

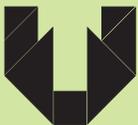
ANIMEX[®]

international festival of
animation & computer games



Festival Programme

5-9 February
2007



UNIVERSITY OF
TEESSIDE

www.animex.net

Week at a Glance

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	Animex Game UC Pg 4	Animex Game UC Pg 5	Animex Workshops Various Pg 6/7	Animex Talk! UC Pg 8	Animex Talk! UC Pg 9	Animex Screen Cartoon-a-palooza CW Pg 12
PM	Animex Game UC Pg 4	Animex Game UC Pg 5	Animex Workshops Various Pg 6/7	Animex Talk! UC Pg 8	Animex Talk! UC Pg 9	
	Animex Players' Lounge SCC Pg 20	Animex Screen Manga Mania CW Pg 12	Animex Screen Manga Mania CW Pg 12	Animex Screen Manga Mania CW Pg 12		
			Animexperience UC Pg 21	Animex Awards Ceremony CW Pg 13		
			Animex Lounge SCC Pg 20	Animex Party SU Pg 22		
			Animex Screen UC Pg 11			

Key

UOT University of Teesside • UC University Cinema, Europa Building, University of Teesside, Middlesbrough • CW Cineworld, Marton Road, Middlesbrough • SU Students' Union, University of Teesside, Middlesbrough • SCC Sassari's Continental Café, Linthorpe Road, Middlesbrough

See page 33 for maps to all venues.

Workshop venues will be identified to workshop participants upon registration.

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Please note: Line-up and timetabling is subject to change.

Welcome to Animex!

2007 sees the eighth festival of what we hope will be many, many more. In two years we will mark the tenth anniversary of Animex and we are already planning some spectacular events and celebrations to recognise what will be a significant milestone in our existence.

But for the meantime, whether this is your first time or you have come back for another helping, we hope you have a fantastic week with us here in Middlesbrough.

The idea that so many creative minds can be brought together for an entire week still seems something of a miracle to all of us involved in running the festival. We never cease to be amazed at the support and enthusiasm expressed by those of you who take time out of your schedules to help make Animex the great event that it is. Without you we would have no event.

And of course, the other people who add to the excitement that accompanies the festival year on year are the speakers and contributors. We owe a huge debt of thanks to everybody who comes along and delivers what we consider to be the best talks, workshops and classes anywhere in the world.

Children, parents, community groups, students, designers, artists, animators, directors, producers, commissioners and many more will be here to enjoy all of these events. There are also screenings, parties and of course our very first Awards Evening which will be held in the town's Cineworld multiplex cinema.

So hang on to your hats and enjoy the ride!

Have a fantastic week.

Chris Williams
Animex Festival Director

Animex Game

Monday 5 February - Tuesday 6 February

OL1, Europa Building, University of Teesside



MONDAY 5 FEBRUARY

8.30am Registration (Foyer of Europa Building)

9.00am Welcome
Gabrielle Kent - **Head of Animex Game**

9.10am Keynote Address - Ernest Adams
A New Vision for Interactive Stories

This lecture presents a new way to think about interactive storytelling, an approach that resolves some of the inherent problems in the medium.

10.30am Break

11.00am Panel Session - Scriptwriting for Games
Rhianna Pratchett hosts a panel on addressing the narrative needs of modern audience demographics.

Rhianna Pratchett, games journalist for publications such as *The Guardian*, *PC Zone* and *Official X-Box Magazine* and scriptwriter on titles such as the Divinity Series, Heavenly Sword and Spongebob Squarepants; **Jim Swallow**, author and scriptwriter on the Battlestar Galactica prequel, Maelstrom. Star Trek V series, 2000AD tie-in novels;

Andy Walsh, Harry Potter game, Heavenly Sword and **Marek Walton**, Driver Series, Stuntman.

12.30pm Lunch

1.30pm Phil Co
Level Design in a Cabal: Valve's process for creating levels

During development of the original Half-Life, Valve created a small team which was designated the task of designing the game section by section. This small team was referred to as a cabal. The cabal has evolved over the years but has remained at the core of Valve's production process. This talk will demonstrate how levels are created in a cabal.

2.30pm John Nash and Nicholas Miles
Styling Games

John and concept artist Nicholas from Blitz games talk about how they go about defining the look of a game. They will also be sharing information on how to 'make your way' in the games industry.

3.30pm Break

4.00pm James Gentile
Mo-cap and Animation at Midway

James, director of animation and motion capture at Midway discusses the motion capture pipeline and procedures implemented at Midway.

5.00pm Close

7.00pm Animex Players' Lounge at Sassari's
Continental Café, Middlesbrough
(see page 20 for details)

A chance for speakers, delegates and local games industry representatives to network over drinks.

TUESDAY 6 FEBRUARY

8.45am Registration (Foyer of Europa Building)

**9.00am Jamie Jackson
Freestyle Games**

Jamie, Creative Director at Freestyle Games, discusses the technical challenges the team faced in implementing mo-cap footage of breakdance crews into their recent innovative B-Boy title.

**10.00am Setting up a Development Studio -
Panel Session**

Recruitment expert **Mary Margaret Walker** chairs this panel discussion on what it takes to set up a games company. She will be joined by a range of industry directors such as **Richard 'Levelord' Gray** from Ritual Entertainment and **Sean Crookes** from 3rd Dimension Creations.

11.00am Break

**11.20am Richard 'Levelord' Gray
on Deathmatch Design**

Richard, director and owner of Ritual Entertainment, draws upon his years of experience designing levels for Doom, Duke Nukem 3D, Sin and Quake to share his thoughts on Deathmatch level design.

12.30pm Lunch

**1.30pm Mark Morris and Thomas Arundel
The Last of the Bedroom Programmers
Present Def Con**

Mark and Thomas, Directors of Introversion Software, discuss the production and distribution of their latest in a line of cult classics, Def Con.

2.30pm Break

**3.00pm Clint Ourso
Volition - Saints Row**

Project manager Clint takes us through the development process and lessons learnt on one of the launch titles for the Xbox 360.

4.00pm The Graphic Art of Adi Granov
Adi, hailed as one of Marvel comics 'young guns' by Marvel editor-in-chief Joe Quesada, speaks about his work on a range of titles including the Iron Man series and shares his inspiration and techniques.

5.00pm Close



'Monster House' Photo Credit: Sony Pictures Imageworks
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Animex Workshops

Wednesday 7 February

Foyer, Europa Building, University of Teesside

Get your pencils sharpened and your mice at the ready!

The ever popular Animex *Workshops* give you the chance to work closely with some of the most respected artists in the world. Classes for 2007 include artistic development for animation, character design, acting for animators and much more.

Any remaining tickets for these workshops will be available from the registration desk subject to availability.

All workshop attendees should assemble at the Registration Desk at 9.00am to be directed to their class.

Those booked for an afternoon session should assemble at the Registration Desk at 1.00pm.



Meet the Robinsons © Disney

Pete Draper, Lightwrx Digital Destruction with 3ds max

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

Using 3ds max, we will procedurally destroy a pre-constructed building with our own realistic virtual tornado system, complete with realistic dynamics and particle effects used on big budget features. This workshop is designed to be for intermediate to advanced level 3ds max users familiar with max workflow and terminology and a taste for destruction!

One session (full day) - 10 places

Andrew Dymond, Lightwrx Directing a Visual Effects Shoot

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

Some films make heavy use of bluescreen and add backgrounds that are constructed entirely using CGI. In this workshop, Director & VFX Supervisor Andrew will teach you how to set up lights, light the "stage", calibrate and set up cameras, record measurements correctly and give you hands-on experience on our own visual effects shoot with practical advice on how to direct actors to interact with the virtual environment.

One session (full day) - 10 places

Ed Hooks - Acting for Animators

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

This professional acting theory workshop is appropriate for animators of all experience levels. The focus is on character performance, the connections between thinking, emotion and physical action. Using lecture, some simple improvisations and deconstruction of clips from live-action and animated films, Ed teaches the difference between regular reality and theatrical reality. He covers scene construction, character action and objectives and the essential element of conflict/ obstacle in a scene. In addition, there will be a discussion of the expression of emotion in the human face as well as an introduction to the work of Paul Ekman. The workshop will also cover character analysis and preparation of a "Character Bible".

One session (full day) - 50 places

Karen deJong

Disney Feature Animation

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

Karen will deliver a full day workshop explaining and demonstrating the work she does as Assistant Art Director at Disney Feature Animation. For anybody interested in the design and development of features, this workshop is a must. The workshop will include character development and environment design and will introduce attendees to the process involved in preproduction at a major studio.

One session (full day) - 10 places

Richard 'Levelord' Gray

Level Design Workshop

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

The legendary Levelord will give participants the benefit of his extensive level wisdom as he guides you through the process of creating a paper based level design providing hints and tips along the way. If that doesn't tempt you, he tells us he's bringing along prizes!

One session (full day) - 30 places

Adi Granov - Graphic Art

9.30am - 4.30pm (lunch break 12.30pm - 1.30pm)

Make the most of this amazing opportunity to pick up tips on creating sequential and cover art from one of Marvel comics rising stars.

One session (full day) - 20 places

Sanjay M Mistry - BAFTA Video Games, World Wide Graphics Trainer at Electronic Arts and BAFTA Games Committee member

1.30pm

Sanjay will present his thoughts on how the games industry has evolved and BAFTA's role within it, followed by a Q&A session.



The British Academy of Film and Television Arts is the UK's leading organisation dedicated to the recognition and promotion of excellence in the fields of the moving image.

One session (half day) - 50 places

The British Academy Award is based on a design by Mitzi Cunliffe.

Animex *Game Academy*

Wednesday 7 February, 9.00am - 5.00pm

(6 x 30 minute presentation slots)

Foyer, Europa Building, University of Teesside



Game Horizon will be holding a pitch event as part of the Animex festival. If you have a great idea for a computer game then why not pitch your concept to a panel of games industry experts and stand the chance of taking your idea to the next stage?

GameHorizon's pitch competition brings the best new talent from the North East together with games industry veterans to pitch fresh new games concepts. If you are a student or graduate from a North East university or a start up games company, then this is for you.

The prize for the best pitch on the day includes:

- £1000 mentoring package to develop your career or business objectives
- Nintendo DS plus game
- Free membership to GameHorizon
- PR in regional and national press

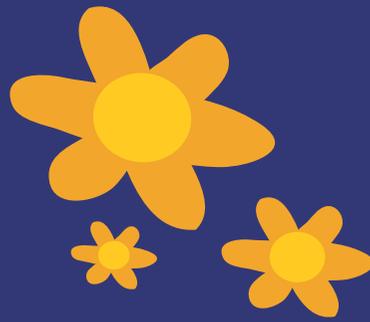
The prize will be awarded to the winner at Animex *Lounge* at Sassari's Continental Cafe, Middlesbrough on Wednesday evening.

GameHorizon's expert panel includes games professional from UK publishers **Codemasters** and Gateshead specialist driving and racing studio **Eutechnyx**, more big names to be confirmed.

Animex *Talk!*

Thursday 8 February - Friday 9 February

OL1, Europa Building, University of Teesside



THURSDAY 8 FEBRUARY

8.45am Registration (Foyer of Europa Building)

9.15am Welcome and Opening Address
Professor Paul Wells,
Loughborough University

9.45am Recruiters Summit

Finding and retaining talent for some of the world's largest studios is no easy feat! Recruitment experts from both sides of the Atlantic come to Animex to give their views on what it takes to get that all-important 'foot in the door'.

Shelley Page, Dreamworks, **Rachelle Lewis**, Rachelle Lewis Talent, **Vic Rogers**, Double Negative, **Amy Smith**, Framestore CFC, **Matthew Sagar**, Moving Picture Company.

10.45am Break

11.00am Rachelle Lewis, Rachelle Lewis Talent
The realities of getting a job in
animation or visual effects

The straight talk about getting in and working in the industry...buckle your seatbelts! What constitutes a good reel and MANY more subjects will be discussed. Also you'll see a variety of great reels that got the artist hired, and find out why.

11.45am JAKe

From illustrator to animator

JAKe became known on the animation circuit because of Geekboy, the animated adventures of one of his characters that became a series of animated interstitials for the Sci-Fi Channel. He made his name as an illustrator and has been working for many years for clients as diverse as the Beastie Boys and fashion designers Comme Des Garçons. JAKe comes to Animex to describe how he made the transition from illustrator to animator and how things have changed since his success with Geekboy.

12.30pm Lunch

1.30pm Karen DeJong, Disney Feature Animation
Meet the people who made
The Robinsons

Karen lets us into the secrets of how one of the world's major powers in animation turns an idea into a fully blown feature film. Karen will illustrate her talk with examples from Meet the Robinsons, Disney's latest CG feature which is currently in production.

2.15pm Thomas Jordan, Lead Shading Artist
on Cars, Pixar Animation Studios
Va Va Voom

Cars, another triumph for Pixar Animation Studios, gets the Animex treatment when Thomas demonstrates how the studio made the latest in their line of box offices hits.

3.15pm Break

3.30pm Dan Smiczek, Rhythm & Hues
Unlocking the Potential of
Digital Crowds in Film

From piles of writhing snakes to the battlefield of Narnia, Effects Supervisor Dan Smiczek will take you behind the scenes of how Los Angeles based visual effects house Rhythm & Hues used Massive Software to bring many recent feature films to life.

4.30pm Hans Rijpkema, Rhythm & Hues
Unweaving the Pixel

How does a bird fold its wing? How does water splash? By using examples from a large variety of Rhythm & Hues projects (like *Night at the Museum*, *Charlotte's Web*, *Happy Feet*, *Superman Returns*, *Tokyo Drift* and *The Lion, the Witch and the Wardrobe*) we explore what is involved in translating the complexities of the real world into techniques that can be used in the artificial world of CGI. In other words: observe, analyse and fake.

5.30pm Close

9.30pm Animex Party

University of Teesside Students' Union

The Animation Festival party to topple all others. Swing in a Northern style 'til the early hours.



Image courtesy of Framestore CFC

FRIDAY 9 FEBRUARY

8.45am Registration (Foyer of Europa Building)

9.15am Jaime Pardo, Director/Animator and Tia Perkins, Director/Animator
Small, independent, but big!

Award-winning collaborators Jaime and Tia describe life as a small studio and explain what it takes to survive in a very big business.

10.00am Curtis Jobling, Illustrator/Designer/Writer
From the page to the screen - getting a project green lit

Animex has been privileged to witness the development of a brand new TV show over the last few years. Designed and conceived by Curtis Jobling, *Frankenstein's Cat* has gone from children's book to being one of the most eagerly anticipated TV shows for many years. Catch an exclusive glimpse of what's in the can!

10.45am Break

11.00am Tim Searle, Animation Director/Producer
Survival in British Animation

Tim has been working in animation since leaving college in 1989. Using plenty of clips, Tim will plot his career in comedy animation and hopes to shed some light on how he's somehow managed to survive the UK animation scene.

11.45am Claire Jennings, Independent Producer
Being a Producer

Fresh from working as Executive Producer on the Oscar winning feature *Wallace and Gromit: Curse of the Were Rabbit*, Claire Jennings, in conversation with Paul Wells, will discuss just what it takes to work as a producer in the cut throat world of animated feature films.

12.30pm Lunch

1.30pm Chris Burn,
Double Negative Visual Effects
Compositing

Double Negative has become one of the largest special effects houses in the UK and has an impressive credits list. Chris will give an insight into the work required to create stunning visual effects for cinema.

2.15pm Eamonn Butler,
Double Negative Visual Effects
Animation

Eamonn has an incredible CV with credits including some of the most popular films ever made at Disney Feature Animation. As a recent addition to the team at Double Negative and Head of Animation, Eamonn explains his role at the studio and how he is helping to broaden the scope of their work.

3.00pm Break

3.15pm Andy Lomas, Computer Graphics
at Framestore CFC

After stints at ESC Studios and Dreamworks, Andy has recently returned to Framestore CFC as Head of Computer Graphics. As an alumnus of the University of Teesside, Animex is especially proud to welcome Andy back to talk about the recent work of the studio where he began his career.

4.00pm The Big Finish

For the finale of Animex this year there's a speakers summit! Your last chance to ask that question of all questions to one or all of our prestigious panel. This session will be chaired by Professor Paul Wells and will make sure Animex 2007 signs off with a bang!

5.30pm Close

Animex *Exhibition*

Experiencing animation, games and CGI is what Animex is all about, but the work on show does not spring into being from nothing, there is a process involved. The aim of Animex Exhibition is to give its audience an insight into the creative processes that lead up to the production of the work showcased at Animex.



Last year, Animex *Exhibition* began to move away from being a purely decorative dimension of the festival in order to offer more of an insight into the process of creation and to explore more explicitly the interface between the creative arts, graphics, design and computing. The introduction of storyboards and sketches, as well as the finished renders and illustrations, proved to be a popular part of the exhibition. The storyboards on display use original art work and digital images to illustrate the thought processes behind the work produced by games programmers and animators. Animex *Exhibition* 2007 aims to continue this development and hopes to provide an even more extensive range of approaches and materials.

Animex *Exhibition* is an illustrative accompaniment to the various aspects of the festival; in a sense it's the place where each of the festival's themes comes together. It offers a view into the studios,

labs and workshops of those creative artists whose work in areas such as character development, texture mapping, 3D rendering and the animation process is so crucial to the highly sophisticated nature of the games and images with which we interact today.

Animex *Exhibition* is open to everyone and provides a particularly exciting learning experience for the younger participants at the festival. Gaining an understanding of the creative processes that go into the production of the various games and animations on display significantly enhances the ways in which we can engage with them.

We hope that Animex *Exhibition* 2007 will have something to interest everyone and, who knows, might even discover or encourage the next generation of animators and games designers.

Stephen Murray
Curator, Animex *Exhibition*

Animex Screen

Wednesday 7 February

OL1, Europa Building, University of Teesside

Animex Screen brings some of the best animated films from around the world to screens in and around Middlesbrough.

Animation allows artists and storytellers alike to express themselves in infinite ways; from the traditional pencil on paper to state-of-the-art computer animation techniques, anything is possible.

This year Animex Screen will be showcasing some of the best animation from the UK and across the globe. On offer will be a selection of films from the hugely successful animate! 2006 programme and our very own Animex Awards, highlighting the best of student animation from every continent on the planet. Wednesday's screenings will be rounded off with a special presentation of some of the best British Animation ever produced, compiled especially for Animex by the British Animation Awards.

Manga Mania, in conjunction with Film Education, is a special season of Manga movies being screened at Middlesbrough's CineWorld multiplex during festival week. Features will be screened to schoolchildren on Tuesday, Wednesday and Thursday. Internationally renowned animation expert Professor Paul Wells will introduce Wednesday's film and shed some light on why Manga is taking the world by storm!

And this year, we're launching the first edition of Cartoon-a-palooza at Animex, an idea borrowed from our sister festival Red Stick. This event is tailor-made for the whole family to enjoy and promises to be much more than your usual cinema experience with face painting, guest speakers, balloon animals and much more. Cartoon-a-palooza is free for everyone, but all adults must be accompanied by at least one child!

So, get along to one of our screens and enjoy some fantastic animation!

Katherine O'Connor
Curator, Animex Screen

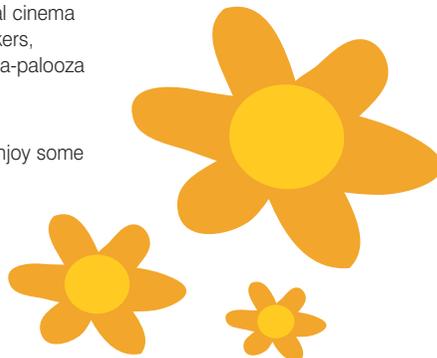
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C I N E M A S

film education

animate!



Tuesday 6 February

Manga Mania
Cineworld, Middlesbrough
10.00am - 12.00pm

Wednesday 7 February

Manga Mania
Cineworld, Middlesbrough
10.00am - 12.00pm

Animex Awards Reel 1

OL7, Europa Building, University of Teesside
10.00am

Animex Awards Reel 2

OL7, Europa Building, University of Teesside
11.00am

Animex Awards Reel 3

OL7, Europa Building, University of Teesside
12.00pm

Animex Awards Reel 4

OL7, Europa Building, University of Teesside
2.00pm

Animex Awards Reel 5

OL7, Europa Building, University of Teesside
3.00pm

animate!

OL7, Europa Building, University of Teesside
4.00pm

The Best of the British Animation Awards

OL7, Europa Building, University of Teesside
6.00pm

Thursday 8 February

Manga Mania
Cineworld, Middlesbrough
10.00am - 12.00pm

Saturday 10 February

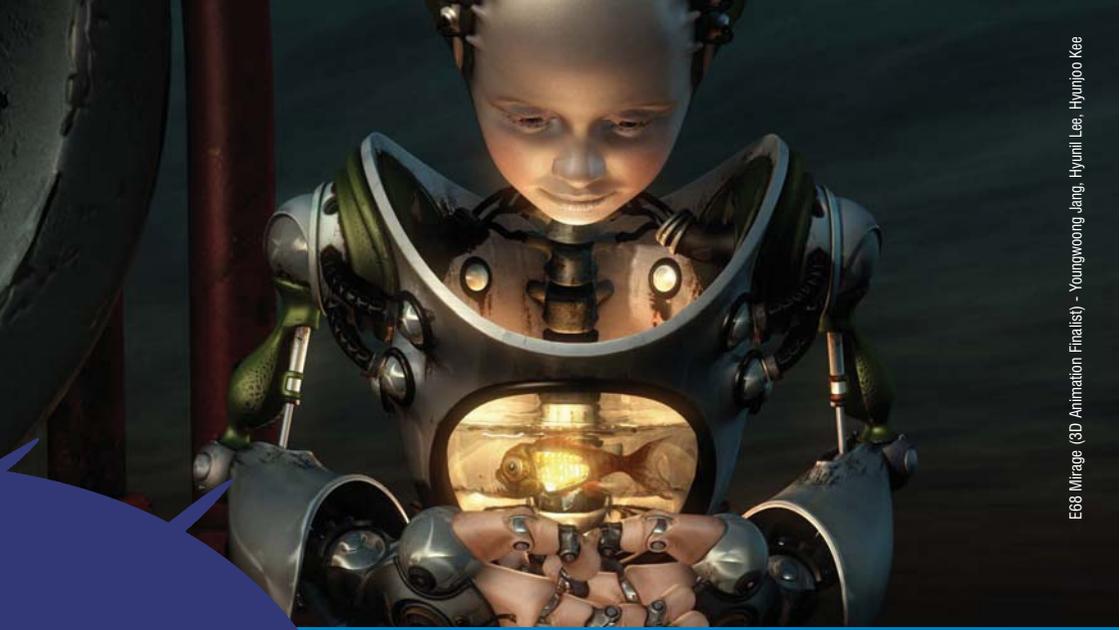
Cartoon-a-palooza
Cineworld, Middlesbrough
9.30am - 12.00pm

Details of these events and screenings will be available in a separate programme and on the Animex website www.animex.net.

With special thanks to:

Lorna Partington, Northern Film + Media
Richard Hardaker, Cineworld, Middlesbrough
Nick Walker & Sam Wilson, Film Education
Dick Arnall & Phil Ison, animate!
Jayne Pilling, British Animation Awards
Tracey Robinson, Faces Galore





Animex Awards 2007

Last year's Animex Awards saw the launch of a new online Audience Award initiative that looked to showcase work of student animators and computer games artists from all over the world via our newly acquired streaming server. The response to this new initiative was phenomenal and we shall be supporting the Audience Award category again this year. I am also pleased to announce that the Animex ceremony will be moving from the University of Teesside to Cineworld, Middlesbrough where amongst other things we shall be toasting the achievements of all those that made it to the finalist judging panel. If previous years are anything to go by this will be a very popular event, so don't forget to book your place at the cutting edge of content creation.

Justin S Greetham
Head of Awards

All reel times are approximate

Reel 1: 42 minutes, 10 seconds

E173 Animation Test Pilot (3D Animation Finalist)

00:01:08

Brad Kinley, Sheridan College, Canada

A would-be action hero demonstrates some of the perils an animated character may encounter.

E126 The Irresistible Smile (2D Animation Finalist)

00:06:21

Ami Lindholm, Turku Arts Academy, Finland

An aeroplane full of nasty passengers. Can the air hostess solve everyone's problems?

P290 Homage (Visualisation Finalist)

00:02:42

Jacques Khouri

Savannah College of Art & Design, USA

Conflict comes to everyone, even two arrows trying to fill their world with colour.

P231 Eros (Visual Effects Finalist)

00:01:35

Matthias Lowry, Vancouver Film School, Canada

A humanoid robot interacts with real humans.

P48 Herzog & The Monsters (Motion Graphics Finalist)

00:04:10

Lesley Barnes, Al Paxton, Glasgow School of Art, UK

A short story about Herzog, his gran, some stolen letters and a forest full of monsters.

P250 Frigo (3D Animation Finalist)

00:05:37

Alexandra Gasztowtt, Tristan Hocquet, Claire Michaud
Supinfocom Arles, France

When a refrigerator gets warmer, only a superhero can save the situation.

P302 Windows Masks Doors (Experimental Animation Finalist)

00:04:37

Sarah Orenstein, Chris Lane, Ari Picker

Rhode Island School of Design, USA

In an old radio a conductor tunes a medley of tracks revealing hidden masked players.

P77 Bob (Motion Graphics Finalist)

00:03:40

Jean Pierre Poirer, Fabrice Faltraue, Camille Maury, Yres Francon, La Poudriere, France

In a huge industrial plant, slave labourers scurry about, transferred and reformatted by mobile clocking-in-machines. A playful comment on language as a tool, see through a highly stylised world of graphics and sound.

E152 Oxford Circus (Visual Effects Finalist)

00:09:35

Esteban Gitton, Sadik Ahmed, Erika Gonzales

EdwiNational Film & Television School, UK

Ignored by her mother, a little girl lets her imagination run wild.

P280 Synth (Visualisation Finalist)

00:02:34

Luba Drozd, Pratt Institute, USA

A transformation from the cold and mechanical into organic and warm over the duration of time, a process similar to that of observing a person's façade and looking inside past the physical representation.



Reel 2: 41 minutes, 51 seconds

P289 The Turnaround (3D Animation Finalist)

00:01:47

Jude Silva, Pratt Institute, USA

What appears to be a conventional modeling reel suddenly becomes a humorous narrative playing upon the concept of a CG character as an actor.

P64 Tree (2D Animation Finalist)

00:03:49

Jie Lam, Jonny Greenwood, Jeff Milligan

China Academy of Art, China

The story describes some people born from a tree. They fight against each other in order to get enough food. As the food became less and less these people eat out the tree and finally destroy themselves.

P229 Whale City (Visual Effects Finalist)

00:01:00

Tae Young Kim, Brett Anthony

Vancouver Film School, Canada

A huge humpback whale swims through the skies of the city.

E68 Mirage (3D Animation Finalist)

00:08:25

Youngwoong Jang, Hyunil Lee, Hyunjoo Kee

School of Visual Arts, USA

A story about a bio-mechanic robot who has to fill his glass chest with water to sustain his life. This story happens in water but the robot cannot recognise it. He wants to get more water. During his journey, he meets a fish. Both need water.

E86 The Astronomer (2D Animation Award)

00:07:45

Kate McCartney, Jeremy Parker, Aidan Fergusson

Centre for Animation and Interactive Media, Australia

An old timekeeper loses count of his world.



Tree (2D Animation Finalist) - Jie Lam, Jonny Greenwood, Jeff Milligan

P81 Evocation (Visualisation Finalist)

00:04:10

Jae Yoon Park, Soo Nyun Jeong, Junho Yang

School of Visual Arts, USA

Evocation is a visual ode influenced by the poem written by Kin So Wol. The poem consists of strong emotional conflicts that occur from losing a loved one. Ironic or paradoxical emotions are illustrated in an oriental painting style with Maya.

P247 The Little Red Riding Hood (3D Animation Finalist)

00:05:47

Emeline Bafoin, Eric Le Dieu de Ville, Tristan Michel,

Vincent Techer, Supinfocom Arles, France

Is the fear of wolf a dream or a reality?

P149 The Cleaner (2D Animation Finalist)

00:02:44

Dustin Rees, HGK Lueevne, Switzerland

E134 Anybody there? (Visual Effects Finalist)

00:07:55

Jan Goldfuss, Guido Wolter

Bauhaus-Universitat Weimar, Germany

A human being is put into a strange world that refuses to act according to the law of nature. A world that is not static, without solid values and nothing to rely on.

Reel 3: 39 minutes, 30 seconds

P256 Sigg Jones (3D Computer Finalist)

00:07:02

Mathieu Bessudo, Douglas Lassange, Jonathan Vuillemin
Supinfo.com Arles France

A fighting beast escapes from its master, will he know how to bring it back to reason?

P147 Spring, Summer, Autumn, Winter & Spring Again (Motion Graphics Finalist)

00:01:00

Teo ee Lynn, Glasgow School of Art, UK

A reflection of my first year experiences in Glasgow. The range of emotions I encountered run parallel to my experiences living through four seasons for the first time in my life. I come from Singapore which is a tropical country with one season all year round.

P144 Flight of the Camel (2D Animation Finalist)

00:04:50

Laura Nailor

University College for the Creative Arts, UK

A little diversion can lead to a most unexpected adventure.

E171 Eureka! (3D Animation Finalist)

00:01:27

Parrish Ley, Sheridan College, Canada

A mathematician has a bright way of solving the problem of the ultimate question.

P292 Reflection Of Self (Experimental Animation Finalist)

00:03:54

Becky Halloway

Savannah College of Art & Design, USA

An experimental film that explores the process of portraiture.

P73 Histoire de Tarte (3D Animation Finalist)

00:01:21

Timothee Lemoine, Ecole des Métiers du Cinéma d'Animation, France

A cake story.

P283 L'deil Du Cyclone (2D Animation Finalist)

00:04:30

Julien Bisaro, Yam Volsi, Myriam Copier, Yres Francon
La Poudriere, France

After an argument with the Rain Man, Igor's mother Rosetta turns into a storm, and sweeps Igor away. A surreal vision of daily life through the eyes of a child.

E145 Foreigners (Experimental Animation Finalist)

00:09:04

Ayala Sharot, Central Saint Martins College of Art and Design, UK

A documentary about foreigners who live in London. The animation combines various techniques including rotoscoping, sketches and hand rendered animation.

E63 Lublub (3D Computer Animation Finalist)

00:04:30

Aaron Brady, Duncan of Jordanstone College of Art & Design, UK

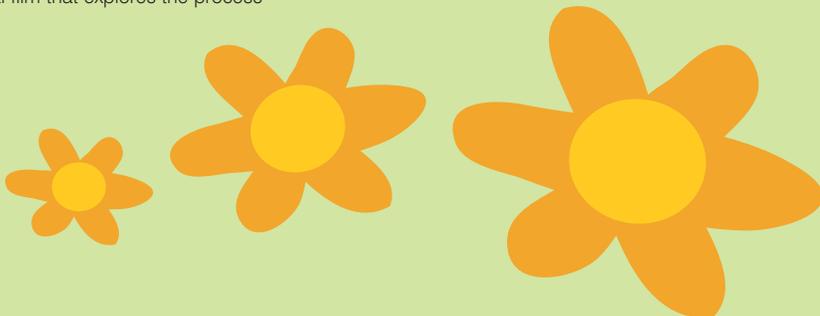
Lublub is enjoying a tasty, juicy fruit on his hilltop when the nasty bullies come to ruin his day. Lucky for Lublub he has friends in high places. Watch out you sneaky bullies – there's a Geelaf about!

E110 Aelaris (Motion Graphics Finalist)

00:01:42

Christopher Abbas, Vancouver Film School, Canada

A message of hope for today's youth.





Sheep (3D Animation Award) - Simon Blanc, Vivien Cabrol, Arnaud Valette

Reel 4: 38 minutes, 40 seconds

E139 Adjustment (Experimental Animation Finalist)

00:06:20

Ian Mackinnon, Royal College of Art, UK

A diarist searches for flickers of hope in a drama of emotional and technical obsession.

E177 Late Night Stand Up (3D Animation Finalist)

00:02:10

Jay Edry, Sheridan College, Canada

A late-night stand up explains what he's been through to get to the stage that night.

E138 Diversion (Visual Effects Finalist)

00:03:25

Aidan Gibbons, Simon Reeves

University of Hertfordshire, UK

A visual effects piece. Escapee road signs embark upon a daring pursuit for freedom!

P50 MTV Ident - 3 Worlds (Motion Graphics Finalist)

00:01:27

Mohd Husni Bin Abdul Wahab, Limkokwing University College of Creative Technology, Malaysia

This channel ident series was made for MTV-Asia. A person dances the 'shuffle' in three different environments for this marketing campaign.

P255 Sheep (3D Animation Award)

00:05:58

Simon Blanc, Vivien Cabrol, Arnaud Valette, Supinfocom Arles, France

If sheep were born in the froth of waves...

E163 Dachau bei Muenchen (2D Animation Finalist)

00:09:00

Frederik Ring, Filmakademie Baden-Wuerttemberg, Germany

In the old days, life used to be just as boring as today.

E91 Esc (Games Design Finalist)

00:04:00

Justin Henton, Emily Carr Institute, Canada

Inside a 3D program a mouse cursor creates a 3-dimensional character that comes to life after an unknown error in the program and gets into a journey across the computer desktop.

P79 Level 25 (Visualisation Finalist)

00:05:59

Daniel Ainger-White, Thames Valley-Ealing, UK

An animation that looks at the expansion and altered experience of senses, emotions, memories, time and colour.

Reel 5: 42 minutes, 3 seconds

E25 The Sky Bar (3D Animation Finalist)

00:02:37

Kitty Lin, School of Visual Arts, USA

An animated short about reincarnation.

E57 Skin Cell (Experimental Animation Finalist)

00:04:10

Mark Bell, Matthew De Kersaint Giraudeau,
Northumbria University, UK

An exploration about identity and the process of self-reflection, created entirely through the manipulation of a flatbed scanner to produce a frenzy of distorted images and sounds.

E128 EOZ (Motion Graphics Finalist)

00:00:30

Ataporn Boonthaveepat

Vancouver Film School, Canada

A TV commercial for EoZ want to increase its brand awareness among 15 to 24 year-olds who love fashion and high-technology.

P153 Loulou & The Mad Sheep (2D Animation Finalist)

00:04:12

Loic Bruyere, Thomas Mitton, Ecole Emile Cohl, France

A shepherd takes his flock of sheep out to graze, while he is napping a wolf steals his clothing and leads the flock towards the forest.

P228 WANTED (3D Animation Finalist)

00:02:56

Tobias Von Burkersroda, Max Stohr, Christof Vonderau, Paul Schickentanz

The German Film School, Germany

The evil hairy Bill Stinky Boots kidnaps the beautiful Lady Lolli Lou. Luckily the cowboy Pretty Joe-Jack is close by to rescue her.

P314 Teranium (Visualisation Finalist)

00:01:31

Alistair Parr, University of Teesside, UK

An animation utility that creates real-time outdoor experiences involving wind, water and lighting effects.

P72 Bloodflowers (Experimental Animation Finalist)

00:05:27

Timothee Lemoine, EMCA, France

In a padded cell, a woman begins a drawing and repeats the gesture. After failed attempts, she shops. The solution is going to appear itself. A symbolic illustration of the act of creation.

E120 After the cat (2D Computer Finalist)

00:04:29

Marina Rosset, HGKL Lucerne School of Art and Design, Switzerland

After the death of her cat, an old lady seeks a new source of affection.

P227 Amarantcard (3D Games Finalist)

00:02:10

Pasca Suena Handiman, Eduardo Dewanto, Oske Winardi Dahlan, Heri, Rianti

ITB Bandung Institute of Technology, Indonesia

Varkuz, a young mercenary found himself delivering his own body. A weird man appears and asks 'So, you're the previous owner of this body?' Based on a traditional belief that the body is just a vessel.

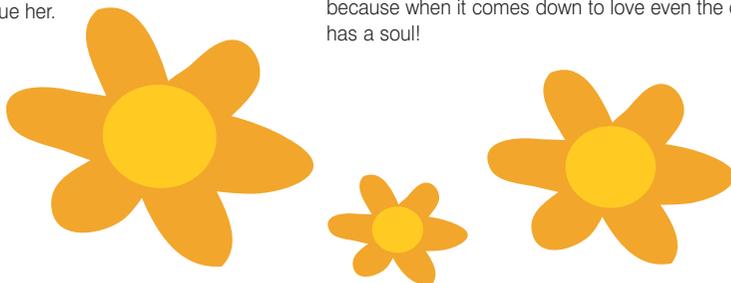
E162 My Date from Hell (3D Animation Award)

00:14:00

Tom Bracht, Tim Weimann

Filmakademie Baden-Wuerttemberg, Germany

If you think the devil is an evil, sinister and scary guy, you will surely change your mind after you have joined him on his search for the girl of his dreams, because when it comes down to love even the devil has a soul!



Animex Street

Animex Street takes Animex out to the good folk of Teesside. Over the years we have showcased work in the craziest of locations. Projecting falling tears from within the North East's tallest building Centre North East, entertaining staff and patients at local hospitals with huge digital displays, shopping centres have flickered with animated life, Middlesbrough Football Club has hosted massive projections and shown community productions on all concourse screens during big games, and it doesn't stop there.

Community support centres, poetry nights, floating barges and various shops cafes and public houses have all participated with Animex Street, and have helped in spreading the word that if you want to go far by developing your creativity then you don't have to go far (geographically) to achieve it.

Animex Street has had another busy year engaging in, and managing many exciting projects. The culmination of the Learning and Skills Council-funded Animatus project, as it enters its second year, has provided a fantastic opportunity for anyone over the age of 18 to produce and develop their animation and story telling skills.

We have been invited to some wonderful places worldwide to speak on the benefits of community engagement with new digital media, and to encourage and support other festivals who see the massive benefits behind this creative ideology.

Animators, actors, writers, poets, and musicians have hosted taster sessions in primary schools and will be hosting many more in Pallister Park, Park End, North Ormesby, and the Berwick Hills areas of Middlesbrough. There will also be the chance to visit sunny Saltburn and view animation created by local community groups. You can also learn more about Animex, Digital City, and the University of Teesside's community programmes. We have also teamed up with the Extended Schools project and are assisting in developing learning strategies that will involve both children and parent participation.



Listen out for the BBC Radio Cleveland bus as it tours schools and community centres with on-board animators. Keep your eyes open for projections at the TS1 gallery, pubs, clubs, cafes, nightspots, and any blank wall that may spark into movement when you least expect it.

So keep your eyes peeled for updates on workshops and keep your ears to the ground for talks and screenings, or keep your head in the clouds if this isn't for you.

Come on Teesside let's get animated.

Dougy Pincott
Animex Street



95 FM **BBC** RADIO CLEVELAND

Animex *Players' Lounge*

Monday 5 February, 7.00pm - 11.00pm

Sassari's Continental Cafe, Linthorpe Road, Middlesbrough

This year we have introduced a new event in addition to Animex *Lounge*.

Players' Lounge is a laid back evening networking session over food and drink aimed at gamers, games students and the games industry. Come along and meet the speakers and local games companies in person!

Tickets for Animex *Players' Lounge* are free to Festival Pass holders but must be requested at the registration desk prior to the event. Please remember that tickets for this event are limited to 120 and Pass holders are not guaranteed entry.

Animex *Lounge*

Wednesday 7 February, 7.00pm - 11.00pm

Sassari's Continental Cafe, Linthorpe Road, Middlesbrough

Animex *Lounge* is one of the most popular events during festival week. A place to meet and talk to the leading figures in animation and computer games, anywhere in the world.

With good food and good company we're sure that you'll have a fantastic evening, and with the chance to buy a drink from the well stocked bar, you'll definitely be able to make the night go with a swing!

Skillset's Alan Gardner returns to get proceedings off with a bang and to make sure you get the most from this great opportunity.

If you're a student, bring your ideas and portfolios for some of the best professional advice available. If you're an animator, games artist, producer or director, this is your chance to talk to the people you've always wanted to talk to, recruit new talent, or simply catch up with old friends.

Whoever you are, Animex *Lounge* will be a relaxing, enjoyable evening for everybody lucky enough to be there.

Tickets for Animex *Lounge* are free to Festival Pass holders but must be requested at the registration desk prior to the event. Please remember that tickets for this event are limited to 120 and Pass holders are not guaranteed entry.





“Open Season” © 2006 Sony Pictures Animation Inc.

Animexperience

Wednesday 7 February, 12.30pm - 3.00pm

OLI, Europa Building, University of Teesside

Animexperience brings the idea of Animex *Talk!* and Animex *Game* to a younger audience so that they can get a flavour of the more focussed educational elements of the festival.

Designed with schoolchildren in mind, Animexperience will bring two highly regarded speakers to speak about life in the professional world.

This year, recruitment consultant Rachelle Lewis will explain what it is like to work in animation and special effects and give the audience a taste of what it takes to get a job in the industry, using examples from her many years of experience.

Jim Gentile, who works for Midway Games in the USA, will talk about life in the games industry and show what he gets up to in his day-to-day life working on some of the biggest computer games ever made.

All in all, Animexperience promises to provide an insight into the working lives of many of our speakers in a short, sharp and very exciting burst!

Animex Party

Thursday 8 February, 10.00pm

Students' Union, University of Teesside

The University of Teesside's award winning Students' Union is the venue for the post-Awards party.

Come and join our Award winners in the comfort of one of the UK's finest student venues, which was voted the best UK Students' Union at the Bar Entertainment and Dance Association Awards 2004.

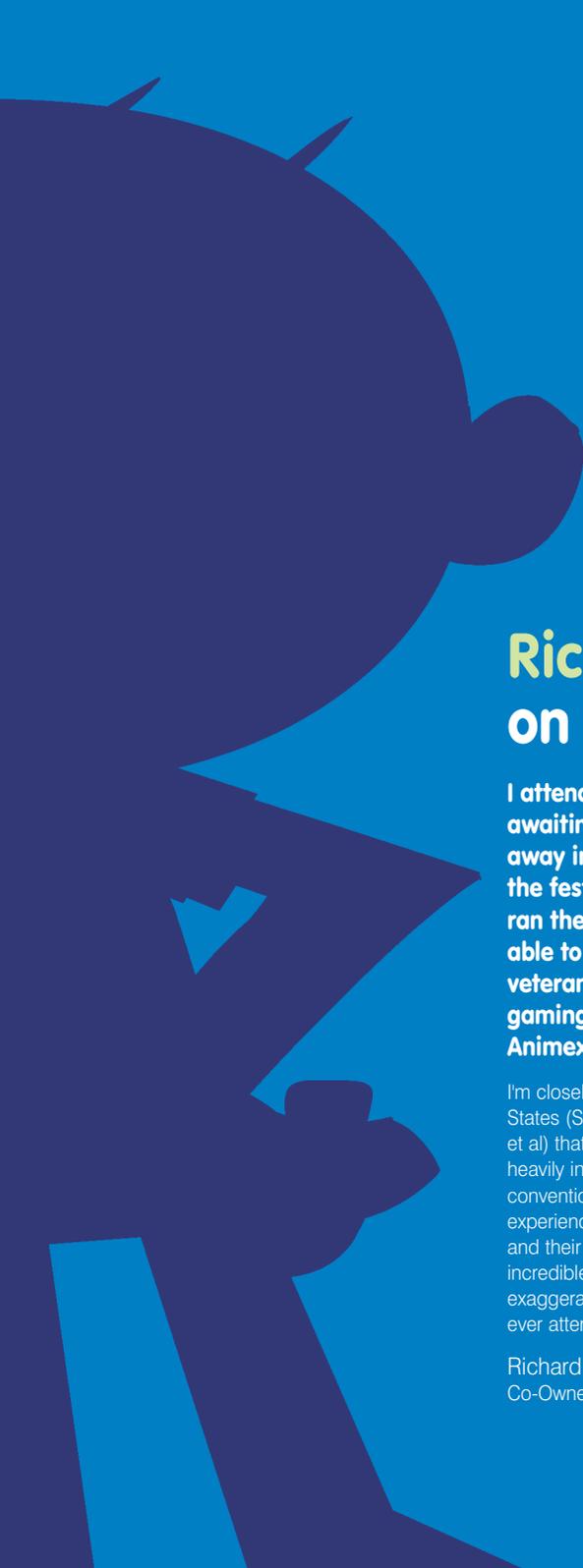
The bar offers a wide selection of beers, spirits and for those who want to take it easy even tea and coffee!

The Party also gives you the chance to meet everybody else from the festival including other delegates and speakers. You may even catch a rare glimpse of the organisers if their schedules allow!

Entertainment will be provided, but be prepared for some surprises!

Entry is free to all Pass holders and University of Teesside Students' Union members.





Richard Gray on Animex

I attended Animex last year and I am eagerly awaiting returning again this year. I came away impressed by so many things, both with the festival itself, as well the personnel that ran the event and the professionals they are able to lure in for lectures and such. I am a veteran game developer and of the many gaming events in which I've participated, Animex is the coolest!

I'm closely affiliated with a few universities here in the States (Southern Methodist University, University of Texas, et al) that offer degrees in computer gaming. I'm also heavily involved with the schools' related conferences and conventions, akin to Animex. I consider myself a very experienced evaluator of both computer game programs and their yearly events. The University of Teesside has an incredible computer gaming program! It also has, with no exaggeration, the very best event I have ever attended - Animex.

Richard Gray
Co-Owner, Ritual Entertainment.

A big thank you to our partners!

Animex has continued to grow over the last seven years for several reasons. We have a great audience, excellent venues, dedicated staff, world class speakers and contributors, and partners who make it possible for us to make the whole thing happen.

Most of the people in this list are visible and receive our thanks during the event, but often the people who make Animex a viable proposition remain invisible and in the background. I would like to take this opportunity to thank every organisation who has contributed to the success of Animex over the previous seven years, and in particular those who have continued to support us. Organisations like DigitalCity, Northern Film + Media, ONE North East, the Learning and Skills Council Tees Valley, Seed Animation Studio and 3D Palace deserve to be applauded as much as everybody else who make Animex the great event that it has become.

So, here's a big round of applause for you guys and a very big thank you all for your overwhelming support so far. We look forward to your continued support which can only help Animex become even bigger and better! Here's to 2007!

the DigitalCity

DigitalCity is delighted to sponsor the Animex Festival once again because we believe that Animex makes a huge contribution to the reputation of the University, the Tees Valley and the North East. DigitalCity is building on that reputation and developing a vibrant, successful and self-sustaining supercluster of digital media and digital technology companies. Our vision is that by 2010 DigitalCity will have a world reputation for innovation, daring and excellence. Educating the next generation, helping great talents make their first move into enterprise, ensuring access to markets and expertise for the growing cluster of businesses already attracted to the region, and building the environment they need, are just some of the ways we are creating the most vibrant digital hub in the UK. Animex is regarded by many as the best festival of its kind in the world we are thrilled to be part of it.

**NORTHERN
FILM + MEDIA**
investing in people and ideas

UK FILM | COUNCIL
LOTTERY FUNDED

Northern Film & Media has given its whole-hearted support to Animex for five consecutive festivals. Our funding has helped children and families enjoy programmes of animation screenings and creative activity but has also helped developed professional animation talent. Every year there is something different to get excited about and Animex 2007 is no exception; we are particularly looking forward to a fun packed Family Day at the Cineworld complex in Middlesbrough - see you there!





Codeworks GameHorizon - the business support network for the North East's videogames industry - is delighted to be a partner of Animex 2007.

The North East is a major centre of computer and videogame development, with around 10% of the UK's workforce based here. GameHorizon's role is to help this industry grow and develop further still - into a major force on the world stage - by working closely with the region's outstanding games companies and academics. GameHorizon has built strong relationships with the industry's key players, including Sony Computer Entertainment Europe, Microsoft, Codemasters and Eidos, to ensure business and collaboration opportunities for the North East.

Animex is a tremendous opportunity to showcase the superb development talent and creativity here in the North East, and we are very pleased to be involved.

IMAGINE

Animex is one of the UK's most distinguished animation events and simply a 'must' in terms of meeting the right people.



Digital industries have an important role to play in the development of the Tees Valley. Raising the skills of our workforce is key to providing a highly skilled, productive and knowledgeable workforce that will help develop the sector in the region.



Cineworld are proud to support Animex and the interest the festival brings to the industry both locally and internationally. It is a great way to start a year filled with screen animation and talent.



John Milburn, General Manager of Hardwick Hall Hotel is looking forward to welcoming the Animex Festival again this year. He said: "Animex is a great opportunity for local animators, schools and community groups to get involved with some of the leading names of the animation world. Hardwick Hall is delighted to be hosting such an important event for the North East."



We are now in beginning our fourth year of collaboration with our partners at Animex. The last three years of friendship and collaboration have been tremendously successful, as always we are deeply indebted to Chris Williams, Dougy Pincott, and the rest of the Animex staff who so generously share their time, insights, and vision with us at the Red Stick International Animation Festival. Recently, we undertook a joint trip to California to meet with executives, creatives, and recruiters at all of the major studios. It was an unparalleled success, and we look forward to sharing the great things we learned on that mission with all of you. Red Stick and Animex continue to grow and to sustain each other. This year our collaboration brought me and my colleagues back to Animex, and brought some of the key folks from Animex to Red Stick, some for the first time in 2006.

Animex continues to grow in acclaim and recognition internationally, and by working together, Red Stick's reputation has increased rapidly as well. I can think of no better collaborator. Our vision and mission are closely aligned, and we want the same thing for each other that we want for ourselves, to see a tightly knit, successful community of animators, filmmakers, and collaborators to develop in our respective cities. Further we hope that our collaboration will continue to foster ideas and opportunities that create and facilitate partnerships globally.



Speaker Biographies

Ernest Adams

Ernest is a freelance game designer, writer, and teacher, who has worked in the game industry since 1989. He is the author of two books, *Andrew Rollings and Ernest Adams on Game Design*, with Andrew Rollings; and *Break Into the Game Industry: How to Get a Job Making Video Games*. Ernest was most recently employed as a lead designer at Bullfrog Productions on the *Dungeon Keeper* series, and for several years before that he was the audio/video producer on the Madden NFL Football product line. He has developed online, computer, and console games for everything from the IBM 360 mainframe to the Playstation 2. Ernest was a founder of the International Game Developers' Association, and is a frequent lecturer at the Game Developers' Conference.



Thomas Arundel

Thomas was one of the three students who founded Introversion after studying Electronic Engineering at Imperial College, London and is responsible for Introversion's commercial activities. From the days of burning 20 Uplink CD's an hour to signing Introversion's products to next generation platforms, Thomas has been Introversion's ears and eyes as to what's happening in the world of independent game development and publishing and is responsible for Introversion's continued financial well-being. He is the Commercial Director, and currently heavily involved with promoting this year's latest PC release, DEFCON.

Phil Co

Phil Co is a level designer at Valve working on *Half-Life 2: Episode Two*. Since 1996, he has designed levels for companies such as Blizzard, Cyclone Studios, Knowwonder, and Infinite Machine. Phil is also the author of the book, *Level Design for Games: Creating Compelling Game Experiences*.

Karen deJong

Karen deJong, is an Assistant Art Director at Disney's latest feature and is currently working on their latest release, *Meet The Robinsons*. Karen's credits include work on a wide range of feature films from live action to animation including *Lord of the Rings Return of the King*, *Chicken Little*, *Dinosaur*, *Gone in 60 Seconds*, *Contact* and *Batman & Robin*. She has worked in a variety of roles including visual development, background painter, matte painter, texture painter and now as assistant art director for Disney Feature Animation.

Pete Draper

Pete is the Director of Visual Effects at Lightworx, a VFX and production house in Bristol, UK. A CG artist with well over a decade's industry experience, Pete worked initially as a fine/graphic artist before moving onto CG in the late 80's, early 90's. After working for several companies ranging from multimedia production through to TV with senior roles of Lead and Senior Artist and Head of Media, Pete worked as a freelancer which gave him the opportunity to experience all areas of the industry including the time to write his own book *Deconstructing the Elements with 3ds Max*. Since 2004 Pete has been with Lightworx as their Director of Visual Effects, and heads up the animation and effects department as a technical director and effects supervisor. He also writes for several CG-orientated magazines such as *3D World* and *Computer Arts* amongst others and still finds time in his hectic schedule to help other budding artists on the numerous forums through the internet while providing a large resource of tutorials and papers on his own site.

Andrew Dymond

Andrew has worked within the TV and animation industry for various broadcast companies over the last decade, directing over 100 commercials for terrestrial and cable/satellite broadcast and working as a visual effects director for the BBC, Granada Television and Partridge Films. He moved from Cornwall at 16 to follow a career in films and TV, starting on *Who Framed Roger Rabbit*, *Dangermouse*, *Rolf Harris Cartoon Time* and Aardman's memorable Scotch tape commercials. He found that he wanted to learn different fields and as an assistant working at the BBC in the South West, working on *Casualty* and the *House of Elliot*. In 1999 he formed Lightworx, a digital animation, visual effects and production company based in Bristol, producing work for brand-name clients ranging from the BBC to Coca Cola. He has won several European Awards for his work in the categories of Directing, Visual Effects and Best Film.

James Gentile

James joined Midway Amusement Games, LLC in 1989 and is an Animation Director and Motion Studio Director for Midway. He has worked on over 26 published titles (Arcade, PC, Pinball, home console). He worked on the system admin for the Motion Capture Studio at Midway since 1993 (Midway was one of the first game companies who purchased a system for video game animation). James is currently directing 15 animators on five projects (also handle motion capture for all first and third party developers working with Midway)

Adi Granov

Adi is an illustrator and concept designer and is most known for his comic book work including countless covers as well as the highly acclaimed Iron Man - Extremis series from Marvel Comics with writer Warren Ellis. Adi trained in the fine arts as well as computer graphics, and started his career as an editorial illustrator for a teenage magazine. He was a concept artist at Nintendo and has illustrated book covers, designed for film and role playing games, toys, statues, as well as advertising. Adi is currently working as a conceptual illustrator on the Iron Man movie helmed by director Jon Favreau, and is illustrating comic book covers for Fantastic Four, Iron Man, and Nova, all from Marvel.

Richard 'Levelord' Gray

Richard has been a level designer since 1994. His first public awareness was with the release of GrayDOOM, a set of four DOOM levels, in 1994. He was then hired as a contract level designer by Q Studios and worked on Blood. Richard went on to work for 3D Realms to work on Duke Nukem 3D. He did half of the levels for Duke, then left to form Hipnotic Entertainment, now known as Ritual Entertainment. He is now one of three co-owners of Ritual Entertainment and has worked on many games to the first add-on pack for Quake, SIN, Heavy Metal, Alice, Elite Forces II, Counter Strike:Condition Zero, and Black Hawk Down: Team Sabre.



Ed Hooks

Ed, author of *Acting for Animators* and *Acting in Animation: A Look at 12 Films*, is honoured to be returning to Animex. He is a pioneer in acting training specifically designed for animators rather than stage actors and has taught at most major feature animation and game studios, including Disney Feature Animation, DreamWorks/PDI, Blue Sky, Sony, Tippett Studio, Rising Sun Pictures, Microsoft (X-Box/Fasa Studio), Lucas Learning, Will Vinton Studios, Midway Games, Animal Logic (Sydney Australia), Electronic Arts (LA), Valve Software and OddWorld Inhabitants. In addition, Ed has taught internationally at Television Globo (Rio de Janeiro), Filmakademie Baden-Wurtemberg (Stuttgart, Germany), HFF (Postdam), Griffith University (Brisbane, Australia), Victorian School of Film and Television (Melbourne), Nanyang Polytechnic Institute (Singapore) and the National Film School (UK). Ed has been a featured speaker at SIGGRAPH, GDC, SAND (Swansea, South Wales) and FMX (Stuttgart).

Rachelle Lewis

Rachelle has been a professional recruiter and talent scout in the entertainment industry for many years. Her company, Rachelle Lewis Talent, specialises in placing animation and vfx artists for studios worldwide, as well as representing a select group of animation directors, VFX Supes and show creators. Prior to this Rachelle oversaw the talent procurement for Digital Domain, the five-time Academy Award winning visual effects company. She also worked closely with DD's Commercials Division, which is recognised as the most "awarded" visual effects studio worldwide. Rachelle has also worked for Sony Pictures Imageworks, specialising in finding and placing animators and other digital character artists on feature films including *Open Season*, *The Chronicles of Narnia* and *Surf's Up*. She also worked with DreamWorks bringing in artists for features including *Shark Tale*, and *Over the Hedge*. Rachelle lectures at art schools, universities, festivals and industry events throughout North America and Europe and acts in an advisory capacity developing the animation and vfx curriculum with numerous schools.

JAKe

Originally emerging from the depths of Hull, in the North of England, London-based graphic artist JAKe's work is instantly recognisable - having first come to prominence via his portraits of artists such as Massive Attack, Beastie Boys and Oasis for *NME*, *Esquire*, *Time Out* and the like. It was his iconic work for the Prodigy on the Fat of The Land LP that first brought him to the attention of an international audience. As well as over a decade of illustration commissions, other projects along the way have included sleeve designs for Ugly Duckling, Steinski/Sugarhill Records and Norman Cook, as well as collaborations with The Mighty Boosh, Lucasfilm (Star Wars) the Hip Hop Immortals events, clothing company Carhartt, Paris boutique Colette and Japanese designer Comme Des Garçons.

He is the creator of the BADJUJU characters and his next figure, Enough Apes Already (Another JAKe Ape), an image which previously appeared printed on a t-shirt for Japanese company 2K by Gingham, made the transition to vinyl in December 2004, and was released worldwide in four sought after variants.

In 2005, JAKe created Geekboy, a series of critically acclaimed animated shorts for the Sci-Fi Channel. Produced by onedotzero, 'Geekboy', JAKe's debut as an animation director/writer, was selected for the prestigious Annecy Festival in 2006, and was shown internationally on the festival circuit.

He is currently working on a BADJUJU comic strip, toys and creating exclusive new work for this year's Star Wars 30th Birthday Celebration.

Andy Lomas

Andy is Head of Computer Graphics at Framestore CFC. Over the last 14 years he has been involved in a wide range of projects ranging from commercials and long form television to live action visual effects and CG feature animation. His credits include *Walking with Dinosaurs*, *Dinotopia*, *The Matrix: Reloaded*, *The Matrix: Revolutions*, *Over the Hedge*, *Lost in Space*, *Fairy Tale: A True Story*, *The Odyssey*, *Alice in Wonderland*, *Arabian Nights* and *Jason and the Argonauts*. He has won numerous awards for his work, including Emmys for supervising the computer generated effects on *The Odyssey* and *Alice in Wonderland*. Andy is also an active digital artist. His work explores the complex nature of forms that emerge from the

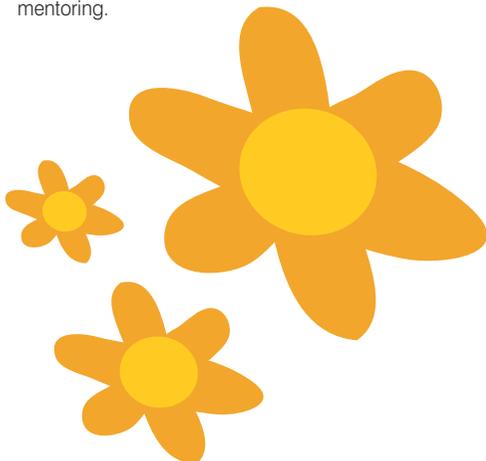
digital simulation of growth systems. His work has exhibited in numerous galleries and exhibitions including Siggraph 2005 and 2006, The Tokyo Metropolitan Museum of Photography and the Los Angeles Center for Digital Art. Andy is an alumni of the University of Teesside, he gained an MSc 3D Computer Aided Graphical Technology Applications 1992 and was awarded an honorary masters degree from Teesside in 2004.

Mark Morris

Mark met the other two founding directors of Introversion at Imperial College, London, while completing a Masters degree in Computer Science. He is the Managing Director, responsible for the smooth day-to-day running and operation of Introversion, acting as project manager and arbiter between the commercial and development sides of the team. Mark is also currently working on securing a number of exciting deals for Introversion that will be coming out in 2007.

John Nash

Having originally qualified as a professional illustrator from Falmouth School of Art & Design, John migrated to the games industry with a seven year stint at Rare. Some thirteen years after entering the industry, and averaging nearly a published game per year in that time, he has acquired a vast amount of knowledge and experience with regard to game content creation. Currently he is a Creative Manager at Blitz Games providing art direction and management on production games as well as focussing on new IP creation; games design schemas, tuition and mentoring.



Clint Ourso

Clint is a Project Manager at Volition, Inc. in Champaign, Illinois, currently managing a team developing an unannounced game for the next generation gaming consoles. He started at Volition in 2002 as the Project Manager on Red Faction 2. Clint has played games all of his life and feels very fortunate to now have a career making them. Prior to working at Volition, Clint worked for BellSouth Telecommunications in Birmingham, Alabama. While in Birmingham, Clint pursued his dream of acting and did several commercials and independent films, most notably *World Traveler* with Billy Crudup and Julianne Moore. He would like to get back into acting, but now focuses his creative energy on games. He was born and raised in New Orleans, Louisiana and has an Electrical Engineering degree from Louisiana State University.



Image courtesy of Framestore CFC

Jaime Pardo

Bristol-based Jaime originally trained as a sculptor in England and in Canada at NSCAD. Now a freelance animator, Jaime has worked on various commercials, pop promos and TV programmes as well as his own projects. His film *The Parkie*, has enjoyed success on the international festival circuit and won the 2004 BBC New Animation Award. The following year he developed his Parkie character, with Tia Perkins into a series for the BBC, aired in September and October 2006 and will also be showing at this year's Encounters Short Film Festival in Bristol. In 2004 Jaime co-directed and animated *No Easy Way*, an Imagina-nominated, short for Granada Television, which was the first character animation piece in the world to utilise the pioneering 'Ripper' technology, created by 3CR at Bristol University. In 2005 Jaime and Tia wrote, directed and animated *Ebenezer Morgan's Photography Emporium* as part of the 2005 SE3D animation scheme, which was screened at the 2006 Anney, Cartoons on the Bay, Seoul and Rushes Animation Festivals.

Tia Perkins

Tia has been working as full time animator in Bristol, UK for over eight years. Her student film, *Born to Bingo* (1995), was shown at the Cardiff International Animation Festival and was nominated for a LEAF award in 1996. In 1999 she won the Nickelodeon International Storyboard Competition and went on to create the character Music Monster for Nick Jnr. Music Monster has been shown at Anima Mundi in 2000 and more recently, won a Platinum award at Promax+BDA in Los Angeles, 2003. In 2004, her short film *Yeti* was screened at Anima Mundi in Rio and entertained music fans at the Glastonbury festival. Her fifth film; *No easy way*, was co-directed by Jaime Pardo, in 2004 and nominated for an Imagina award in 2005.



Rhianna Pratchett

Despite wanting to be a mermaid when she grew up, the inability to locate a suitable fish tail in the depths of rural Somerset meant that Rhianna decided instead to embrace the scaly hands of journalism that had long been reaching out for her. Rhianna has been working in the games industry for six years, primarily to help dilute the testosterone and also because she's been playing computer games since she was tall enough to turn on a ZX81. After cutting her teeth at *PC Zone* magazine, Rhianna left to pursue a freelance writing career and dedicate more time to watching *Trisha* while in her dressing gown. Rhianna still writes regularly for *PC Zone* and she can also be found in *The Guardian*, *The Sunday Times*, *Computer Buyer* and *Official Xbox* magazine, amongst others. For the past year she has also been giving talks, consulting and working on scripts for computer games including the *Divinity* series and *Heavenly Sword*. Rhianna lives in London where she accidentally collects cats.

Hans Rijpkema

Hans was born and raised in the province of Zeeland in the Netherlands. When all the big waterworks around his home were finished and it was safe to take his finger out of the dyke he went to the University of Twente for a masters degree in Computer Science. He worked at the Dutch Institute for Computer Animation (SCAN) for five years as head of R&D (working on train simulators for the Dutch and European railways) and teacher of computer graphics and animation for a masters degree programme. In 1996 he came to Rhythm & Hues to start up the character rigging department. While writing new tools into R&H proprietary software for rigging purposes he moved into the software department where he is now responsible for a wide variety of topics related to character development, like character rigging and skinning, fur grooming and animation, crowds, model creation and deformation and the character lighting pipeline. Over the last 10 years he has worked on over 30 feature films including *Mousehunt*, *Babe: Pig in the City*, *Frequency*, *Harry Potter I*, *Cats and Dogs*, *Elf*, *Scooby Doo*, *The Lion, the Witch and the Wardrobe* and *Night at the Museum*.

Tim Searle

Tim set up Triffic Films in 1989 after gaining his BA Animation at the then West Surrey College of Art & Design in Farnham. Triffic produce animation and graphics primarily for broadcast comedy. Credits include: *Have I Got News For You*, *Human Remains*, *The Catherine Tate Show* and *Ideal*. In 2001 he formed 2DTV with producer Giles Pilbrow and writer Georgia Pritchett, to make the award-winning topical sketch show *2DTV* for ITV1. Tim made five series and the controversial music promo for George Michael's *Shoot the Dog*. He also formed Baby Cow Animation with Steve Coogan and Henry Normal. In 2004 he produced *I Am Not An Animal*, a series of six 30-minute animated comedy drama for BBC2, written by Peter Baynham. Tim continues to run Triffic as well as working with 2DTV and Baby Cow Animation. He is constantly in production with tv graphics, the occasional commercial and work for the web and 3g phones.

Dan Smiczek

Dan is currently an Effects Supervisor at Rhythm & Hues Studios in Los Angeles. He received his BSc in Aeronautical and Astronautical Engineering from Purdue University in 1997, and, after working as a NASA contractor for many years, he made the jump into the visual effects industry in Hollywood. Dan has worked in many different roles ranging from an Animator on *The Lord of the Rings: The Two Towers* to an effects technical director on *X2*, *Elf*, and *The Chronicles of Riddick*. Most recently he was the massive battle supervisor on *The Chronicles of Narnia: The Lion, the Witch and the Wardrobe* and the effects supervisor for Rhythm & Hues on *The Fast and Furious: Tokyo Drift* as well as the Ben Stiller comedy, *Night at the Museum*.

Mary Margaret Walker

As CEO, Mary Margaret leads the recruitment strategies and new business endeavors for Mary-Margaret.com. She brings to the role 14 years of experience in recruiting and six years of experience in video game development. Prior to moving to recruiting in 1996, Mary Margaret was Manager of Studio Services for The 3DO Company managing the milestones and development process of all projects in production and the hiring of over 200 employees. Previously, she was at Origin Systems where she created the company's Human Resources department and contributed to titles in development as a Design Manager. Mary Margaret is a regular speaker at international trade shows and has authored numerous articles. She was a contributing author to Ernest Adams' popular book, *Break Into The Game Industry: How to Get a Job Making Video Games*. A founding member of the IGDA, Mary Margaret holds a BA degree from Texas Christian University and an MBA from Sacred Heart University.

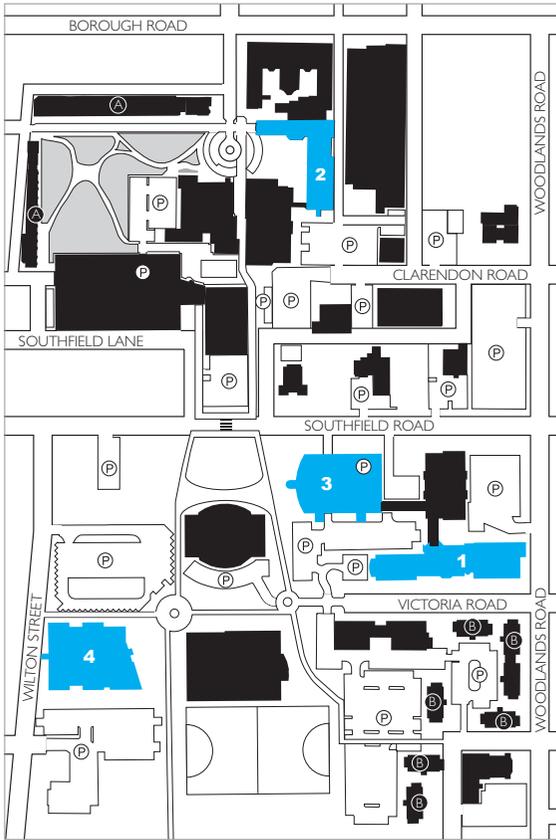
Marek Walton

Marek is a director at the Interactive Content Company, The Mustard Corporation. Originally trained as a screenwriter whilst studying at the University of Denver, Marek later bolstered his practical understanding of film by working as a grip on a number of slightly questionable Vancouver-based film shoots. A week after graduating in 2004 with a Masters in Creative Writing from the University of Edinburgh, Marek was hired by Atari to work on their new *Driver* title. There he met fellow writers Maurice Suckling and Neil Richards – the trio formed The Mustard Corporation, which specialises in games writing and design, audio direction, film and TV scripts. An avid gamer since the time Vic 20s were seen as computing powerhouses, Marek's very relieved all those hours spent in front of TVs and monitors are actually proving useful.



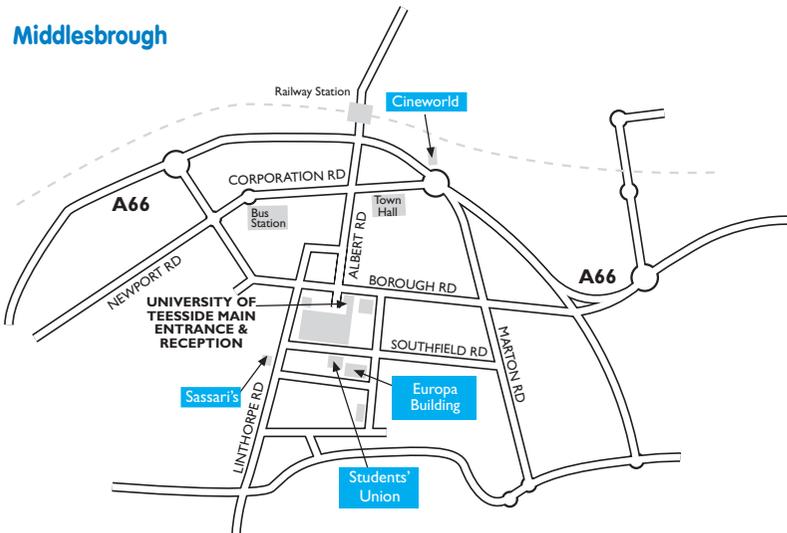
Maps

University Campus



- 1** Europa Building
- 2** Middlesbrough Tower
(Main Entrance and Reception)
- 3** Students' Union
- 4** School of Health & Social Care

Middlesbrough



Contacts

For conference help and advice please contact:

Emma LLOYD

School of Computing
University of Teesside
tel: 01642 342678/342653
email: admin@animex.net

Team

Sincere thanks to the team, without whom Animex would not be taking place:

Julie Chapman

marketing@animex.net

Justin Greetham

awards@animex.net

Gabby Kent

game@animex.net

Dougy Pincott

street@animex.net

Kath O'Connor

screen@animex.net

Chris Williams

chris@animex.net

Stephen Murray

exhibitions@animex.net

Festival Support

Kevin Baines - Lecture Theatres

Isabelle Bimson - Awards Support

Chris Cooper - Web Support

Danny Honeyman - Web

Emma Lloyd - Admin

Chris Walker - Design

Scott Watson - DigitalCity

Schools & Colleges Liaison

We'd also like to thank all of the other individuals and organisations who have helped ensure the success of the festival - their names are too many to mention - but they know who they are - THANK YOU, THANK YOU, THANK YOU!

See you in 2008!

SPONSORSHIP OPPORTUNITIES

If you would like to support Animex, contact Chris Williams, Animex Festival Director:
chris@animex.net.



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