Veo 3.1	Silent / atmospheric shots
Seedance 2.0	Action sequences
Nano Banana Pro	Character & location reference stills
ElevenLabs	Voice performance & cloning
Suno Pro	Original music & scoring
Adobe Premiere Pro	Editing & assembly

Contact & Media

Primary Contact	Richard Case — Founder & Director, Glitch Entertainment LLC
Email	richcase@comcast.net
Phone	765-808-0698
Website	theglitchverse.com
Location	Muncie, Indiana

Available for Press

- Founder interviews

- Production featurettes
- AI filmmaking commentary
- Solo creator / indie studio perspective
- Indiana / Midwest creative economy stories

High-res assets — character art, key art, logos, and production stills — available on request.

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