

FESTIVAL PROGRAMME

4 - 8 FEBRUARY 2008



UNIVERSITY OF
TEESSIDE

"ANIMEX"[®]

INTERNATIONAL FESTIVAL OF
ANIMATION & COMPUTER GAMES

WWW.ANIMEX.NET

WEEK AT A GLANCE

Time	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
AM	<i>Animex Game</i> EB Pg 4	<i>Animex Game</i> EB Pg 5	<i>Animex Workshops</i> Various Pg 6	<i>Animex Talk!</i> EB Pg 8	<i>Animex Talk!</i> EB Pg 9	<i>Animexperience</i> Family Features CW Pg 18
		<i>Screen Features</i> CW Pg 18	<i>Animex Screen</i> EB Pg 18 <i>Screen Features</i> CW Pg 18	<i>Screen Features</i> CW Pg 18		
PM	<i>Animex Game</i> EB Pg 4	<i>Animex Game</i> EB Pg 5	<i>Animex Workshops</i> Various Pg 6	<i>Animex Talk!</i> EB Pg 8	<i>Animex Talk!</i> EB Pg 9	
	<i>Animex Players' Lounge</i> SU Pg 20	<i>Animex Screen</i> CW Pg 18	<i>Animex Screen</i> CW Pg 18	<i>Animex Awards Ceremony</i> CW Pg 10		
	<i>Animex Screen</i> CW Pg 18		<i>Animexperience</i> EB Pg 19 <i>Animex Lounge</i> SU Pg 20	<i>Animex Party Barracuda</i> Pg 21		

KEY

UOT University of Teesside • EB Europa Building, University of Teesside, Middlesbrough • CW Cineworld, Marton Road, Middlesbrough
• SU Hub, Students' Union, University of Teesside, Middlesbrough • Barracuda, Albert Road, Middlesbrough

See page 35 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 2008

IT GIVES ME
GREAT PLEASURE
TO WELCOME YOU
TO THE ANIMEX
INTERNATIONAL
FESTIVAL OF
ANIMATION AND
COMPUTER
GAMES 2008!



Putting this year's event together has once again given us the opportunity to bring some of the world's best artists, animators, designers, films and art to Middlesbrough.

The week, which is now a fixture on the annual animation and games events calendar, will enable all of you to see, hear and interact with some of the greatest talent assembled anywhere. Whether you're a student, new to the business or an industry veteran, there's sure to be something here for you.

With five packed days of talks and presentations, workshops, screenings, exhibitions, parties and networking events you've always got something to do during your stay with us.

Many of our workshops this year will be taking place in our recently constructed buildings here on the University campus. It is investments like these, that serve as a focus to the efforts that Teesside is making to achieve it's goal to become a world leader in education, enterprise and research in the digital media industries.



For the first time we will also be making our hugely popular networking events open to every delegate as we move to a new venue. The University's newly refurbished Hub provides a fantastic venue where you can meet the speakers and workshop leaders who will be at the festival this year.

As we gear up for our 10th anniversary next year, we hope you have a brilliant week and leave us with the desire to return to celebrate with us in 2009.

As ever, I'd like to thank everybody who contributes to making Animex the success that it is and wish you a very fruitful, enjoyable and memorable week.

CHRIS WILLIAMS
Animex Festival Director



MONDAY 4 FEBRUARY -
TUESDAY 5 FEBRUARY

OL1, Europa Building,
University of Teesside

ANIMEX GAME

MONDAY 4 FEBRUARY

8.30am Registration (Foyer of Europa Building)

10.00am Gabrielle Kent – Animex Game
Welcome and Opening Address

10.15am Rhianna Pratchett,
Freelance scriptwriter
Holding out for a hero

Rhianna talks about the importance of character creation in videogames; exploring heroes, villains and knobby creatures in between, with examples from some of her most recent games including Overlord and Heavenly Sword.

11.15am Break

11.30am Jonathan Smith, TT Games
Building with LEGO – Travellers Tales

Jonathan takes you behind the scenes at TT Games, the makers of LEGO Star Wars, and discusses the building blocks of a global games franchise.

12.30pm Lunch

1.30pm Mark Davies, Ninja Theory
The level lifecycle: A Heavenly Sword chapter from conception to completion

Mark looks at the development process of a level – beginning with the initial germ of an idea, following through the various stages of gestation until the finished article is created. He will be taking a look at the Temple level as an example of the first level that was created and in many ways the showpiece for many of the most important elements of the game they wanted to convey.

2.15pm Beverley Bright, Bizarre Creations Ltd
Textures and shaders in the HD era

Now that gaming can be experienced in glorious HD, the quality of in-game textures is under greater scrutiny than ever before. Beverley explores the methods and solutions that Bizarre Creations employed in PGR4 in their quest to bring greater realism to this highly successful driving game.

3.00pm Break

3.15pm Louise Ridgeway, Rare
Games with character: The importance of creating characters with personality in a game

Animation Supervisor Louise discusses the importance of creating interesting and appealing characters within a game environment. Good, strong animation is the key to creating such personalities and the key to good animation lies within the basic principles of animation.

4.00pm Jordan Thomas, 2k Marin
White space

Jordan discusses narrative subjectivity and visual storytelling techniques in level design, using Fort Frolic from Bioshock and the Shalebridge Cradle in Thief: Deadly Shadows as examples.

5.00pm Close

7.00pm Players' Lounge - Hub, Students' Union,
University of Teesside

See page 20 for details.



Image by Ken Wong, courtesy of American McGee



SPIDER-MAN 3 © 2007 Columbia Pictures Industries, Inc. MARVEL, and all Marvel characters including the Spider-Man, Sandman and Venom characters tm & © 2007 Marvel Characters, Inc. All Rights Reserved.

TUESDAY 5 FEBRUARY

9.15am Registration (Foyer of Europa Building)

10.00am Panel Session
Breaking into the Industry

Industry professionals share their story and dish out advice on getting into the industry. Have your questions at the ready!

11.15 Break

11.30am Alex Trowers, Weirdwood
Better by design: where + why < how

Alex, of newly founded Weirdwood, shouts about low-level gameplay mechanics and why they're so damn important. Sure you know what you're trying to do and why but if that designer chap hasn't made the how part fun, the game's not going to be very good. There will be some pointers as to just why certain things are fun and what things you should really avoid even though they may sound like the best idea at the time.

12.30pm Lunch

1.30pm Ken Wong, Spicy Horse
Uncharted waters: the production and art design of American McGee's Grimm

Ken speaks about how Spicy Horse's upcoming game Grimm began as rough ideas, its evolution through many designs into an episodic, fairytale-twisting genre-bending game, and how the game's art style was designed to complement the game's unique production and delivery concepts.

2.15pm Sanjay Mistry, Electronic Arts
BAFTA-sponsored session



BRITISH ACADEMY
OF FILM AND TELEVISION ARTS

Sanjay, a high profile industry figure from BAFTA'S Games Committee, joins us to discuss his career and issues close to his heart.

3.00pm Break

4.00 pm Jeep Barnett, Valve
From Narbacular Drop to Portal

Valve programmer Jeep shares the fairytale story of how his team was given the opportunity to turn their student game into Valve's most exciting recent release and discusses the challenges they faced in creating an innovative new gaming concept.

5.00pm Close

WEDNESDAY
6 FEBRUARY

Foyer, Europa Building,
University of Teesside

ANIMEX WORKSHOPS



All attendees should assemble at the Registration Desk at 9.00am on Wednesday 6 February to be directed to their workshop.

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

Any tickets that remain for sale on the day will be available from the Animex registration desk.

Creative Visualisation - Ken Wong

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

One session (full day) - 18 places

The creation of concept art is hugely important in determining a game's look and visual style, and also critical to communicating ideas to an entire game development team. This workshop teaches techniques on dealing with design briefs, where to get ideas, how to present them, and what it's like creating concept art for a real game.

Motion Capture - Jim Gentile

1.30pm - 4.30pm

One session (half day) - 10 places

In this workshop you will look at the entire motion capture pipeline from setup and calibration of motion system motion to motion file edit and import into Autodesk's Motion Builder software. The workshop will illustrate how to shoot motion captured data that will work for both video games and film. After we capture motion, Jim will edit the captured data and export the files for use in an animation software package. You will also go through the character/actor setup process in Motion Builder and apply edited motion files to the set file.

Character Animation - Mark Walsh

1.30pm - 4.30pm

One session (half day) - 15 places

Fresh from his role as Directing Animator on *Ratatouille*, Pixar's Mark Walsh is back at Animex to give you an insight into what it takes to produce breathtakingly believable character animation.

Acting for Animators - Ed Hooks

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

One session (full day) - 30 places

This class is specifically for character animators. The focus is on the connections between thinking, emotion and physical action and scene structure, characterisation, differences between comedy and drama, and an introduction to the theories of Paul Ekman (*The Expression of Emotion in the Human Face*). The workshop comprises a lecture and deconstruction of scenes from animated and live-action film. Some of you will participate in a few simple improvisations that are designed to illustrate acting principles. Film clips will be included from Charlie Chaplin's *Gold Rush*, *A Streetcar Named Desire*, *Pinnocchio*, *The Emperor's New Groove* and *The Iron Giant*, and more.

Sculpting for Animation - Nick Roberson

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

One session (full day) - 10 places

Join Nick a sculptor with the world renowned Mackinnon & Saunders puppet makers, and sculpt a maquette (or make a sculpture) in this intense, but fun workshop.

Writing Workout - Alan Gilbey

9.30am - 12.30pm

One session (half day) - 15 places

Are your films feeling flabby? Are your scripts out of shape? No matter how buff your animation looks it will still end up getting sand kicked in its face if it has a wimpy story. So why not join award-winning animation writer Alan for an animated exercise which will squash and stretch your mental muscles so they make better movies? In this active session Alan will use group activities, silly games and the occasional cartoon to get you laughing and creating in a fun, informal atmosphere. Oh, and he'll teach the basics of story structure too.

Character Development - Rick Villeneuve

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

One session (full day) - 10 places

This workshop provides a practical analysis of how to create original animated characters from concept to final design. Rick will present methods on how to get started, develop ideas, build a profile and flesh out characters incorporating practical writing and thumbnail drawing exercises. Influencers on the types of character development such as the production process, genre, design, technique, story structure, environment and different animated medias from television series to theatrical features, independent short film to interactive games will be analysed and supported with a professional case study.

Concept Development and Character Design for Animation - Curtis Jobling

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

One session (full day) - 10 places

This workshop will look at the development of animation ideas from the page to the screen, covering initial concept, pitch presentation, storyline generation and character design. You are invited to bring along your own work in development, be they short films, interstitial or long form animation shows for discussion and suggestion. Curtis will also be providing a portfolio review service for artists, animators and designers alike.

Animation Writing 101 - Eric Shaw,

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

One session (full day) - 10 places

Eric has been a writer for two seasons on *SpongeBob SquarePants*. In this workshop you will collectively conceive, break, write, discuss, and re-write a premise, outline and additional scenes using, as a template, one of the hit shows Eric has written for. You'll also learn proper story structure, character arcs, dialogue structure, timing, uses of visual gags and comedic values and so much more. Eric will discuss the dos and don'ts of animation writing, the animation studio system, the different forms of animation writing (board driven versus script driven) how to solicit literary representation and how to 'stay in the door once it's opened'.

MEL Scripting a Character Rig in Maya - Chris Maraffi

1.30pm - 4.30pm

One session (half day) - 10 places

This workshop will give you an overview of how to approach MEL scripting a complex biped character rig in Maya to automate and streamline the character rigging process. It will show you the advantages of scripting an entire rig, and will give you a sneak peak of the content of Chris' new book on the subject due out this summer.

Digital Lighting with 3ds Max - Pete Draper

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

One session (full day) - 10 places

Lighting dictates mood and can make or break a scene so it's important even to know the fundamentals of how and why we light a scene a certain way. In this workshop, Pete will analyse different lighting examples from stage lighting through to feature films and how to produce cleaner images and better rendertimes when working with 3ds max's own kit.

Things wot make games fun - Alex Trowers

9.30am - 12.30pm

One session (half day) - 30 places

Alex, founder of Weirdwood Games, shares stories and advice on all aspects of gameplay drawing on his 17 years of experience working on series including Syndicate, Populous, Dungeon Keeper and Theme Park.

THURSDAY 7 FEBRUARY
- FRIDAY 8 FEBRUARY

OL1, Europa Building,
University of Teesside

ANIMEX TALK!

THURSDAY 7 FEBRUARY

9.15am Registration (Foyer of Europa Building)

**10.00am Welcome and Opening Address
Professor Paul Wells,
Loughborough University**

**10.30am Raquel Benitez and Carmen Llanos,
Comet Entertainment
Do you have a great idea but don't know
what to do?**

Pitching television animation has its rules. This talk will show you how to make a good presentation with all the requirements that executives are expecting from you. You have to be prepared and have all your ammunition ready. They will also walk you through pitching to different cultures and how it changes from country to country.

11.15am Break

**11.30am Robin Linn, Sony Pictures Imageworks
A Tribute to Joseph Barbera**

Joe Barbera was one half of the team behind the legendary Hanna-Barbera Studio. Sony Pictures Imageworks' Robin, who's career in animation began with the studio, presents a must-see tribute to Joe Barbera who worked on such classics as *Tom & Jerry*, *The Flintstones*, *The Jetsons* and *Scooby Doo*.

12.30pm Lunch

**1.30pm Alan Gilbey, Eric Shaw and Jackie
Edwards, Chaired by Paul Wells
Special Panel: Scriptwriting**

Animex brings two highly acclaimed animation scriptwriters and a producer together for what

promises to be a fantastic session. Chaired by Paul Wells, author of *Basic Animation #01: Scriptwriting*. Along with the panel Paul will explore the world of the scriptwriter and field questions from the audience.

3.00pm Break

**3.15pm Speakers: Shelley Page, DreamWorks,
and Rachelle Lewis, Toonranch
Consulting
From the Classroom to the Studio**

Shelley and Rachelle deliver tips for aspiring artists as to how best they can approach potential employers. Both presenters have vast experience and knowledge of the industry and in particular what the studios are looking for and how graduates and new entrants to the industry can prepare themselves for a career in one of the most exciting professions there is.

**4.00pm Frank Sidebottom and Brian Little
Frank Sidebottom's Fantastic Telly Show**

Frank Sidebottom, star of tv and music legend returns to Teesside to talk about his foray into the animation industry. Frank will be accompanied by his long time collaborator, animation industry veteran, and native of Middlesbrough, Brian Little.

5.00pm Close

**8.00pm Animex Party
Barracuda, Albert Road, Middlesbrough**

Join the winners of the Animex Awards along with the speakers and festival organisers at the Animex Party for a night of animated entertainment and fun.



FRIDAY 8 FEBRUARY

9.15am Registration (Foyer of Europa Building)

**10.00am Eamonn Butler and Chris Burn
Inside Double Negative**

2007 was an incredibly busy year for Double Negative, with work on the Golden Globe Award-winning *Atonement* and a host of other feature films including *The Bourne Ultimatum* and *Harry Potter and the Order of the Phoenix*.

Chris and Eamonn return to Animex to give us an insight into their work from the past year and a look inside one of the UK's largest visual effects studios.

11.15am Break

**11.30am Robin Linn, Sony Pictures Imageworks
A history of Sony Pictures Imageworks**

Robin takes a look at the multi-Academy Award-winning, state-of-the-art visual effects and character animation company dedicated to the artistry of digital production and character creation. The company has won numerous Oscars for films including *Spider-Man 2*, *The ChubbChubbs!* as well as nominations for *Superman Returns*, *Monster House*, *The Chronicles of Namia: The Lion, the Witch and the Wardrobe*, *Spider-Man*, *Hollow Man*, *Stuart Little* and *Starship Troopers*.

**12.15pm Elizabeth Rega, Western University of Health Sciences, California
Character Anatomy for Animators**

Human life drawing is an essential part of every artist's training. However, mere static representation is not sufficient in animation. Characters that are not properly designed and built will be difficult to move satisfactorily in films or games. To address this need Elizabeth will consider anatomical variation regarding age, gender and population variation as it applies to animation. She has been a consulting expert for Disney Feature Animation and Imagineering, DreamWorks and Sony Pictures on numerous films including *Pocahontas*, *Mulan*, *Tarzan*, *Brother Bear*, *John Henry*, *Hollow Man* and *Beowulf*.

1.00pm Lunch

**1.45pm Curtis Jobling and Jackie Edwards
The Cat Comes Back**

Curtis Jobling, the creator of the BBC's brilliant new kids tv show *Frankenstein's Cat*, comes to Animex along with the show's Producer Jackie Edwards. Curtis and Jackie will complete the story which



began several years ago to explain what happens now that the Cat is actually on the screen.

**2.30pm Hans Rijpkema, Rhythm & Hues
From Cutting Edge To Cookie Cutter**

The visual effects industry has evolved dramatically over the last decade. The growing technological possibilities form a constantly accelerating cycle with bigger expectations from directors, studios and audiences, leading to increasing challenges for the creators of 3D visual effects. The cutting edge technology of yesterday is the cookie cutter tool of today. By using examples from a large variety of Rhythm & Hues projects we explore the roles of research and development, outsourcing and competition and cooperation to see what is involved in bringing the visions and expectations of movie makers and audiences come to life.

3.15pm Break

**3.30pm Stuart Sumida, California State University and Mark Walsh, PIXAR
The Science and Art of Ratatouille**

Mark and Stuart will describe how, as the story in *Ratatouille* developed, the need for a rigorous grounding in the anatomy, locomotion, and behaviour of actual rats evolved from utility to necessity. That information impacted the structure provided to animators and the acting they ultimately sent to the screen. Mark will introduce the story behind the collaboration, Stuart will give an inside look at the training he was able to contribute, and then Mark will return to show how the animation, acting, and story-telling came together in what was arguably the best-reviewed film of 2007 worldwide.

5.00pm Close



E1082 *Water Is my Eye* – Alexandra Zuhlike and Sven Heck

ANIMEX AWARDS

2008

Thank you to the Animex Awards finalist judging panel, without whom there would be no awards:

- **Sanjay Bakshi**, Pixar Animation Studios
- **Jana Day**, Sony Pictures Animation
- **Andy Lomas**, Framestore CFC Visual Effects and Animation Studio
- **Shelley Page**, DreamWorks
- **Dawn Rivera-Ernster**, Walt Disney Feature Animation
- **David Sproxton**, Aardman Animations Ltd
- **Jim Thacker**, Editor *3d World*

Thank you also the Animex Awards pre-selection panel without whom there would be no finalists to judge:

- **Sam Harrison, Andrew Liddell, Dominic Lusardi**, Animersion UK
- **Kevin Jones**, Twisted Studios
- **Michael Siu, Satish Shewhorak, Stephen Castle**, Moshine
- **Stuart Varrall**, Fluid Pixel Studios
- **Gabrielle Kent, Tim Brunton**, University of Teesside

IT'S BEEN ANOTHER GREAT YEAR FOR THE ANIMEX AWARDS.

THANK YOU TO ALL THE LECTURERS AND STUDENTS WHO HAVE SENT THEIR WORK INTO THIS YEAR'S EVENT. ONCE AGAIN WE SHALL BE PUTTING TOGETHER A PROGRAMME OF MATERIAL THAT SHOWCASES THE VERY BEST IN STUDENT ANIMATION AND COMPUTER GAMES ART FROM ACROSS THE WORLD. THIS YEAR WAS AN EXCEPTIONAL YEAR FOR EASTERN EUROPEAN ANIMATION.

It was also an exceptional year for claymation despite the fact that we currently don't have a category to support this form of animation.

In the light of this new interest, we are pleased to announce the launch of a Stop Motion Award for 2009. This new award will recognise and reward the use of a camera for the production a frame-by-frame animation sequence.

JUSTIN S GREETHAM

Head of Awards

The Animex Awards Ceremony will be held at the Cineworld Multiplex in Middlesbrough on Thursday 7 February at 7.30pm. Tickets are free to pass holders but strictly limited. If you would like to attend, please ask at the Animex registration desk for availability.

The films listed on the following pages can all be seen on Wednesday 6 February in OL7, Europa Building, University of Teesside. See page 18 for screening times.

ALL TIMINGS ARE APPROXIMATE

Reel 1: 36 minutes, 14 seconds

E1091 Typographics

00:01:47

Motion Graphics Award

**Marcos Ceravolo, Ryan Uhrich,
Vancouver Film School, Vancouver, Canada**

An informative motion graphics piece which uses type as the main aesthetic and design element to create awareness about the evolution and main characteristics of typography. Both the music and voice over make reference to 1950s TV and radio advertising.

P0218 Sailor

00:08:00

3D Animation Award

**Alexandre Bernard, Pierre Pages, Damien Laurent,
Supinfocom, Arles, France**

A sailboat with wheels surveys a dry desert which is a sea without water. On board the ship is a man and a fish in a fish bowl fighting for their survival.

E1130 Sunday Morning

00:01:43

2D Animation Award

Tom Senior, University College for the Creative Arts, UK

What is it about Sunday mornings?

E1044 Haaf and Me

00:03:23

Experimental Animation Award

**Oliver Aemisegger, Charles Windlin, Lynn Gerlach,
Fabio Quaggiotto, University of Arts & Design, Lucerne,
Switzerland**

A director and his character travel to China.

E1105 Cranks

00:01:35

3D Animation Award

**Jacques Khouri, Robin Beauchamp, Savannah College
of Art and Design, USA**

While on a race for time, a cranked robot rewinds other cranked robots.

E1084 My Love

00:04:33

Visual Effects Award

**Natasha Ali, The Sessions, Vancouver Film School,
Vancouver, Canada**

This is a music video which reflects the notion of the band's identity of dark and romantic while depicting the feel and/or meaning of the song.

P0108 Le Queue De La Souris

00:04:50

2D Animation Award

**Benjamin Renner, Christopher Herol, Emmanuelle
Pencalet, La Poudriere, France**

In the forest a lion catches a mouse and threatens to eat him up but the mouse suggests a deal.

P0112 La Vie Des Betes

00:04:30

Stop Motion Prize

**Ulrich Totier, Christophe Heral, Bad Chickens,
Yves Frangon. La Poudriere, France**

Three policemen are on the tail of cannibals on the run. Who will escape first?

P0209 Rice Ball Brawl

00:04:00

3D Animation Award

**Jonathan Lee, Clint Edwards, Lisa Konecny, Katarina
Sengstaken, Pratt Institute, USA**

This is about a panda and a racoon fighting over a rice ball that is an offering to the Buddha. Two unlikely animals meet each other in a parallel universe, where their destinies collide in a battle of epic proportions over a simple, meaningless snack.

P0214 Through Time

00:02:40

Games Art Award

Matthew Nolan, University of Teesside, UK

These environments are designed for a mmorpog world where the players can jump between times. The town is the starting point for beginning players to become accustomed to the harsh and brutal game world.

Reel 2: 33 minutes, 7 seconds**E1120 The Lemon Tree**

00:03:00

Visual Effects Award

**Anh Vu, William Campbell, Dan Deacon,
Savannah College Of Art And Design, USA**

A short experimental narrative which addresses our constant hunt for perfection.

P0217 Camera Obscura

00:07:00

3D Animation Award

**Matthieu Buchalski, Jean-Michel Drechsler,
Thierry Onillon, Supinfocom, Arles, France**

Here he was that blind man. We put a helmet on his head to see what is inside.

P0089 T.O.M

00:03:00

2D Animation Award

**Tom Brown, Daniel Gray, International Film School of
Wales, UK**

A young boy's journey.

E1022 Herbstlaub

00:03:30

Experimental Animation Award

**Oliver Vogel, Philipp Noll, Filmakademie
Baden-Wurtemberg, Germany**

Herbstlaub is the coming-of-age-road-movie of . . . a dot. Trying to tell a story as visually abstract as possible while still evoking emotion, Herbstlaub was completed within three weeks in a rather freestyle way of production. The music is sung by student colleagues including the director and the composer.

P0158 QUB

00:06:42

Visualisation Award

**Arvieli, Boucher, Colchen, Debat, Esma School,
Montpellier, France**

A crazy scientist tries to find the perfect and stable form.

**E1022 Herbstlaub** – Oliver Vogel**E1087 Etude**

00:01:10

Stop Motion Prize

**Anna Wonhaz, Moholy-Nagy, University of Arts & Design,
Budapest, Hungary**

A short introspection into the world of soldiers living in a trench and their petty quarrel about a few hazelnuts.

P0005 Solar

00:04:20

3D Animation Award

**Ian Wharton, Ed Shires, Skoud, Cumbria Institute of the
Arts, Carlisle, UK**

A tale of the sun, moon and two characters who inhabit a world that relies on night and day.

P0083 James Dean

00:05:00

2D Animation Award

Corentin Rouge, Ensad, France

The last five minutes of James Dean's life.

Reel 3: 34 minutes, 16 seconds**E1057 Visual Effects Piece**

00:02:08

Visual Effects Award

Teh-Wei Yeh, Vancouver Film School, Vancouver, Canada

General Dynamics Striker is ambushed in post war Vancouver.

P0113 Tete A Tete

00:04:20

2D Animation Award

Osman Cerfon, Dewi Noiry, Fabrice Faltrawe, Camille Maury, Yves Frangon, La Poudriere, France

When sharing the same body and devoid of any musical talent taking the lift takes on a new light.

P0145 Bungle in the Jungle

00:05:20

3D Animation Award

Miguel Cabot, Albert Serra, Edificio Aselm Turmeda, Spain

The tale of a young head hunter chasing an unwary prey through the jungle, who eventually manages to escape an ambush.

P0014 The Dance of Death

00:02:50

Experimental Animation Award

William Crook, Matthew Layzell, Paul Layzell, Kingston University, Surrey, UK

An experimental music video. Death takes a journey through a landscape of visual puns.

E1141 Bloom

00:00:59

Games Art Award

Brennan Massicotte, Joel Green/Balanced Records, Guilherme Ramos, Vancouver Film School, Vancouver, Canada

An action-strategy total conversion game modification about a girl in a world without hope, imbued with the power to create extraordinary plant life. This is an exercise in stoic dedication and trust in pre-production.

E1126 Steam Engine

00:02:13

Visualisation Award

Sam Carter, University of Teesside, UK

The locomotive in this animation is fully automated, articulated, quick and easy to control for the animator and needs only a dozen key frames to produce large quantities of animation. Built-in expressions control wheel rotation and smoke emissions according to the speed and throttle and are designed with feature film animation in mind.

E1035 Mahlzeit

00:02:15

Stop Motion Prize

Irmgard Walthert, Lynn Gerlach, Wolf-Ingo Roemer, Lucerne University of Applied Sciences & Art, Switzerland

Recently on a park bench . . .

E1020 The Woman with Pearls

00:11:00

2D Animation Award

Liu, Wan-Lin, Chen, Wan-Ju, Graduate Institute of Animation, Tainan National University of the Arts, Taiwan

Pearls spill from the body of a woman in the wasteland, bandits birdmen covet the pearls and try to rob them.



E1020 The Woman with Pearls – Liu, Wan-Lin



E1055 Climber – Carlos Villarreal Kwasek

Reel 4: 34minutes, 40 seconds

P0215 Erimus

00:04:53

Motion Graphics Award

Magne Ellen, James Trickey, Alex Lambert, Andrew Brewer, University of Teesside, UK

Middlesbrough is often seen as a displeasing place to live both in terms of quality of life and the aesthetics of the town. This is mainly true due to the legacy of old industry and the town's continued reliance on it, yet it can be argued that it is these factors that make the town unique and beautiful. This animation intends to link between these two.

P0161 Hugh

00:08:55

3D Animation Award

Navarro, Nouveau, Ponnier, Turbe, Esma School, Montpellier, France

Based on Anapach legend, this animation asks what happened when the sky was too low?

P0072 Keith Reynolds can't make it tonight

00:06:00

2D Animation Award

Felix Massie, Joe Paine, University of Wales, UK

A film explaining why Keith Reynolds can't make it tonight.

P0211 6"

00:03:28

Experimental Animation Award

Peter Skala, Matej Gyarfás, Slovakia

A game of man and woman.

P107 Mon Fils

00:03:00

Stop Motion Prize

Marco Marchetti, Yan Volsy, Camille Mawry, Le Poudriere, France

P0173 Al Dente

00:06:00

3D Animation Award

Jean-Francois Barthelemy, Mael Francois, Carlos Felipe, Leon Ortiz, Supinfocom, Arles, France

In an Italian town, a little girl looks for food in the streets. The voice of an opera singer then leads her to a wonderful and dangerous world.

P0166 Hold the Mustard

00:02:34

2D Animation Award

Tammy Dubinsky, Rob Wood, Vancouver Film School, Vancouver, Canada

The story begins with a polar bear purchasing a hot dog from a street vendor. In order to pay the street vendor, the bear places his meal on a nearby car while he digs in his pockets for change. The car takes off along with the bear's hot dog. The bear goes to great lengths to get his precious hot dog back.

Reel 5: 35 minutes, 10 seconds**E1014 Marcelino and Bartolomeo**

00:01:37

3D Animation Award

Mario Pochat, Katherine Graff, Animation Mentor Online Animation School, Berkely, California, USA

Marcelino and Bartolomeo are playing an old computer game at their office. Unfortunately their boss shows up!

P0071 Stiff Upper Lip

00:03:52

Experimental Animation Award

Joe Paine, University of Wales, UK

A lone survivor of a shipwreck is washed up on a desert island.

P0081 Mange Pas Ca

00:08:00

2D Animation Award

Aurelie Pollet, Nicolas Bridier, Ensad, France

A family is in a restaurant and one of the members orders a raw steak. Immediately the others start telling him horrible stories about tapeworm.

P0174 Music Therapy

00:05:30

3D Animation Award

Amael Isnard, Manuel Javelle, Clement Picon, Supinfocom, Arles, France

A mental hospital director who is totally allergic to music is battling with his troubled lodgers

P0135 The Final Frontier

00:03:00

Games Art Award

Colin Bombard, Brett Bunting, NCCA, Bournemouth University, UK**P0029 Tiv Nana Og- Forever Love**

00:04:30

2D Animation Award

Fussy Teyssier, The American Dollar, Yan Volsy, Ecole Emile Cohl, France**E1122 Voltage of My Dreams**

00:03:11

Motion Graphics Award

Sharghi Namin, Fachhochschule Dortmund University of Applied Science, Germany

The film is based on real-time experiences of environment, time, and people. These reflections went through spontaneous creative production processes, which often took place on several spontaneous locations like inside trains, different cities, homes, school, outdoor, worst cases and warm delightful moments.

P0204 Human Being

00:03:00

Visualisation Award

Tagge Haun, Pete Pizza, Matt Evans, Pratt Institute, USA**E1009 White**

00:02:50

Stop Motion Prize

Tan Wei Keong, Loo Zihan, School of Art, Design and Media, NTU, Singapore

A man decides to give up his head for a fanciful one in the name of self-improvement.

**E1014 Marcelino and Bartolomeo – Mario Pochat**

MONDAY 4 FEBRUARY -
FRIDAY 8 FEBRUARY

OL1, Europa Building,
University of Teesside

ANIMEX EXHIBITION

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.



H G Welles martian, D'Israeli

Comics will form the main focus of this year's *Animex Exhibition* and special emphasis will be given to the display of work by selected comic book artists. From *Krazy Kat* to graphic novels, the comic book genre has been, and remains, an influential and important cultural form. *Animex Exhibition* will offer the chance to see what goes into the design and composition of this perennially popular format.

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 2008* will have something to interest everyone and, who knows, we might even discover or encourage the next generation of animators and games designers.

STEPHEN MURRAY
Curator, *Animex Exhibition*

Please note, this is a **FREE** event.



The Pearce Sisters – Luis Cook, Aardman Animations, 2007, UK

TUESDAY 5 FEBRUARY -
SATURDAY 9 FEBRUARY

ANIMEX SCREEN

For 2008 Animex Screen has joined forces with Animexperience to bring a flood of animated movies to Teesside!

Along with the usual selection of new and exciting work, audiences will be able to watch some classic animated feature films.

With specially curated programmes from our friends at the British Animation Awards, along with the very best in new animation from around the world selected from our own *Animex Awards*, you can be sure of some fantastic entertainment.

You can also be part of the voting audience that is responsible for awarding somebody's animated film a prestigious British Animation Award. The British

Animation Awards Public Choice programme comes to Animex for the fifth time, bringing the best in British animation to Teesside.

Screenings will take place at the Cineworld Multiplex in Middlesbrough, the University of Teesside and at Saltburn Community Theatre.

Please check the screening summary on the following page for what is happening during the week. Please note that most screenings are **FREE**, to attend. See overleaf for details.

CHRIS WYATT
Curator, Animex Screen

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

cineworld
CINEMAS

UK FILM COUNCIL
LOTTERY FUNDED



MONDAY 4 FEBRUARY

**FREE 6.30pm British Animation Awards
Public Choice Reel One,
Cineworld, Middlesbrough**

Your chance to help decide who gets one of the most prestigious awards in British animation. Watch some great films free of charge and have your say!

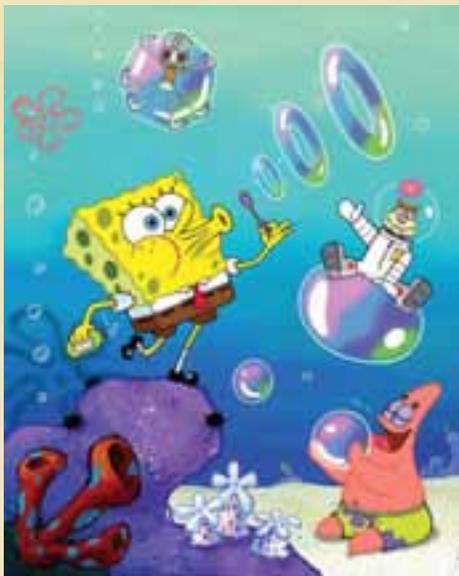
TUESDAY 5 FEBRUARY

**10.00am Animex Feature: Cineworld
Surf's Up**

Presented by Robin Linn of Sony Pictures Imageworks, in association with Animexperience

**FREE 6.30pm British Animation Awards
Public Choice Reel Two,
Cineworld, Middlesbrough**

Your chance to help decide who gets one of the most prestigious awards in British animation. Watch some great films free of charge and have your say!



SpongeBob SquarePants, Copyright Viacom International Inc

WEDNESDAY 6 FEBRUARY

**10.00am Animex Feature: Cineworld,
SpongeBob SquarePants The Movie**

Presented by Eric Shaw, scriptwriter for SpongeBob SquarePants, in association with Animexperience.

FREE OL7 Cinema, Europa Building, University of Teesside

Animex Awards Reel 1 10.00am

Animex Awards Reel 2 11.00am

Animex Awards Reel 3 12.00pm

Animex Awards Reel 4 2.00pm

Animex Awards Reel 5 3.00pm

**OL7 Cinema, Europa Building, University of Teesside
The Best of French Computer Animation Vol. 1 presented
by the British Animation Awards**

**OL7 Cinema, Europa Building, University of Teesside
International Animation: Modern Classics presented
by the British Animation Awards**

**FREE 6.30pm British Animation Awards
Public Choice Reel Three,
Cineworld, Middlesbrough**

Your chance to help decide who gets one of the most prestigious awards in British animation. Watch some great films free of charge and have your say!

THURSDAY 7 FEBRUARY

**10.00am Animex Feature: Cineworld,
Finding Nemo**

Presented by Mark Walsh of Pixar, in association with Animexperience

SATURDAY 9 FEBRUARY

10.00am Cineworld: Animex Features for Families

A selection of animated feature films screened especially for a family audience at Cineworld in Middlesbrough. Before the films are screened there will be a presentation by an animation expert from Hollywood and fun with some famous characters from some of the best know science fiction movies ever made! All mams and dads must be accompanied by at least one child.

ANIMEXPERIENCE

ANIMEXPERIENCE 2008 WILL BUILD ON THE FANTASTIC WORK ACHIEVED THROUGHOUT 2007, BY OFFERING ANYONE WITH THE SLIGHTEST INTEREST IN THE ANIMATION OR COMPUTER GAMES INDUSTRY AN INSIGHT INTO THESE FIELDS.

Last year over 2,000 school children participated in *Animexperience*, with workshops, talks, screenings and educational guidance offered throughout the year, and during Animex week.



© Disney / Pixar

We have teamed up with the Extended Schools project, Local Children's Network and the Every Child Matters scheme to deliver relevant vocational and educational stimuli to children within and around the Teesside region.

We will again be teaming up with the BBC bus as it tours local schools with on-board animation tutors and media professionals, producing and broadcasting in one go.

Saltburn Community Cinema, in association with Digital City, will be delivering screenings, talks and questions and answer sessions too. Check the Animex website for details.

There will be free screenings for school groups and families in association with *Animex Screen*; talks from industry high flyers in association with *Talk!* and *Game*; workshops where you can create your own short film or animation; educational guidance and advice; question and answer sessions, and vocational and creative direction. Wow!

But most of all, we offer the chance to get a flavour of what it takes to make it in the crazy world of animation or computer games, and the message is simple: if you want to go far creatively, then you don't have to go far (geographically) to achieve it.

So, if you ever wondered how, why or where can you go to succeed then *Animexperience* is the starting point and who knows where it could all end up.

See you at the Oscars!

Come on Teesside lets get animated.

DOUGY PINCOTT
Head of *Animexperience*



MONDAY 4 FEBRUARY
7.00pm - 11.00pm

Hub, Students' Union,
University of Teesside,
Middlesbrough

ANIMEX PLAYERS' LOUNGE

Following the hugely successful introduction of a lounge event specifically for games artists and designers, *Animex Players' Lounge* returns.

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!



© Disney / Pixar

Animex Lounge provides a chance for every single pass holder to meet and mingle with most of the speakers and workshop leaders from the Animex programme. This rare opportunity is one of the highlights of the festival and whether you are a student looking for advice, a professional looking to make contacts or you're just interested in meeting like-minded individuals, *Lounge* is the place to be.

This year *Lounge* is made extra special with a late night interview and book signing from one of the UK's most celebrated animators and directors, Barry Purves. Barry will be in conversation with Paul Wells followed by the opportunity to get your hands on a signed copy of Barry's new book *Stop Motion: Passion, Process and Performance*.

So, come along, grab a beer and a bite to eat in the superb surroundings of the University's brand new entertainment space and make the most of the what is always a memorable evening.

WEDNESDAY
6 FEBRUARY
7.00pm - 11.00pm

Hub, Students' Union,
University of Teesside,
Middlesbrough

ANIMEX LOUNGE

Lounge and *Players' Lounge* are FREE to Full Pass, Game Pass and Talk! Pass holders.



THURSDAY 7 FEBRUARY
10.00pm til late

Barracuda, Albert Road,
Middlesbrough

ANIMEX PARTY

This year's Animex Party is being held in Barracuda, one of Middlesbrough's most prestigious venues.

The winners of the Animex Awards will be there to celebrate, and to help them toast their success we will be showing their work on the big screens.

Enjoy a drink and get to meet many of the festival speakers and staff as well as the rest of the crowd!

There will of course be the usual mix of music, animation and entertainment so be prepared to let your hair down and have some fun, but remember not to over do it...you'd hate to miss the great stuff we have in store for you on Festival Friday!

Entry to the Party is FREE to all Full Pass, Game Pass and Talk! Pass holders as well as those with Animex Awards Invitations.

barracuda 

SHELLEY PAGE

ON ANIMEX



I LOVE ANIMEX!

EVERY YEAR, IN THE DEPTH OF YET ANOTHER MISERABLE BRITISH WINTER, YOU CAN ALWAYS GUARANTEE A BRILLIANTLY WARM RECEPTION, MUCH LAUGHTER AND MEETINGS OF LIKE MINDS AT THIS VERY SPECIAL EVENT!

The aspect of Animex that particularly impresses me at every edition is the fantastically high quality of the student work represented at the Animex Awards. It's wonderful that schools from as far afield as China, Canada, the USA and around Europe send their best work to compete for these awards. Animex provides an excellent showcase for these exciting new talents – and has acted as a springboard for many successful careers in animation and visual effects. The professional presentations and workshops are always truly inspiring – as are the discussions afterwards in the bar/over dinner/over yet another very late drink!

Animex is also an event that reaches out into the local community – with great events that include both adults and children and screenings of new animation and games projects for everyone to enjoy.

This is an amazingly fast-moving industry – innovation is happening on an almost daily basis – and Animex always can be relied on to provide both current students, educators and professionals with vital updates on the latest developments. Long may it continue!

See you in the Uni bar!

SHELLEY PAGE
DreamWorks

THANK YOU

ANIMEX IS NOW ONE OF THE LONGEST RUNNING ANIMATION FESTIVALS IN THE WORLD AND THIS SUCCESS IS DUE IN NO SMALL PART TO THE SUPPORT WE HAVE RECEIVED FROM NUMEROUS COMPANIES AND ORGANISATIONS FROM THE TEES VALLEY AND FURTHER AFIELD.

Running events like Animex is a tough task, and without the assistance, both financial and in-kind, from the companies and organisations listed in the following pages, Animex simply would not happen.

I would like to thank you all once again for your support on behalf of the Animex team and the people who are here benefiting from your input.

We hope to work with you next year for our tenth anniversary and beyond.

CHRIS WILLIAMS
Animex Festival Director

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 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 2008 is no exception; we are particularly looking forward to a fun packed Family Day at the Cineworld complex in Middlesbrough – see you there!





E1136 Praemonitus – Greg Tale and Alex Duqueria

IMAGINE

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

cineworld CINEMAS

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.



We are now in beginning our fifth year of collaboration with our partners at Animex. The last four 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. 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

JEEP BARNETT



In a massive overlap of obligations, Jeep started programming for Sandlot Games, completed DigiPen, and was invited to work at Valve all within the span of a month. While working on the early phases of Portal's development, he shipped *Incrediball: The Seven Sapphires* for Sandlot. After that he focused his efforts on ensuring that Valve's Source Engine is thinking with portals.

BEVERLEY BRIGHT



Beverley is a Lead Environment Artist at Bizarre Creations, working as a member of the experienced Amax development team. Over the last 12 years she has developed several racing titles on a variety of platforms starting with the original

Playstation. Beverley began her time at Bizarre on *PGR3 (Tokyo)*, and recently completed *Project Gotham Racing 4 (St Petersburg)*, exclusive to the Xbox 360. She is now working on a top secret new racing title with Activision.

CHRIS BURN



After graduating with a BA in Computer Animation and a MA in Digital Special Effects, Chris started his career in compositing at Mill Film in 2000. He joined Double Negative in 2001 to composite on *Revelation*, *Dragonfly* and *Below*. For the

next three years in Australia and New Zealand, Chris worked on *The Lord of the Rings* trilogy at Weta

Digital and *Matrix: Reloaded* at Animal Logic. After leading a team of compositors on the final *Lord of the Rings* film he returned to Double Negative to supervise sequences on *Alien vs Predator* and *Batman Begins*.

As Head of 2D, Chris is responsible for all of Double Negative's compositors and roto artists, building the team to over 100 people and ensuring that Double Negative is at the cutting edge of techniques.

EAMONN BUTLER



Eamonn spent ten successful years at Walt Disney Feature Animation where he worked on a number of productions including *Fantasia 2000*, *Dinosaur* and *Reign of Fire*. During this time he was also the Animation Supervisor for *Chicken Little*.

Eamonn joined Double Negative in 2006 as Head of Animation where he oversees the development of the Double Negative Creature Animation Department. Recently he has overseen his department's work on major sequences for *Harry Potter and the Order of the Phoenix* and Roland Emmerich's *10,000 BC*. Currently Eamonn is Animation Supervisor on *Hellboy 2: The Golden Army*.

MARK DAVIES

Mark is a games designer who has spent eight happy years in the games industry. He has been senior and lead on a number of titles including *Heavenly Sword*, *Sudeki*, *Serious Sam: Next Encounter* and others. He has also written a book on game design, *Creating Character-Based Console Games*, published in 2007 by Charles River Media. He currently works for Ninja Theory as a senior designer and writes XNA games in his spare time.

PETE DRAPER



Pete is Director of Visual Effects at Lightworx, a VFX facility 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 for a number of years 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 heads up the animation and effects department of Lightworx as a technical director and effects supervisor as well as an on-set visual effects supervisor. He also writes for several CG-orientated magazines such as *3D World* and *Computer Arts* amongst others and still finds time 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.

JACKIE EDWARDS



Jackie is an experienced and award-winning animation producer. She worked as a research scientist at Guy's Hospital, London, and Syntex Pharmaceuticals, Edinburgh, before making the natural career progression into animation. Her

first job in the industry was as a PA at Hibbert Ralph Entertainment (now known as Silver Fox Films), working on the award-winning *The Forgotten Toys* (special and series one) and *William's Wish Wellingtons* series two. Jackie was quickly promoted and as Senior Producer was responsible for all of the production, finance and business affairs of the company's output for the next five years, producing series such as *The Forgotten Toys 2*, *Angelmouse*, *So Many Santas*, *Bounty Hamster*, *Singalong With Spider and Friends* and specials such as *Second Star to the Left* and *The First Snow of Winter* which won a BAFTA, Royal Television Society, Prix Jeunesse and Prix Danube award. Jackie went freelance in 2002 and has worked as producer,

development executive, and consultant for clients including, Hat Trick Productions, Plumtrees TV, Living Doll, Skillset, Mackinnon and Saunders, Aardman Animation Richard Ollive Animation and Create TV and Film. Jackie is currently working for Mackinnon & Saunders on the very fabulous *Frankenstein's Cat* and the equally fabulous but much noisier pre-school show, *Rah Rah!*

CURTIS JOBLING



Curtis is a veteran of the animation and publishing world, working as an author, illustrator, production designer and concept developer. His early work in film included work on Wallace & Gromit's Oscar-winning *A Close Shave* and on

the Tim Burton movie, *Mars Attacks!* He is probably best known as the designer of the BAFTA winning BBC/ Nickelodeon show, *Bob the Builder* and as the creator of the new BBC show *Frankenstein's Cat*, based upon his book of the same name. He is also the creator of Nickelodeon's *Curious Cow* interstitials, a series of animated shorts featuring the misadventures of a rather bewildered bovine. In addition to his work in film, animation and publishing, Curtis produces art shows for galleries around the world, including the ongoing acclaimed *Biteneck Beatniks* series of paintings (also an animated series in development) and the current *Frankenstein's Cat* art show.

JIM GENTILE



Jim is Director of Animation and Motion Capture at Midway Amusement Games in Chicago. He started in the industry in 1987 converting Konami arcade games to the Amiga computer (...so long ago he had a wooden mouse). Before joining

Midway. His latest project was Midway's *Stranglehold* for PS3. Jim helped introduce and push Midway to use motion capture in 1994, which they now use in every game. Jim currently teaches motion capture and animation at Depaul University in Chicago and sits on advisory boards for animation/gaming programmes at various universities and colleges in Chicago.



Frankenstein's Cat – ©Mackinnon & Saunders / Kayenta Production 2007

ALAN GILBEY



Alan is a screenwriter, show developer and script consultant specialising in animation. He has created original content for major studios on both sides of the Atlantic, including Aardman, Cosgrove Hall, The Disney Channel, Universal Pictures and

Fox, as well as co-producing several series of his own. Projects he scripted have won many awards, including two Baftas, two Royal Television Society awards, a British Animation Award and a Leo, the Canadian equivalent of an Emmy. Alan was screenwriting consultant to Channel 4's *Animator in Residence* scheme and MESH schemes and most recently was head writer on two new children's series *Frankenstein's Cat* and *The Pinky and Perky Show*, both making their debut on CBBC this year.

ED HOOKS



Ed pioneered a method of teaching acting theory to animators instead of stage actors, and he defined his approach in his book *Acting for Animators*. He has taught for many companies, including Disney Feature Animation

(Burbank, Orlando and Sydney, Australia), DreamWorks/PDI, Lucas Learning, Animal Logic, Rising Sun Pictures, Epic Games, Microsoft (X-Box/Fasa Studio), Will Vinton Studios, Valve, Midway Games, Big Idea, BioWare, Tippett Studio, Wild Brain, OddWorld Inhabitants, Mondo Media, Electronic Arts (LA), Scanline Productions (Munich

Germany) and Crystal Dynamics. He has twice instructed at Ringling School of Art and Design, Florida and has taught at Ohio State University, Nanyang Polytechnic Institute in Singapore, Filmakademie Baden-Württemberg in Ludwigsburg Germany and HFF in Potsdam. He was a featured instructor at Animex 2001 - 2006 and at FMX 1999 - 2007 in Stuttgart and SAND/2003-2007 in Swansea, South Wales. He has twice taught at Griffith University in Brisbane, Australia and was a 2003 visiting artist at Victorian School of Film and Television in Melbourne, Australia. Ed's newest book is *Acting in Animation: A Look at 12 Films*. You can learn more about his work by visiting his websites, <http://ActingForAnimators.com> and www.edhooks.com

ROBIN ALAN LINN



Robin, began his career as a maquette sculptor for Hanna-Barbera Cartoons in Hollywood. He is now director of animation production for the Digital Character Group for Sony Pictures Imageworks, and is responsible for managing the

careers of artists throughout their time at Imageworks. He recruits artists to Imageworks, setting their term deals, and managing their careers. Robin, along with other members of the Digital Character Group management team, is also responsible for reviews, subsequent term deals and promotions. Robin began working in management for Sony Pictures Imageworks in 1999. Prior to joining Imageworks, he was 3D art director of Hanna-Barbera's licensing and marketing division, Orbit City Art Company.

BRIAN LITTLE



Brian's first work as a graphic designer was with the BBC where he produced many and varied title sequences and inserts for TV. He progressed to work as Assistant Producer/Director on childrens' programmes including *Play School*, *Eureka!*, *Caterpillar Trail* and *Jigsaw*.

Brian became a Director at Cosgrove Hall Productions, where during his ten years, he worked on *The Wind in the Willows*, *Creepy Crawlies*, *Noddy's Toyland Adventures* and *Oakie Doke!* and four 30-minute episodes of the BAFTA nominated *Brambly Hedge*. He also directed several pilot films, including *Odysseus-The Legend* which incorporated animated and CGI elements.

In 1998, he helped set up HOT Animation. During the first year, Brian directed further episodes of *Brambly Hedge*, whilst the studio developed the *Bob the Builder* series. Brian went on to help develop and direct the pre-school series *Rubbadubbers*, before joining the team on 'Bob'.

Another ten years on and Brian has set up Reema-Leema with former-HOT colleague Chris Sievey. Their first project – aimed at an older audience – is *FRANKSWORLD*, a model animated series - (incorporating some live action) - based on the cult entertainer *Frank Sidebottom*.

CARMEN LLANOS

Prior to joining Comet Entertainment, Carmen worked



for several prestigious companies in the film industry, including BRB International. She joined BRB International in 1995, during the production of *Historia de Canarias*, where she co-ordinated and helped to produce a number of features and series, including

The New World of the Gnomes. She is especially proud of creating the position of Director of the International Department at Estudios Abaira and being the first person to hold this title.

Carmen has served as co-director of Ani.Mar Festival of Audio Visual Creation (Mallorca, Spain) and guest lectured at several colleges, in North America and Europe. She has also been responsible for programme creation and delivery at university level. Carmen is currently CEO of Comet Entertainment Inc and Vitamin Cartoons, Inc.

She has received numerous industry awards, including the best animated short, by the SGAE, and the Juror's prize which she won at the Festival Internacional de Cine de Peniscola.

CHRIS MARAFFI



Chris is the author of the two books *Maya Character Creation and Softimage XSI FX & Design*, and is currently the Course Director of the scripting and character rigging courses at Full Sail Real World Education in Orlando Florida. He has also

taught certified 3D training classes at Mesmer Animation Labs, The Academy of Art, The Masters Institute, School of Visual Arts, Pratt School of Design, NYU, & NYIT. Before becoming an educator and certified trainer, Chris worked as a professional artist, animator, and consultant for broadcast, film, and internet companies in New York City.

SHELLEY PAGE



Shelley is currently Head of International Outreach for DreamWorks Animation and is based in London.

Originally trained in the UK as an illustrator, Shelley has been working in feature animation since 1986. Since joining

DreamWorks Animation as co-head of Artist Development in 1995, she has worked in many areas of feature animation production. Her current projects include building relationships with animation schools worldwide and sourcing new talent for future projects. Shelley's film credits include: *Who Framed Roger Rabbit?*, *The Prince of Egypt*, *Antz*, *Shrek*, *Shark Tale*, *Shrek 2*, *Madagascar*, *Over the Hedge* and *Shrek the Third*. Current DreamWorks projects include *Bee Movie*, *Kung Fu Panda* and *Monsters vs Aliens*.

Shelley has a particular interest in student animation and hosts student events at all the major European animation festivals. She sits on the graduation juries of leading animation schools Les Gobelins and Supinfocom in France and on the advisory boards and selection juries of many international animation festivals including: Annecy (France), Imagina (Monte Carlo), FMX (Stuttgart), Encounters (UK), Siggraph 2007, Animex (UK), SAND (UK) and 24FPS (India).

RHIANNA PRATCHETT

Rhianna works as a scriptwriter, story designer and general narrative paramedic for the videogames industry. Her most recent titles include the PS3 epic *Heavenly Sword* for Sony and Codemasters' twisted fantasy game *Overlord*. Currently wrestling the wild beasts of games narrative for SEGA and Electronic Arts, on *Viking: Battle for Asgard* and *Mirror's Edge*, Rhianna also works with the Writers' Guild of Great Britain and the IGDA Writers' SIG to help improve the lot of games writers and the perception of interactive narrative. She lives in London with several neurotic tabbies.

ELIZABETH REGA



Elizabeth is an associate professor of anatomy at Western University of Health Sciences in Pomona, California. Her specialisation in human and non-human primate anatomy has led her to be a frequent consultant to the animation

community. With Walt Disney Feature Animation, she helped to develop the facial construction of major characters in *Pocahontas*, and facial anatomy, body anatomy, and locomotion of humans in *Mulan* and *Brother Bear*. She was the lead anatomist consulting on apes and the title character in *Tarzan*, helped to develop the structure of the titans in *Hercules*, and was the chief anatomical consultant for the Disney short film *John Henry*. Elizabeth has also helped develop virtually all of the human anatomical material with Sony Pictures Imageworks for the film *Hollowman* from modeling to animation. Most recently for Sony Pictures Imageworks, she helped to develop details of eye structure that performance-capture could not achieve for *Beowulf*.

LOUISE RIDGEWAY



Having spent three years studying Classical Animation at Ballyfermot Senior College in Dublin, Louise crossed the waters, in 1999, to come to England to work for renowned games company Rare Ltd. She spent the first couple of years at

Rare playing around with a computer, and discovered the advantages of applying her classical knowledge of animation to 3d animation and making it work within a game environment.

Louise has worked on the two instalments of *Conker* (*Conker's Bad Fur Day* and *Conker, Live and Reloaded*). She has also worked on numerous other projects over the years, and is responsible for many of the female voices that can be found in Rare games, which saw her win an AIAS award this year for best female vocal performance for her portrayal of Leafos in *Viva Piñata*.

Louise's position as Animation Supervisor at Rare is an excellent opportunity for her to establish her belief that good character animation in a game is of the utmost importance. It is through her passion and love for animation that she hopes to ensure that Rare continues to push the boundaries of the high level of animation that has always been present in Rare games.

HANS RIJKEMA



Hans went to the University of Twente and gained a master's in computer science. His thesis on Knowledge Based Human Grasping under the guidance of Michael Girard at SCAN in Groningen led to a paper in *Siggraph* 1991. After taking in

the knowledge of his mentors he also took over their job and house and remained at SCAN for five years as head of R&D (working mainly on train simulators for the Dutch and European railways) and as a teacher of computer graphics and animation for a master's degree. In 1996 he came to Rhythm and Hues to start up the character rigging department and is now responsible for a wide variety of topics related to character development, like character rigging and skinning, fur grooming and animation, model creation and deformation. Over the last 11 years he has worked on over 30 feature films including *Mousehunt*, *Babe: Pig in the City*, *Harry Potter I*, *Cats and Dogs*, *Elf*, *Scooby Doo*, *Garfield*, *the Lion*, *the Witch and the Wardrobe*, *Night at the Museum*, *Evan Almighty* and *Golden Compass*.

NICK ROBERSON



Nick has worked with Mackinnon & Saunders a Manchester-based puppet makers and production house, for the past eight years, sculpting characters for projects including: *Tim Burton's Corpse Bride*, *Bob the Builder*, *Rory the Racing Car*, *Pingu* and *Rupert*

the Bear. He works closely with character designers and directors from a projects early stages though to the final animation to achieve dynamic character sculptures. Nick also works with universities and colleges running short workshops in character visualisation, encouraging students to develop their initial drawings and see them through to final sculptures.

RAQUEL BENITEZ ROJAS



Raquel has worked in a variety of academic and professional positions in the United States, Canada and Europe. Her strengths lie in her ability to conceive, create and develop audiovisual properties. Her expertise and

comprehensive knowledge of specialised markets enable her to research viable properties and rights options. During her 23-year career she has written software programs, books and university curricula that are now considered to be the industry standard. Raquel also frequently appears as a guest speaker at universities and international conferences. She has received accolades for her work as creator, producer, executive producer and director on many award-winning animated films and television shows. Her professional distinctions include being a member of the Canadian Picture Pioneers, ASIFA and EGEDA. Raquel is currently the CEO of Comet Entertainment Inc.

ERIC SHAW



Eric has written as a staff writer for Nickelodeon's acclaimed hit *SpongeBob SquarePants* on over 50 episodes. A native New Yorker, Eric began his writing career in live action sitcoms for 20th Century Fox's *Secret Service Guy*, starring Judge

Reinhold and Michael McKean. Eric moved into animation and quickly wrote for some of the genre's most popular hits including WB's *Xiaolin Showdown* and *Skunk Fu*, as well as *Tom and Jerry Tales*, and *Krypto the SuperDog*. He has also written for Jim Henson Productions, Nick Jr and Walt Disney Television Animation. Eric is currently working on a pilot he's sold to a 3D animation studio. Some of Eric's favourite *SpongeBob* episodes that's he's written include, *The Krusty Sponge*, *Krabs a la Mode*, *The Krusty Platter* and *Mermaid Man and Barnacle Boy vs. SpongeBob*. His favorite character on *SpongeBob* is *Plankton*, evil as it may seem!

FRANK SIDEBOTTOM



Frank Sidebottom is showbiz's most fantastic star . . . and when we say showbiz Frank can't be surpassed in his world of light entertainment including - TV; radio, concerts, lectures, records, comic strip art; and puppetry.

Star of his own series *Frank's Fantastic Shed Show* for ITV, Frank also appeared as Anthony Wilson's sidekick on Channel 4's *Remote Control* which ran for 33 episodes. Frank's other great TV achievements of over 300 separate shows include eight years on Saturday morning telly, covering: *What's Up Doc?*; *73*; *Saturday Picture Show*, *Motormouth* and a recent *Dick n Dom in da Bungalow!*

Frank was also the pioneering force behind a change in radio broadcasting style making over 360 Radio Timperley broadcasts. Originally broadcast on Manchester's Piccadilly Radio the show's understudies included Chris Evans, Mark Radcliffe and Caroline Ahearn (who co-wrote *The Royale Family* and played *Mrs Merton* – Frank's next door neighbour!).

Musically Frank has his own inimitable style and has managed to crack the top 100 a number of times with classic banjo ballads such as – *Mull of Timperely*, *Anarchy in Timperley* and *Timperley Sunset*. If you hadn't guessed by now, Frank is born and bred Timperley!

His live performances are legendary and have achieved cult status, be it a crowd of 14,000 when headlining the comedy slate at the Reading Music Festival, supporting Bros at a 54,000 capacity Wembley Stadium or, simply doing a Timperley Lecture in front of 300, each and every performance is different!

Frank is also much loved in the world of football having, appeared on Match of the Day (providing the inspiration for the haunting ballad Guess who's been on Match of the Day?) He's also provided corporate pre-match entertainment at grounds including Old Trafford and The Reebok Stadium.

(And all this without his Mum knowing, not bad eh?)

JONATHAN SMITH

Jonathan is Head of Production at TT Games Publishing, where he has been responsible for the production of the best-selling LEGO Star Wars games. Jonathan worked as a designer and Executive Producer at Codemasters, before moving to LEGO Company and co-founding Giant Interactive Entertainment, the only publisher to specialise in games for young players and their families. He's currently working on a variety of new titles, all of which promise to be amazing.

STUART SUMIDA



Stuart is a Professor of Biology at California State University San Bernardino. He is a comparative anatomist and paleontologist who specialises in the biomechanics and evolution of locomotion. He is the author of three books and numerous scientific papers and his palaeontological research has taken him throughout North America and Europe with the support of many museums, the National Geographic Society and NATO. Stuart has been an anatomical consultant to special effect artists and animators on more than 30 feature-length



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films for groups including Walt Disney Feature Animation, DreamWorks and Pacific Data Images, Warner Brothers, Rhythm and Hues, Sony Pictures Imageworks and Pixar. His numerous animation and special effects work has included *Mulan*, *George of the Jungle*, the live action versions of *101 and 102 Dalmatians*, *Tarzan*, *Dinosaur*, *Cats and Dogs*, *Harry Potter*, *Scooby Doo I and II*, *Stuart Little I and II*, *Reign of Fire*, *Shrek II*, *Chronicles of Riddick*, *Madagascar*, *Chronicles of Namia*, *Surf's Up*, and *Ratatouille*. He is currently acting as anatomical consultant on *Kung Fu Panda* (DreamWorks), and *Bolt* (Walt Disney Feature Animation).

JORDAN THOMAS



Jordan is a 'writer-designer', a feral mutant of ego best illustrated as a pair of cranky genes forced to share a single bottle. He started his career arranging pretty words all in a row as a games journalist, and was clutched tightly to the feathery bosom of Psygnosis, Ltd shortly thereafter.

Since then, he has been indoctrinated in the science of fun by various illuminati who hovered at Ion Storm Austin and Irrational Games. In each case, he ran wild and semi-naked with a particularly surreal or off-beat level in an otherwise coherent experience. The results, with apologies, were the 'Shalebridge Cradle' from Thief: Deadly Shadows, and Sander Cohen's 'Fort Frolic' in Bioshock.

He is now Creative Director at 2k Marin, a shiny new studio in Novato, California, and his current project is unannounced.



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ALEX TROWERS



Alex stumbled into the industry 17 years ago when controllers only had one button, games still came on cassettes, men were real men and they certainly didn't play with computers. Having little or no academic qualification, he had to rely on an innate sense

for making things fun and the knowledge that one day he would be pretty damn awesome. He was let loose on games with words like Populous, Syndicate, Magic, Theme and Dungeon in their titles. Despite the best efforts of the industry to crush him like a bug, he persists to this day. In fact, if you have a problem, if no one else can help, and if you can find him, maybe you can hire, er... him.

RICK VILLENEUVE



Rick has been in the animation industry for over two decades and has developed, designed and animated on a great variety of productions for television and film. His feature film work includes *Heavy Metal*, *Fergully*, *The Last Rainforest*, *The Miracle*

Maker, *The Princess and the Goblin*, *Otherworld*, *Toto Sapore* and *The Secret Realm*. Rick designed and directed the film *Merlin and the Dragons - An Animated Tale of the World* for S4C. Merlin was selected for various international festivals including Anifest, Czech Republic, Cartoons on the Bay, Italy, Anima Mundi, Brazil, and BAF!.UK. He has also illustrated the children's book *The Fairy Cow* published in Tokyo, Japan in 2006. He is currently lecturing in animation at the University of Glamorgan

MARK WALSH



Mark is the supervising animator at Pixar Animation Studios. His journey into animation began at the California Institute of the Arts where he worked as a character designer and storyboard artist for various animated television shows to help pay tuition. He

created several of his own short cartoons, including *Extra Crispy*, which received a Student Emmy Award in 1997. Mark moved to northern California to join Pixar Animation Studios, and lent his talents as an animator to *A Bug's Life*, then as an animator and storyboard artist on *Toy Story 2*. He was a character developer on *Monsters, Inc.*, and a directing animator on *Finding Nemo*. Most recently, Mark served as an animator on the Academy Award®-winning *The Incredibles*. He was a supervising animator on Disney • Pixar's *Ratatouille*.

PAUL WELLS



Professor Paul Wells is Director of the Animation Academy at Loughborough University. He has published widely in the field of animation studies, including *Understanding Animation*, *Fundamentals of Animation* and more recently *Scriptwriting*.

Paul was series consultant for the BBC's Animation Nation.

He has curated numerous exhibitions and has regularly spoken at conferences, festivals and animation- related events worldwide.

KEN WONG



Ken is Art Director at Spicy Horse Games in Shanghai. Originally hailing from Australia, he previously worked on *Bad Day LA* and *Heroes of Might and Magic V*, and has been creating concept art in the games industry for six years. Spicy

Horse is currently working on American McGee's *Grimm*, an episodic PC game about twisting happy fairy tales into dark, scary ones.

2008

AYACC



Asian Youth Animation & Comics Contest

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Congratulations

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On the occasion of opening the 9th ANIMEX International Festival of Animation & Computer Games, please accept our warm congratulations and best wishes. Your event has become a wonderful platform for digital cultural exchange among young people and students all over the world. We welcome further coordination and cooperation between our two events, and look forward to your continued participation in AYACC.

May the 9th Animex International Festival of Animation & Computer Games achieve great success in 2008!

Lixi Wang

General Secretary

AYACC

N.E. TOONS

The logo for N.E. TOONS is rendered in a bold, red, bubbly font with a yellow outline. A glowing white comet tail with a bright yellow tip curves around the letters 'OONS'.

ANIMEX IS DELIGHTED
TO ANNOUNCE THE
LAUNCH OF THE
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N.E. TOONS ANIMATION
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N.E.Toons is designed to allow anybody in the north east of England to learn the basics of animation.

The pack has been designed and written by animation and education professionals and is aimed at children and adults. The pack will be distributed to schools in the region later this year. We look forward to revealing some of the work that has been produced by those using the pack at Animex 09.

**To find out more about N.E.Toons,
email chris@animex.net.**

LAUNCH





MAPS

UNIVERSITY CAMPUS

- 1** Europa Building (Registration)
- 2** Middlesbrough Tower
- 3** Students' Union
- 4** Athena Building
- 5** Phoenix Building

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Frank, *Imagine* online editor

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Angela Ackerley - Admin

Chris Walker - Design

Scott Watson - DigitalCity

Schools & Colleges Partnerships

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.

SEE YOU IN 2009!

SPONSORSHIP OPPORTUNITIES

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



Clik-Clak – Victor-Emmanuel Moulin, Thomas Wagner, Aurélie Fréchinis, 2005, France

Red Stick

April 16-19, 2008
Baton Rouge LA



Red Stick showcases the latest developments in Louisiana's digital arts and technology sectors, which is leading to economic development for the state and the city.

Artists, animators, filmmakers, computer scientists and animation enthusiasts attend the festival to witness current trends in digital media.

Baton Rouge is the only city in the nation with a full-time office dedicated to building the digital media sector, with the support of local government, business and educational institutions. Learn how you can pursue digital art careers and businesses here!

08



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