

# ANIMEX<sup>®</sup>

INTERNATIONAL FESTIVAL OF  
ANIMATION AND COMPUTER GAMES

## Festival Programme



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2 - 6 February  
2009

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[www.animex.net](http://www.animex.net)



UNIVERSITY OF  
**TEESSIDE**

# Week at a glance

|   | SATURDAY<br>31 JANUARY    | MONDAY<br>2 FEBRUARY               | TUESDAY<br>3 FEBRUARY          | WEDNESDAY<br>4 FEBRUARY            | THURSDAY<br>5 FEBRUARY                | FRIDAY<br>6 FEBRUARY         |
|---|---------------------------|------------------------------------|--------------------------------|------------------------------------|---------------------------------------|------------------------------|
| Animex Exhibition EB Pg 18 – runs all week, AM and PM |                           |                                    |                                |                                    |                                       |                              |
| <b>AM</b>   | Animex Screen<br>CW Pg 25 | Animex Game<br>EB Pg 5             | Animex Game<br>EB Pg 6         | Animex Workshops<br>Various Pg 7/8 | Animex Talk!<br>EB Pg 9               | Animex Talk!<br>EB Pg 10     |
|   |                           |                                    | Animex Kids Screen<br>CW Pg 25 | Animex Kids Screen<br>EB Pg 25     | Animex Kids Screen<br>EB Pg 26        |                              |
|   |                           |                                    |                                | Animex Screen<br>EB Pg 25          |                                       |                              |
|   |                           |                                    |                                | Clash of the Animators<br>IB Pg 18 |                                       |                              |
| <b>PM</b>   |                           | Animex Game<br>EB Pg 5             | Animex Game<br>EB Pg 6         | Animex Workshops<br>Various Pg 7/8 | Animex Talk!<br>EB Pg 9               | Animex Talk!<br>EB Pg 10     |
|   |                           | Animex Players' Lounge<br>SU Pg 22 | Animex Screen<br>EB/CW Pg 25   | Animex Kids Screen<br>CW Pg 25     | Animex Screen<br>EB/CW Pg 26          | Animex Screen<br>EB/CW Pg 26 |
|   |                           | Animex Screen<br>EB/CW Pg 25       |                                | Animex Screen<br>EB Pg 25          | Animex Winners Screenings<br>CW Pg 26 |                              |
|   |                           |                                    |                                | Animexperience<br>EB Pg 20         | Animex Lounge<br>SU Pg 22             |                              |
|   |                           |                                    |                                | Animex After Dark<br>CW Pg 19      |                                       |                              |

## 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 • IB, Innovation Building, University of Teesside, Middlesbrough

See page 41 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 2009

## Phew! So here we are – ten years on, and ten festivals under our belt!

What a rollercoaster it's been and what a fantastic time we've had organising each and every Animex for everybody we've welcomed at our door, speakers and delegates alike.

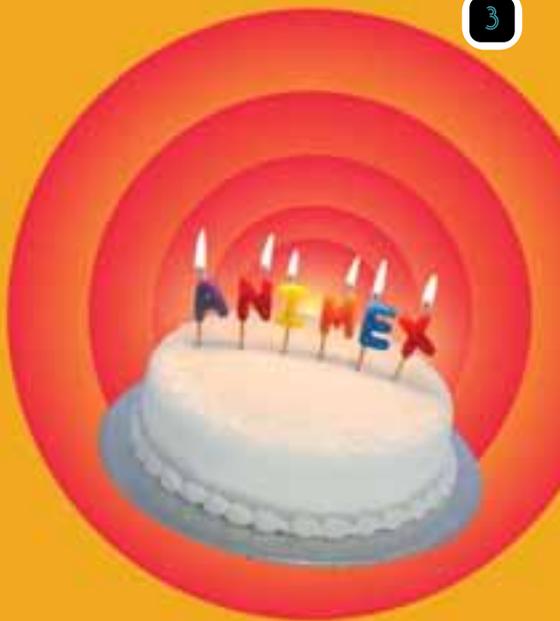
In the last ten years we've had the pleasure of listening to legends like Ray Harryhausen, Phil Tippett and Bob Godfrey. The biggest and best animation and games studios have been represented at the festival giving us an enviable roll call of contributors and supporters.

We have also seen monumental changes in the industries we represent and some incredible achievements to boot.

The Academy Awards began to acknowledge animated features as a category in their own right, and computer games are at last being recognised as a significant contributor to the global economy and an industry to be taken seriously.

Here on Teesside we have seen a major investment in the digital industries with the development of the DigitalCity project and the University's Institute of Digital Innovation.

At the same time, partners around the world, such as those working in Louisiana, have been



developing similar initiatives to ensure that the talents that exist within their communities are given the chance to thrive and prosper.

We continue to contribute to the development of our own community and support others in similar activity, and we continue to strive to bring the best talent from around the world to Middlesbrough to entertain, educate and inspire.

Our tenth year gives us another reason to celebrate as we announce our new partnership with Brosta TV, part of the TV Asahi Network in Japan. This is one of several partnerships we are hoping will enable Animex to become a truly global event.

We hope you have a fantastic week, and ask you to celebrate our tenth birthday with us and raise a glass to the next ten!

**Chris Williams**  
Animex Festival Director

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Animex is hosted and co-ordinated by the School of Computing at the University of Teesside.

The School of Computing has built its reputation on the development of pioneering computer graphics, animation and games courses and has an enviable range of industry focused facilities. The University is one of a small number in the UK to run a Skillset-accredited animation course and the School of Computing is also part of the University's Skillset Media Academy.

# Richard Hardaker

**1969 - 2008**

Richard Hardaker was General Manager of the Cineworld Cinema in Middlesbrough since it opened in 2001.



He had previously worked in several other cinemas around the UK and was a huge film fan. He had an outstanding reputation within the industry and was regarded as an approachable and supportive business partner.

Richard was involved in a large number of film related initiatives and supported producers, directors and actors from small independent companies. His key focus and passion was for the local film industry and media and arts community. Through the cinema he supported numerous events such as festivals, conferences and other associated activities.

He was a talented artist and keen sportsman.

Many people in the Teesside area have benefited from Richard's support, not least of all Animex which, I am proud to say, he has helped to develop over the last eight years.

Richard will be remembered by everybody at Animex as a great supporter of the festival and somebody who held its core values and ethos in high regard.

Richard ensured that the cinema has been an integral part of Animex since 2001 with his colleague and friend Darren Williams, now General Manager at VUE in Hartlepool. His support in those early years when the festival was developing and growing has continued and, through his colleagues like Dave Thomas at Cineworld, that relationship has gone from strength to strength and is flourishing.

He will be missed by all of his colleagues, friends and family and is survived by his wife Lynn and daughter Emily.

If you find yourself with a drink in your hand during festival week, raise a glass to Richard.

**We dedicate Animex 09 to you.**

# Animex Game

Animex Game Pass and Animex Festival  
Pass holders only

**Monday 2 February –  
Tuesday 3 February**

OL1, Europa Building,  
University of Teesside

## MONDAY 2 FEBRUARY

- 8.30am**     **Registration (Foyer of Europa Building)**
- 10.00am**    **Welcome and Opening Address**  
**Chris Williams, Animex Festival Director**  
**Gabrielle Kent, Animex Game**
- 10.15am**    **The Future of Computer**  
**Entertainment to 2050**  
**Ernest Adams**
- 11.00am**    **Break**
- 11.15am**    **The return of Street Fighter 2**  
**Jim Zubkovich and Long Vo,**  
**UDON Entertainment**
- 12.00pm**    **The Making of Wheelman**  
**Chi-Hung Cheung and Jim Gentile,**  
**Midway**

Advances in computer entertainment will take place on three major fronts over the next half-century. These fronts are: technological advancement; demographic and market changes; and aesthetic development of the medium. This lecture examines each in turn, highlighting the key changes that we can expect to take place, and how they will affect the way we make and sell interactive entertainment.

Jim and Long take us through the process of giving a high definition graphics makeover to a classic for Super Street Fighter 2 Turbo HD Remix!

The Wheelman project from initial concept to how wheelman evolved and finished. In this session Lead Animator Chi-Hung Cheung will talk about the versatile role of an animator through each stage of the project covering pre-visualisation, key frame animation, motion capture and where animation fits in a games studio. Jim Gentile will then discuss the mo-cap procedure on the Wheelman project.

**12.45pm**    **Lunch**



**1.30pm**     **On demand storytelling in Prince of Persia**  
**Andy Walsh**

On-demand storytelling allows players to choose when and how to access a game's story creating their own unique experience of the narrative. Does this mean that linearity is dead? What do players get from on-demand models? How can writers, games designers plot further feats of narrative derring-do? In this session writer Andy will analyse the development and future of on-demand storytelling, how, why and when it can be used and how it is implemented in the new Prince of Persia.

**2.15pm**     **Focussed Development,**  
**The Black Rock Way**  
**Alice Guy**

At Black Rock we are far from traditional and now run our own take on Agile and 'Lean' production techniques. We've reorganised team structures and removed our dependence on long working hours. Focus is key to making the right decisions about features, team structures and even team-members if you're going to make quality games on time. Focus goes absolutely hand-in-hand with Agile development. We'll explain why and how we've implemented Agile in the studio and how these development techniques have produced excellent results.

**3.00pm**     **Break**

**3.15pm**     **Saints & Sinners:**  
**Developing Saints Row 2**  
**Clint Ourso, Volition**

Clint, Studio Project Management Manager at Volition, shares the ups and downs of developing the sequel to Saints Row. From the early phases of exploring new and improved gameplay ideas, to having a porn-star special producer, to the final push across all platforms.

**4.00pm**     **Life is a Game**  
**Ian Livingstone OBE, Eidos**

Ian will give a very visual and entertaining account of the struggles of an entrepreneur in the 1970s when he and Steve Jackson set up Games Workshop and launched Dungeons & Dragons. He will talk about devising and writing the multi-million selling Fighting Fantasy gamebooks in the 1980s. Ian will also talk about the birth of an icon with a detailed history of Lara Croft: Tomb Raider and the value of intellectual property in a digital age.



BRITISH ACADEMY  
OF FILM AND TELEVISION ARTS

**5.00pm**     **Close**

**7.30pm**     **Players Lounge at The Hub,  
Students' Union**

Join the audience and speakers for a laid back evening of food, drink and networking sponsored by Codeworks Game Horizon.



CODEWORKS  
GAMEHORIZON

## TUESDAY 3 FEBRUARY

**9.15am**     **Registration (Foyer of Europa Building)**

**10.00am**     **Breaking into the Industry**  
**Dawn Beasley, Senior Recruiter at Disney  
BlackRock Studio** leads this session on getting into the games industry. Have your questions at the ready!

**Chi-Hung Cheung, Lead Animator at  
Midway Newcastle**

**Ian Milham, Art Director, EA**

**Clint Ourso, Studio Project Management  
Manager, Volition**

**10.40am**     **The Japanese Games Market**  
**Hideki Osada, Weekly Famitsu!**

Hideki, the Deputy Editor-in-Chief of Japan's most respected game magazine, *Famitsu*, talks about the Japanese games market using *Famitsu's* market research data. Susumu Matsushita, a high-profile Japanese graphic illustrator/cover artist and Haru

Takahashi, Vice President of Interarrows and former Marketing Director at Eidos Japan will join him and will answer questions based on their professional experience in Japan.

**11.15am**     **Break**

**11.30am**     **Creating Horror and Immersion  
with the Art of Dead Space**  
**Ian Milham, EA**

As EA's Art Director on the terrifying new title *Dead Space*, Ian will talk us through some of the innovative concepts employed by the development team to keep players nerves jangling.

**12.30pm**     **Lunch**

**1.30pm**     **Building a CodaChain**  
**Blitz Games & 3rd Dimension Creations**

Edward Linley, Design Manager of *Blitz Arcade* and Sean Crooks Director of *3rd Dimension Creations* discuss the process of creating an exciting new arcade title under *Blitz Game's* now formalised 1>UP scheme.

**2.15pm**     **Facial Mo-cap, and the challenges  
of animation and gameplay in  
music-based games**  
**FreeStyleGames**

Andy Bastable, Senior Programmer and Jon Baker, Senior Animator at *FreeStyleGames* share their experiences using their in-studio facial mo-cap rig and getting the results into game. They will be discussing challenges they have faced in some of their recent music-based titles.

**3.00pm**     **Break**

**3.15pm**     **The Art of Braid**  
**David Hellman**

*Braid* was widely noted for its painterly graphics as well as its time-bending gameplay. In this talk, David will discuss how artistic and game design considerations guided the evolution of its distinctive style. He'll also demonstrate the level-building tools used to create the game's organic landscapes.

**4.00pm**     **Left4Dead design and  
development process**  
**Doug Wood, VALVE**

Lead Animator Doug talks through the development process of *VALVE's* latest first person shooter, in which players work together to escape the zombie hordes!

**5.00pm**     **Close**

# Animex Workshops

Individual Workshop ticket holders only

**Wednesday 4 February**

Foyer, Europa Building,  
University of Teesside



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Workshop Wednesday is a huge draw for delegates and most classes usually sell out. If you haven't already booked a place, speak to somebody at our registration desk about 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.

Any tickets that remain for sale on the day will be available from the Registration Desk.

## Playing with shapes

### **Curtis Jobling**

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

**One session (full day) - 15 places**

This workshop will begin with a comprehensive look at Curtis's own portfolio and development as a character designer and concept creator for animation. It will also include character design exercises, concept generation tips and portfolio reviews.

## Visual effects with 3ds Max

### **Pete Draper**

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

**One session (full day) - 15 places**

Pete will demonstrate how to produce effective visual effects simulations, concentrating on analysing real-world elements and transferring this observational knowledge into breaking down the effect to be used within the base 3D software. This workshop is aimed at intermediate to advanced users of 3ds Max who already have an in-depth knowledge of the software and want to further their knowledge (and learn some cool tricks and tips on the way!).

## Animal locomotion for animators

### **Professor Stuart Sumida, California State University**

9.30am - 12.30pm

**One session (half day) - 15 places**

Stuart, a frequent consultant to numerous film studios on animal anatomy for animation, will give an overview of the basics of animal locomotion for animators. From walking to intermediate speed gaits, to high-speed gallops, he will break down the locomotion of animals for workshop participants in the same way he did for animators on films such as *Spirit: Stallion of the Cimarron*, *Chronicles of Narnia*, *Ratatouille*, and *Bolt*.



© Disney/Pixar



## **Designing and drawing attractive characters**

**Susumu Matsushita**

9.30am - 12.30pm

**One session (half day) - 20 places**

A truly hands-on workshop! Susumu will present his original ideas on how to draw attractive characters, using case studies of his previous works then it's over to you. You will be given a simple background story and setting for each character. Then you'll brainstorm ideas for that character before creating your final design.

## **The CGI diaries: building a photoreal human without proprietary tools**

**Andrew Daffy and Matt Estela, The House of Curves**

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

**One session (full day) - 15 places**

Matt and Andrew run through their complete process of building a photoreal character from scratch, using only commercially available tools. The workshop will cover photoreal skin with SSS, character design and anatomy, modelling techniques, body rigging, facial rigging, capturing lightprobes and rendering with HDRI, and importantly how constant comparison to photographs and life-reference drives critiques and development. Also discussed are essential timesavers for all 3D work, including workflow tips for faster 'lookdev', viewport feedback, photoshop scripting, HDR development and many other tricks.

## **Character animation - one thought at a time**

**Mark Walsh, Pixar Animation Studios**

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

**One session (full day) - 25 places**

Following last year's hugely successful workshop, Mark returns to Animex to give another group the opportunity to learn from one of the most respected character animators in the business. Definitely one not to be missed.

## **Acting for animators**

**Ed Hooks**

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

**One session (full day) - 30 places**

Ed's hugely popular one-day workshop of acting theory is designed especially for animators. He wrote *Acting for Animators* and has taught professional-level animators all over the world. Ed teaches with a combination of lecture, deconstruction of animated and live-action film scenes and a couple of very simple improvisations. He will not make animators

get up in front of everybody and cry, as might happen in a class for actors. This workshop has been taught at most major animation and game studios and at top-notch universities and animation schools around the world.

## **Creative visualisation**

**Ken Wong, Spicy Horse**

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

**One session (full day) - 30 places**

Creative visualisation, also known in non-fancy words as 'concept art', is all about coming up with ideas and being able to draw them clearly and awesomely for other people to see. You'll learn techniques for producing bigger, more interesting and more varied ideas and how to get them down on paper clearly and rapidly, through a series of brainstorming exercises, sketch sessions and assignments.

## **Here be gameplay**

**Alex Trowers**

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

**One session (full day) - 40 places**

... or How to sound like you know what you're talking about when someone asks you how to make something fun! Gameplay is key. It's what makes games fun to play and keeps you coming back for more long after you should have put it on the shelf and moved on to something else. It's what separates a good experience from a truly great game. Some people can extract gameplay from just about everything - even a bunch of people, sat in a room, listening to someone waffle on about how cool gameplay is.

## **Motion capture**

**Jim Gentile**

9.30am - 12.30pm and 1.30pm - 4.30pm

**Two half day sessions - 15 places per session**

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 also 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.

# Animex Talk

Animex Talk and Festival Pass holders only  
**Thursday 5 February -  
Friday 6 February**  
OL1, Europa Building,  
University of Teesside



Dr. Seuss' *Horton Hears A Who!* © 2008 Twentieth Century Fox Film Corporation. Dr. Seuss, *Horton Hears A Who!* and Dr. Seuss Characters TM & © 1954, 2008 Dr. Seuss Enterprises, L.P. All Rights Reserved.

## THURSDAY 5 FEBRUARY

- 9.00am**     **Registration (Foyer of Europa Building)**
- 9.30am**     **Welcome and Opening Address**  
**Professor Paul Wells,**  
**Loughborough University**
- 10.00am**    **Living the dream - running your own CG studio**  
**Dave Throssell, Fluid Pictures**

Why bother interviewing for a job when you could start your own company? In this talk based on his own experiences Dave talks about how he ended up owning his own Soho facility. In doing so he gives a wider insight into the CG business and community. Details include 'why your business plan is doomed to failure' and 'why did we buy that?'. It will include technology details and true life examples of what went right and wrong.

### **10.45am**     **Producing Content as a Package** **Chris Rose, HIT Entertainment**

Chris, Programming and Development Manager for HIT Entertainment, considers the issue of developing content for a range of delivery platforms. Whilst making a TV show is great, you have to think about other consumer platforms – radio, online and VOD. Chris will look at how production should factor these into the development and subsequent production of programming.

He will also examine issues such as targeting the right demographic, knowing your audience, the trials and tribulations of co-productions and funding. With fewer broadcast opportunities and the broadcasters increasingly doing their own animated series, what are the opportunities for broadcast slots?

### **11.00am**     **Break**

### **11.15am**     **The Future of Performance** **Ed Hooks**

Mickey Mouse, the first animated character to have a brain, turned 80 years old on 18 November, 2008. *Toy Story* came out in 1995 and will turn 14 years old this year. *The Incredibles*, first all-human 3D animated feature will be five years old in 2009. Consider the sophistication of performance in *WALL-E* (2008) in comparison to *Luxo, Jr.* (1986)

How much better can performance in animation get? Is photo-real the Holy Grail? How essential is it that animation escape The Uncanny Valley? If you consider how far performance animation has come in the past fifteen years, it is reasonable to presume that the art will be just about perfect 15 years from now. What will that accomplishment do for us?

### **12.00pm**     **Tips for Students** **Andrew Daffy and Matt Estela,** **House of Curves**

Based on their 'Tips for Students' poster released in *Imagine* magazine in September 2008, Andrew and Matt will discuss how to make the most out of college life, relating specific tips to real world examples from projects they've been chiseling away at over the last year.

### **12.45pm**     **Lunch**



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Photo Credit: Industrial Light + Magic

**1.30pm** **Ironman: Behind the Mask**  
**Tom Martinek, Industrial Light + Magic**

Go behind the scenes of one of last summer's hottest movies and see what it takes to make a hero. Industrial Light + Magic veteran Tom Martinek will walk you through the techniques used to bring this Marvel Comics legend to life. He'll cover the production from concept art to finished shots, including some never seen before test footage.

**2.15pm** **Don't make me angry: dissecting the inner Hulk**  
**Hans Rijkema, Rhythm & Hues Studios**

Hans puts the Incredible Hulk on the couch and see what makes his dual personality tick and how Rhythm & Hues tried to deal with the green monster's physical and emotional issues.

For the 'Hulk-out' effect from Bruce Banner to the Hulk it was necessary to non-uniformly transition between two different characters with different topologies, proportions, and sizes. A single transformation rig meant the animator could control the timing of when and how each individual part of the body transformed. A very tight integration of rigging, animation, and lighting was required. The deformations of the characters were almost entirely based on a muscle-based system that allows for automated and manually controlled muscle flexing.

**3.00pm** **Break**

**3.15pm** **The Design of Horton Hears a Who!**  
**Jason Sadler, Blue Sky Studios**

How do you translate Dr Seuss into a CG animated feature? Jason will explain how the visual development department at Blue Sky Studios transformed the Dr Seuss world from Ted Geisel's pen and ink illustrations into their 3D animated treatment. We will look at the department's three main disciplines, environment design, colour design, and Jason's speciality, character design.

**4.00pm** **The Tale of Despereaux: delivering Framestore's first fully animated feature film**  
**Andy Lomas, Framestore**

Based on Kate DiCamillo's novel, a Newbery Medal-winner for children's literature, *Despereaux* is the tale of three misfits – a banished mouse, a rat who likes the light and a young servant girl with cauliflower ears – whose fates are intertwined with a princess.

Andy will demonstrate some of the key challenges faced by Framestore in the production of the studio's first fully animated feature and show how some of the key scenes were created.

**5.00pm** **Close**

**7.30pm** **Lounge at the Hub, Students' Union**

Join delegates and speakers for a relaxed evening over a beer and a bite to eat; music to listen to and animation to watch.

## FRIDAY 6 FEBRUARY

**9.00am** **Registration (Foyer of Europa Building)**

**9.30am** **Panel: Give me a break!**

Rachelle Lewis, owner of animation and visual effects recruitment company Rachelle Lewis Talent, chairs a panel of industry professionals who will give an insight into just what is required to make a break into the industry in what are testing times.

**10.30am** **Break**

**10.45am** **Panel: Television Animation, a broadcasters perspective**

Three senior executives from some of the major broadcasters come to Animex to share their vast experience and knowledge of producing animation for television.

**Beth Gardiner, VP, Original Programming and Development for Playhouse Disney, Steve Aranguren, VP, Global Original Programming for Disney Channel Worldwide and Orion Ross, VP, Original Content and Creative for Jetix Europe** will take part in this panel discussion, which will be chaired by Paul Wells.

**12.00pm** **Presto!**  
**Mark Walsh, Pixar Animation Studios**

Mark will go behind the scenes of Pixar's latest animated short, *Presto!* Hear how director Doug Sweetland and friends brought classic cartoon language into the digital age.

**12.45pm** **Lunch**



**1.30pm**     **The evolution of Mickey Mouse**  
**Charles Solomon**

Eighty years after his debut in *Steamboat Willie*, Mickey Mouse remains the most famous and immediately recognisable character in cartoon history. But over the decades, as their skill and artistry grew, the Disney animators altered Mickey's design, anatomy and style of animation. The changes Mickey Mouse underwent encapsulate the evolution of American animation, especially during the 'Golden Age' of the 1930's. Animation historian Charles Solomon traces the growth of Mickey from the rubbery goliwog in *Plane Crazy* to the mischievous charmer in *The Sorcerer's Apprentice* to the suburban *Everymouse* of the 1950s.

**2.15pm**     **From 2D to 3D and Back Again**  
**Scott F Johnston, President,**  
**Fleeting Image Animation Inc.**

Scott's resume lists his work on movies like *The Iron Giant*, *The Lion King* and *Beauty and the Beast* amongst many others. In this talk Scott will highlight his experience on these films in relation to his specific area of expertise, integrating 2D and 3D.

He will also investigate the technical and artistic issues of integrating technology and discuss where the industry is going with 2D and 3D production.

**3.00pm**     **Break**

**3.15pm**     **The Biology of Bolt**  
**Professor Stuart Sumida,**  
**California State University**

Stuart gives Animex '09 attendees an inside look at the process of training animators, riggers and modelers about the construction and movement of the main characters for the Disney Feature Animation film *Bolt*.

He will relate the process of immersing the studio artists in the nuances of the differences in locomotion between Bolt - a dog, Mittens - a cat, and Rhino - a hamster, and he'll describe how locomotor reference studies evolved as the character design of Bolt changed during the course of production.

**4.00pm**     **The Creation of Characters**  
**Mark Empey, Disney Feature Animation**

Described as "the most entertaining and well-crafted Disney Animation movie in years", *Bolt* is Disney Feature Animation's first feature film release since the company's acquisition of Pixar.

Mark comes to Animex to give an overview of the many cool characters created for the movie.

**5.00pm**     **Close**

# Animex Awards 2009



1031 World War

In the six years we have been running the Animex Awards we have received a plethora of student material from around the world. Some years we will be inundated with works from Europe – some years with works from North America. This year the competition has attracted a strong contingent of games and animation material from Asia, in particular from Taiwan and South Korea.

## Acknowledgments

**Thank you to the Animex Awards finalist judging panel.**

**David Sproxtton** – Aardman Animations Ltd

**Andy Lomas** – Framestore

**Jana Day** – Sony Pictures Animation

**Patricia Beckman** – Disney Animation Studios

**Andre Thomas** – Electronic Arts

**Thank you to the Animex Awards pre-selection panel:**

**Sam Harrison, Andrew Liddell, Dominic Lusardi** – Animerision UK Ltd

**Kevin Jones, Graham Bryan** – Twisted Studio

**Stuart Varrall, Gareth Slack** – Fluid Pixel Studios

**Richard Mairs** – Gizmo Visual Studio

**Michael Pierre** – Gazillion Productions

**Cora Stone** – Ideonic Limited

**Jonathan Torr, Tony McBride** – Pixel Pie Media

We'd like to think that the quality of the student work that is being submitted by these colleges/universities reflects the progress that has been made in the delivery of games and animation programmes in these eastern territories. Then again, let us not forget about the influence that Silicon Valley is having on this region. Only recently Industrial Light + Magic have established a new studio in Singapore with a mandate to produce animation for the film, television and games market. Alongside this Singapore will also play host to the 1st ACM Siggraph conference and exhibition in Asia entitled 'New Horizons'.

Whichever way we look at it it's always great to see new work being submitted to Animex Awards from educational establishments that are new to this field. And for those students and educators that are working with stop motion – Animex is one of the few (if not the only) competitive event that recognises and rewards stop motion animation techniques.

Thanks to everyone who has submitted material in this year's tenth anniversary festival competition. We look forward to more next year.

**Justin S Greetham**  
Head of Awards

## The Animex Awards Winners Screening, Cineworld Middlesbrough, Thursday 5 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 4 February in OL7, Europa Building, University of Teesside. See page 25/26 for screening times.

ALL TIMINGS ARE APPROXIMATE

## Reel 1: 35 minutes

### 1081 The Switch

00:02:19

3D Animation Award

**Deepak (Zack) Mathew, Brett Anthony, Matt Thomas, Rob Wood from Vancouver Film School, Canada**

A mysterious floating box and an intriguing switch make up the key elements in this story about a man and his need to satisfy his curiosity.

### 0006 Steel Life

00:05:31

Experimental Animation Award

**Mathieu Gerard from University Paris 8, France**

A short experimental film based on the aesthetics of visual effects.

### 0001 Alienated

00:02:51

Visual Effects Award

**Krissy Josephides, Mohamed Aqeel Ahmed, Nic Durber, Christopher Kent from the University of Hertfordshire, UK**

A visual fx piece about an alien who has moved to planet earth to seek acceptance among the human race. As well as a comedy, this film explores social boundaries and hopes to inspire and motivate people to be themselves.

### 0178 Canary Wharf

00:01:56

Games Art Award

**Janus Kirk Kirkgaard, from the School of Computing, University of Teesside, UK**

The creation of 'bunker' for inclusion into a computer game environment.

### 0142 Taste of Surimi

00:04:35

3D Animation Award

**Jean-Francois Leroux, Thibaud Floutie, Gerome Payen Kennedy, Pierre-Alian Dubois from Supinfocom, Valenciennes, France**

A man discovers what hides behind a pack of surimi.

### 1046 Hung Up On a Dream

00:02:40

Experimental Animation Award

**Kevin Jones, Karl Demarest, Kevin Karl Demarest-Composor from the Pratt Institute, USA**

This is a multi-layered animated short about a stuffed elephant's consciousness.



### 0020 Sapmi

00:05:00

2D Animation Award

**Jan Lachauer, Max Lang, Christian Helk, Elena Maier from Filmakademie Baden - Wuerttemberg, Germany**

This is an adaptation of a Scandanavian creation myth which explains how the darkness came into the world.

### 0170 For Sock's Sake

00:04:47

Stop Motion Award

**Carlo Vogele from Gobelins School, Paris, France**

A sock escapes from the clothes line to go clubbing.

### 0037 Traverser

00:05:00

2D Animation Award

**Hugo Frassetto, Christophe Serpinet, Catherine Aladenise, Jean Batiste Marizy from La Poudriere, Ecole du Film d'Animation, France**

In order to cross the river that divides the desert from the land of flowers, you must have a flower and a suitcase. Lou has just lost his flower when he comes across Goutte, a young girl with no suitcase.

## Reel 2: 38 minutes

### 0041 Double Je

00:04:27

Stop Motion Award

**Camille Rossi, Xavier Truchon, Pierre Caillet, Camille Maury, Jean-Pierre Chaigne, Christophe Gautry, Eloi Gimenez from La Poudriere, Ecole du Film d'Animation, France**

Al-Bert is a man constantly at war with his split personality: one joyful, the other sad. No longer able to bear this double life, he decides to act.

### 0043 Les Pieds Sur Terre2

00:04:27

3D Animation Award

**Franz Kirchner, Eloi Gimenez, Paul E Cabon, Yan Volsy, Gwen Mallauran, Anthony Poupard, Sophie Allot Kubiak, Christophe Gautry from La Poudriere, Ecole du Film d'Animation, France**

One morning, the ground suddenly shifts . . . to vertical.

### 1031 World War

00:04:33

Games Art Award

**Vincent Chai, Haydn Payne, Savvas Palechoros, Michael Eugene from University of Hertfordshire, UK**

A humorous genre subversion of stereotypical anime robot fighting films and games.

### 1060 Fish

00:03:17

2D Animation Award

**Denis Constantinou, Chris Allen, Alexandros Kimonides, Seth Harold, Donal Phillips, Stelios Ioannou, Yasuyuki Otsuki, Nick White, Peter Driscoll, Miho Kuramata and Chara Sottou from The Arts Institute at Bournemouth, UK**

A tale about a little girl's journey towards happiness, the purpose of goals and finding inner strength, in a world that is as real as a fake smile. A surreal piece with elements of symbolism and plenty of fish.

### 0013 Office Noise

00:03:45

3D Animation Award

**Mads Johansen; Torben Sætterup; Karsten Madsen; Lærke Enemark, Thomas Ahlmark; Morten Wille from The Animation Workshop, Denmark**

A CGI animated short film about two very different cubicle neighbours, and the tense situation that builds up as the tidy rooster gets increasingly frustrated from being exposed to the irritating everyday habits of his clumsy elephant colleague.

### 0125 Fun is PSP

00:00:52

Motion Graphics Award

**Baek gab-in from Daegu University, South Korea**

### 0112 The sound of silence

00:10:30

Experimental Animation Award

**Yi-Yum Chen, Jr-Wei Jou, Pei-Ling Liou, Jeng-Han Li, Yi-Shiang Jau, Ming Li, Chun-Hung Lin from the DMD Center, NYUST, Taiwan**

To make our lives better, for centuries the rapid developing civilization creates the flourishing society today, but our destruction is nibbling up nature, the process is slow and hard to discover, but the real effect on our environment is quite strong.

### 0180 Full Character Morphing for Games

00:02:32

Games Art Award

**Michael Adgar from the School of Computing, University of Teesside, UK**

An investigation into the use of morphing technology as a way of reusing an art asset, and so, reducing the number of art assets that need to be created.

### 0077 The Story of the Tung Oil Tree

00:04:38

2D Animation Award

**Zih-Jyun Liou, Yukiko Isomura, Chen-Chun Yeh from the DMD Center, NYUST, Taiwan**

Tung Oil Tree blossoms in spring. In this story spring is the boy, Tung Oil Tree is the girl.

## Reel 3: 34 minutes

### 0016 **Bertram**

00:02:55

2D Animation Award

**Lára Gardarsdóttir, Michael Hall Mauritzen, Karen Rohde Johansson, Thomas Richard Christensen, Henric Wallmark, Michael Hall Mauritzen and Shilo Duffy from The Animation Workshop, Denmark**

The great escape from homework can bring you to amazing places.

### 0150 **Machu Pichu Post**

00:05:35

3D Animation Award

**Clement Crocq, Margau Durand-Rival and Nicolas Novali from Supinfocom Arles, France**

The games of a young Peruvian and his llama disturb the airmail service pilot.

### 1088 **A brief guide to bridesmaids**

00:02:00

Motion Graphics Award

**Amber Mckay, Nicolas Alexander, Yaniv Fridman and Morgan Roddick from the Vancouver Film School, Canada**

A light-hearted introduction to bridesmaids and their history.

### 0083 **The Raider**

00:03:27

Stop Motion Award

**Hun-Lin Chen from the DMD Center, NYUST, Taiwan**

This is an animation about the transformation of origami. In the all-white atmosphere, a colourful flesh-eating flower attaches a hungry hummingbird and starts a fight of transformation in the world of paper.

### 0181 **Bounty for You**

00:01:01

Visual Effects Award

**Adrian Williams from the School of Computing, University of Teesside, UK**

Our hero character is cornered on top of an industrial city building flanked by two air cruisers reasonably equipped with enough weaponry to deal some serious damage. As they slowly advance towards the character taunting and hailing him his mood

and persona remain somewhat calm and collective given his current situation.

### 0075 **The Bronze Mirror**

00:07:00

3D Animation Award

**Susan Danta, Sandy Widyanata, Handa Lie, Macgregor Haines, Chris McKeith, Claire Deak, Peter Crombie, John Da Choi, Claire Kim, Hong Mon Lee, John Kim, D Sennett, C Jackson and H Fitzgerald from the Australian Film Television & Radio School, Australia**

When villagers accidentally happen upon a mirror for the first time they mistake their own reflection for a stranger. The mirror reflects the villagers' own hopes and fears, causing confusion and chaos to the household.

### 0109 **Anti-Hero**

00:05:00

Visual Effects Award

**Kai-Chih Chieh and Shih-Wen Chang from the DMD Center, NYUST, Taiwan**

By discussing the issue of animal abuse, the director creates a five-minute complex animation film, shot in the way people make real films. It combines 3D, 2D and graphic images. The story contains five chapters.

### 0026 **Frequency Morphogenesis**

00:04:00

Experimental Animation Award

**Onni Pohl and Niobe Colgne from the Filmakademie Baden - Wuerttemberg, Germany**

In the shapeless space of pure thought there appeared for the first time a golden embryo of sound. It was a sound vibrating through the void, returning to itself. At the crossing of the waves of sound, water and wind emerged, playing with each other, weaving the foggy body of the world. A musical visualisation of the creative power of audio frequencies.

### 0162 **Suiyou**

00:03:00

Stop Motion Award

**Toshiko Hata and You Yanagiur from the Tokyo National University of Fine Arts & Music, Japan**

A young man falls in love with a beautiful lady who suddenly appears and he chases her into the lake. However her real identity is a monster.

## Reel 4: 37 minutes

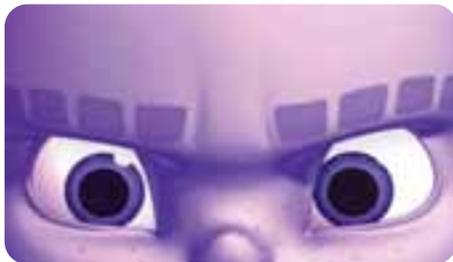
### 1067 Ex-E.T

0:08:25

3D Animation Award

**Benoit Bargeton, Rémy Froment, Nicolas Gracia, Yannick Lasfas, Jose Vicente, Frederic Varot, Yoann Poncet, Melanie Chapelle** from EMSA, L'Ecole Superieure Des Metiers Artistiques, France

On another planet, where the only rule is order, a little child is disobedient. After some pills given by doctors, the little child becomes as others until the moment when he splits the pills. The sanction will be done immediately, the child will be sent to earth.



### 1048 Still Life

00:02:30

Motion Graphics Award

**Maya Segal** from the Pratt Institute, USA

This is a film composed with digital painting, scanned textures and 3D modeled objects.

### 1018 Yakkety-Yak

00:03:20

Stop Motion Award

**Andreas De Ridder, Maarten Van Rooy, Francois Goemaere, Steven Deschuymmer and Mark Van Giel** from Erasmushogeschool – RITS, Belgium

Two guys are having a fierce argument. A third one tries to solve the argument but gets a broadside himself. On his final attempt to cheer up the others, he himself will have to suffer for it.

### 0063 Legend of the Bat

00:08:02

2D Animation Award

**Lucia Morgan** from the University of the West of England, UK

How the bat became the bat.

### 0176 Portraying 'in-game' emotion through bodily animation

00:06:10

Games Art Award

**Howard Abrahall** from the School of Computing, University of Teesside, UK

This film demonstrates a series of 'in-game standard' animation sequences that portray, through bodily animation, believable and realistic emotions, and reactions, to various situations game characters from different games are often found in.

### 0066 Revolt of the Mouses

00:14:07

3D Animation Award

**David Alejandro Gen, Ivan Espino, Alavro Cajal** from Lolita Peliculas Artes Visuales, Spain

This takes us to an imaginary battle field, in which computer mice confront the all time traditional pencils, erasers and sharpeners. At the end it will all turn into a nonsensical parody about how the present technology, in the hands of advertisement, is invaliding our society in a way that no one will ever be able to stop. At a nearby television, the past and future fight for the present.

## Reel 5: 37 minutes

### 0024 Walka

00:02:00

Visual Effects Award

**Agnieszka Krucze and Marc Riedinger from the Filmakademie Baden – Wuerttemberg, Germany**

A man fights the invincible.

### 0171 After the Rain

00:02:58

2D Animation Award

**C Lefelne, M Tanon-Tchi, L Tandinie, S Vouam, E Walker, Pablo Pico, A Eskandou and C Maline from the Gobelins School, Paris, France**

Fishing in a puddle, a banana as his bait, but this time it's too big for him. In front of the plumpy, running. Who can say if he'll escape?



### 0138 Facteur Mineur

3D Animation Award

00:06:25

**Marc Czerwicz, Geoffrey Skrajewski, Arnaud Joli and Francois Ruiz from Supinfocom, Valenciennes, France**

A group of miners in a hopeless struggle to keep working as their pencil mine is closing.

### 0100 Nocturne

00:01:37

Experimental Animation Award

**Chai-Yu Lin, Taro Hakase and Chai-Yu Lin from DMD Center, NYUST, Taiwan**

Millions of light bulbs belong to the matrix of the city which is covered by a beautiful dress, and the night songs are sung by them.

### 0165 Stand Up

00:06:50

2D Animation Award

**Joseph Pierce, Dominic Fitzgerald, Gareth Lochrane, Brian Welsh, Nick Preston, Daniel Rigby, Paul Punter, Stuart Bentley and Tom Weaving from the National Film & TV School, UK**

Told through a single stand-up comedy routine, John J Jones performs to an unforgiving audience. As he loses their interest, his body rebels against him and the truth behind the one-liners leak through the cracks. Car crash comedy at its most compulsive.

### 0121 A castle in the air

00:02:33

Games Art Award

**Hye yeong Ahn and Hye min Jang from Daegu University, South Korea**

A 2D and 3D mix featuring space of the imagination as a sky island with one simulation.

### 0023 Descendants

00:14:00

3D Animation Award

**Heiko Van Der Scherm, Goro Fujita, Felix Graf, Vladimir Martinka and Christy Scott Cashman from Filmakademie Baden - Wuerttemberg, Germany**

A 3D animated film about the dream of reaching the unreachable and about the fact that something good can evolve from something evil.



# Animex Exhibition

This is a **FREE** event

**Monday 2 February –  
Friday 6 February**

Europa Building,  
University of Teesside

Animex Exhibition is an illustrative accompaniment to the range of themes covered at the festival; in a sense it's the place where each of the festival's topics comes together. It offers a view into the 'invisible' work of the creative artists and teams whose work in areas such as animation, character development, texture mapping and 3D rendering processes is crucial to the quality and success of the finished game, animation or film.

Jonathan Millward, is a London based freelance storyboard artist and concept illustrator working mainly on feature film productions, films for TV, programme trailers for TV, and commercials for film and TV, and will be exhibiting at Animex. Copyright Jonathan Millward.

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 invisible 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 2009 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



## Clash of the Animators

**Wednesday 4 February,  
10.00am - 12.00pm**

Innovation Building Lecture Theatre,  
University of Teesside

Making use of a simple to use animation package, Animate, Clash of the Animators will pit beginners, who have been introduced to the software via NEToons, the Animex Animation Learning Pack, against other teams with the guidance of industry professionals.

In the weeks running up to the festival, competitors have been encouraged to produce films in order to win the right to battle against each other in a half hour animation contest. The battle takes place in front of a live audience and will be filmed and screened live at the venue to add to the excitement.

The audience will then vote for the winning film with the winners being awarded a much sought after Animex Award.

So, if you'd like to see some of our speakers actually animating live, this event is the place to be.

Entry to Clash of the Animators is **FREE** to Festival, Pass, Game Pass and Talk Pass holders and to the public. Seats are limited so please book early to avoid disappointment.

# Animex After Dark

After Dark ticket holders only – limited availability

David Sproxton CBE,  
Aardman Animations

Wednesday 4 February,  
7.00pm - 9.00pm

Cineworld Multiplex, Middlesbrough

**An evening with a difference.** After Dark gives anybody the opportunity to come to Cineworld in the centre of Middlesbrough and listen to Paul Wells interrogate one of the world's biggest names in animation.

Past victims have included Bob Godfrey, the creator of Roobarb and Custard and Barry Purves, Academy Award-nominated animation director.

For this, our tenth year, we are delighted to announce that David Sproxton of Aardman Animations will be on stage to be quizzed about his life in the animation industry.

David is the co-founder and Executive Chairman of Aardman. Together with co-founder Peter Lord, he has overseen the development of the company from a two-man partnership to one of the most respected animation studios in the industry.

Aardman are probably most famous for Wallace and Gromit as well as major feature films such as *Flushed Away* and *Chicken Run* and TV shows like *Shaun the Sheep* and *Creature Comforts*.

So, get your ticket and enjoy what will surely be one of the best features of this year's event.



# Animexperience

Entry by invitation only

**Wednesday 4 February,  
1.30pm - 3.30pm**

OL1, Europa Building,  
University of Teesside



**Animexperience 2009 will build on the fantastic work achieved throughout 2008, by offering anyone with the slightest interest in the animation or computer games industry an insight into these fields.**

Last year, almost 3,000 school children, many with their parents, participated in Animexperience, with workshops, talks, screenings and educational guidance offered throughout the year, and during Animex week. The festival culminated in a fantastic Features for Families day where children from participating schools were given free cinema tickets to watch a movie at Cineworld in Middlesbrough. The only stipulation was that every adult had to be accompanied by a child.

Animexperience assisted an Extended Schools-funded Heritage Project. Over 60 schoolchildren spent six weeks researching their history, both local and international, accessing archive files, the Dorman Museum and other local cultural heritage sites. All the work produced during the project is on display at the Dorman Museum, the Teesside Archives and in the six Middlesbrough School's that took part.

2008 also saw recognition for some of the fantastic work produced by children who took part in Animexperience workshops in Teesside and Northumbria.

The Animexperience Art Club entered work into the renowned artist Mackenzie Thorpe's 'My Town' competition where children created backdrops that represented their home town. The competition attracted entries from around the world, including China, USA and France. Three children from Park End Primary School in Middlesbrough won three of the top prizes from the ten that were on offer.

Each child won £250, presented to them by Mackenzie Thorpe, along with a cheque for their school to enable Animexperience Art Clubs to develop. But, the best thing about the prizes is that all the children's work was professionally framed and is on exhibition alongside Mackenzie's own work in his gallery Arthaus in Richmond, North Yorkshire.

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

We will once again be teaming up with Saltburn Community Cinema, in association with DigitalCity, to deliver screenings, talks and question and answer sessions too.



There will also be free screenings for school and community groups 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, look no further than Animexperience – it's the starting point. Who knows where it could all end up?

[Come on Teesside – let's get animated.](#)

**Dougy Pincott**  
Head of Animexperience



# Animex Players' Lounge

Animex Game, Talk, Festival Pass  
and Lounge ticket holders only

**Monday 2 February,**  
**7.30pm - 11.00pm**

The Hub, University of Teesside,  
Middlesbrough

**Players' Lounge is a laid back evening networking session over food and drink for everyone with an Animex pass. Whether you're an industry professional, student or avid gamer Players' Lounge is a very useful place to be, providing a perfect opportunity for you to enjoy socialising with games industry figures from the UK, US and Japan.**

*Famitsu* magazine will be present along with artist Susumu Matsushita who will be signing copies of his new art book. Last year saw several of our delegates secure jobs with major games studios through good networking. So come along, meet and mingle with the speakers and games companies and this time it might be you!



*Dead Space*, copyright EA

# Animex Lounge

Animex Game, Talk, Festival Pass  
and Lounge ticket holders only

**Thursday 5 February,**  
**7.30pm - 11.00pm**

The Hub, University of Teesside,  
Middlesbrough

**The hugely popular Animex Lounge makes the move to Thursday night.**

Anybody with an Animex Pass or Lounge ticket is able to attend the event where delegates meet speakers in the comfort of the University of Teesside's award-winning Students' Union.

After the first day of Animex Talk, Lounge provides the ideal opportunity to wind down and meet some of the speakers over a beer and a bite to eat.

There will also be music and animation to keep you entertained, so be prepared to let your hair down and have some fun, but remember not to over do it...you really don't want to miss Friday's amazing line-up!



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# Animex Screen

All screenings are FREE unless otherwise stated

**Saturday 31 January -  
Friday 6 February**

Cineworld Multiplex, Middlesbrough  
and OL7, Europa Building,  
University of Teesside

## For 2009 Animex Screen brings you a feast of animated movies befitting of our tenth birthday celebrations!

Along with the usual selection of new and exciting work, audiences will be able to view timeless classic animated feature films where they were made to be seen... on the big screen. With a mixture of informative and inspiring documentaries, specially curated programmes and the very best in new animation from around the world selected from our own Animex Awards, you can be sure of some fantastic entertainment.

The screen programme this year also has a distinctly Disney flavour to complement our list of guest

speakers and showcases the output of the studio from its humble beginnings up to its most recent release in glorious 3D.

We are delighted to announce the screening of Leslie Iwerks' films *The Hand behind the Mouse*, based on the life and work of her grandfather Ub Iwerks and *The Pixar Story*, which takes audiences behind the scenes of the groundbreaking studio that pioneered a new generation of animation.

Screenings will take place at the Cineworld Multiplex in Middlesbrough and the University of Teesside.

Please check the screening summary for full details of what is happening during the week.

The week begins with the Features for Families screenings at Cineworld on Saturday 31 January where kids can bring their parents and watch their pick of a selection of fine films for free. The festival finishes on the evening of Friday 6 February with a special GALA screening of the new Disney animated feature *Bolt* to celebrate the launch of the 3D version of the film.

Whatever your taste in animation there will be something for everyone at our birthday celebration, enjoy the party!

**Chris Wyatt**  
Curator, Animex Screen

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## Animex Screen Schedule

### SATURDAY 31 JANUARY

#### 10.00am **Animex Features for Families** Cineworld, Middlesbrough

A selection of animated feature films screened especially for a family audience at Cineworld in Middlesbrough. Before the films are screened there will be fun in the foyer with famous characters from some of the best known science fiction movies ever made! All parents and guardians must be accompanied by at least one child.

### MONDAY 2 FEBRUARY

#### 12.45pm **The Best of Animex Awards Reel 1** OL7 Cinema, Europa Building, University of Teesside

A selection of the best works submitted to the Animex awards since they began back in 2004.

#### 6.30pm **Animex Feature: Fears of the Dark** Cineworld, Middlesbrough

Blutch, Charles Burns, Marie Callou, Romain Slocombe, Pierre Di Sciullo, Lorenzo Mattotti, Jerry Kramsky 2007, France

Six of the world's hottest graphic artists and cartoonists have breathed life into their nightmares, bleeding away colour only to retain the starkness of light and the pitch black of shadows. Their intertwined stories make up an unprecedented epic where phobias, disgust and nightmares come to life and reveal fear at its most naked and intense.



### TUESDAY 3 FEBRUARY

#### 10.00am **Animex Kids Feature** Cineworld, Middlesbrough

In association with Animexperience.  
Free to invited audience only.

#### 12.45pm **The Best of Animex Awards Reel 2** OL7 Cinema, Europa Building, University of Teesside

A selection of the best works submitted to Animex Awards since they began back in 2004.

#### 6.30pm **International Shorts 1** Cineworld, Middlesbrough

A selection of some of the finest animated shorts from around the world curated by Chris Wyatt.

### WEDNESDAY 4 FEBRUARY

#### 10.00am **Animex Kids Feature** Cineworld, Middlesbrough

In association with Animexperience.  
Free to invited audience only.

#### 10.00am **Animex Awards Reel 1** OL7 Cinema, Europa Building, University of Teesside

#### 11.00am **Animex Awards Reel 2** OL7 Cinema, Europa Building, University of Teesside

#### 12.00pm **ONE DOT ZERO: Top Draw** OL7 Cinema, Europa Building, University of Teesside

#### 1.00pm **Animex Awards Reel 3** OL7 Cinema, Europa Building, University of Teesside

#### 2.00pm **Animex Awards Reel 4** OL7 Cinema, Europa Building, University of Teesside

#### 3.00pm **Animex Awards Reel 5** OL7 Cinema, Europa Building, University of Teesside

For details of the Awards Reel screenings see page 13.

#### 5.00pm **Dream on Silly Dreamer** OL7 Cinema, Europa Building, University of Teesside

**6.00pm**     **International Shorts 2**  
**OL7 Cinema, Europa Building,**  
**University of Teesside**

A selection of some of the finest animated shorts from around the world curated by Chris Wyatt.

## THURSDAY 5 FEBRUARY

**10.00am**     **Animex Kids Feature**  
**Cineworld, Middlesbrough**

In association with Animexperience.  
**Free to invited audience only.**

**12.45pm**     **The Best of Animex Awards Reel 3**  
**OL7 Cinema, Europa Building,**  
**University of Teesside**

A selection of the best works submitted to the Animex Awards since they began back in 2004.

**5.30pm**     **Animex Feature: *The Hand behind the Mouse***  
**Cineworld, Middlesbrough**

**7.30pm**     **Animex Awards Winners Screening**  
**Cineworld, Middlesbrough**

Your chance to be the first to see who has won a prestigious Animex Award and see the films in full.

## FRIDAY 6 FEBRUARY

**12.45pm**     **The Best of Animex Awards Reel 4**  
**OL7 Cinema, Europa Building,**  
**University of Teesside**

A selection of the best works submitted to the Animex Awards since they began back in 2004.

**5.30pm**     **Animex Feature: *The Pixar Story***  
**Cineworld, Middlesbrough**  
**Leslie Iwerks, 2007, USA**

This feature length documentary is the first in-depth look at the most influential animation studio of its time, *The Pixar Story* traces the meteoric rise of Pixar Animation Studios as the pioneer and leader in the computer animation industry from its beginnings through to the release of cars. Leslie uses never-before-seen footage from the Pixar library, along with historic archival animation and first hand accounts by animators, studio executives, directors, producers and voice performers to chronicle the remarkable

company that revolutionised an industry. *The Pixar Story* includes exclusive interviews with some of the key players in the Pixar story including John Lasseter, Ed Catmull, Steve Jobs, George Lucas, Michael Eisner, Bob Iger, Tom Hanks, Billy Crystal, Tim Allen, Brad Bird and more.



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**7.00pm**     **Animex Feature: *Bolt* – Special GALA screening**  
**Cineworld, Middlesbrough**

A very special screening of Disney's new feature length animation to coincide with the release of the 3D version of the film. The film will screen at 7.15pm and will be preceded by a presentation from the film's CG Supervisor, Mark Empey from Disney Feature Animation. Fun for the family starts in the foyer from 6:30pm.

This is a paid screening and tickets are only available from Cineworld in advance or on the door.



Dr. Seuss' *Horton Hears A Who!* © 2008 Twentieth Century Fox Film Corporation. Dr. Seuss, Horton Hears A Who! and Dr. Seuss Characters TM & © 1954, 2008 Dr. Seuss Enterprises, L.P. All Rights Reserved.

HAPPY 10<sup>TH</sup> ANNIVERSARY  
**10<sup>th</sup>**  
ANIMEXI



# RED STICK

INTERNATIONAL ANIMATION FESTIVAL  
Featuring the American Animation Market

It's the largest animation festival in the United States  
and 2009 has reached record-breaking entries of films...

...you should  
be there.

April 22-25, 2009  
Baton Rouge, Louisiana

[www.redstickfestival.org](http://www.redstickfestival.org)

# Professor Paul Wells on Animex



It is 1999. Woody had yet to learn that he was part of the Round Up gang; WETA were to be in two minds and a bit precious about whether Gollum could reach the screen; the Ice Age had yet to melt; Shrek had no notion that he would encounter Fiona or a donkey; Brad Bird was known as a giant man but yet to be an incredible one; there had been no wererabbits or wall-e's; no triplets had come from Belleville; no Kon tricks; no Matrix; no Spiderman, Ironman, Spiderpig. No multiple Tom Hanks, if you'll pardon the expression. But there was ... Animex!

## Now you are ten . . . !

Animex is now ten years old, and has become the leading festival in the UK in presenting state-of-the-art animation, visual effects and computer gaming. Thankfully, I have had the privilege to host the Festival's Animex Talk for most of that time.

Year on year, it has grown in assurance and quality, bringing major artists from the Disney, Pixar, ILM, WETA, Dreamworks, Sony Entertainment, Digital Domain, and Rhythm and Hues, among others, to share their talents with British audiences. Working with students, practitioners and academics, some of the leading figures in the industry have helped develop a unique approach to research and development in the field, when participating at the Festival. Only Animex has achieved such an extraordinary level of dialogue and exchange with Hollywood superstar studios, yet preserved an intimate, progressive, and fun approach to its outlook. Consequently, Animex is now internationally acknowledged as an important event in the global animation calendar.

**So, Animex, happy birthday! Thank you for letting me be part of your success. Let's keep talking...**

**Professor Paul Wells**  
Loughborough University



**fmx/09**

14th International  
Conference on Animation,  
Effects, Games and  
Digital Media

Stuttgart, Germany

May 05-08, 2009

[www.fmx.de](http://www.fmx.de)

**Animation inspires games.  
Effects merge with film.  
Science conspires with art.  
Imagination and reality converge.  
Expand your horizons.**

fmx/09 offers a 4-day program from May 05 to 08, presenting innovative approaches in animation, visual effects, games and postproduction. Numerous international speakers provide an insight into the creation, production and distribution of digital entertainment.

In an open atmosphere of casual encounters top names of the industry present their latest achievements, companies demonstrate their innovations, recruiters search for new talent, schools and universities feature programs and graduates.

Dive into a qualified discussion. Meet professionals and students from all over the world. Share an inspiring week with the Stuttgart Festival of Animated Film, taking place May 05-10. Experience the variety of the primary European meeting of the digital community.

Be part of fmx/09  
Find out more at [www.fmx.de](http://www.fmx.de)

# Thanks for your support!

Animex relies on the generous support of sponsors and partners. Animex 09 is no exception and we need to thank many individuals and organizations for their continued support, both financial and in kind.

Without them we would be unable to make Animex happen. Thank you and we look forward to working with you next year for what will be our tenth anniversary.

**Chris Williams**  
Animex Festival Director

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

**UK FILM | COUNCIL**  
LOTTERY FUNDED

Northern Film & Media has given its whole-hearted support to Animex for six 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 2009 is no exception. Happy birthday Animex and we hope there are many more to come!

**INSTITUTE of DIGITAL INNOVATION**

**cineworld**  
CINEMAS

Cineworld are proud to be supporting Animex 2009 and are delighted to continue their partnership for the seventh consecutive year.

Cineworld Operations Manager Dave Thomas said, 'Animex is a brilliant opportunity for our local schools and colleges to benefit from some of the leading figures in the animation industry from the screenings and workshops that will be held at Cineworld Middlesbrough.'

Cineworld are committed to supporting the fantastic talents that are present in the local area and helping aspiring animators get their work on the big screen. Cineworld would also like to send it's congratulations to Animex on ten fantastic years, here's to plenty more - Happy Birthday!

**theDigitalCity**

**IMAGINE**

The Imagine portfolio is once again proud to be associated with Animex International Festival of Animation and Computer Arts. Over the past ten years Animex has established itself as one of the leading animation festivals in the UK. It is Animex's focus on bringing the digital arts to a wider audience and promoting UK talent to the international community that has made it such a success and reflects Imagines proposition. We would like to thank the Animex team for all their efforts, wish them luck for this year and hope we can continue our relationship in the future.



We are now in our sixth year of collaboration with our partners at Animex. The last five 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. Congratulations on the first fantastic ten years!

It is a wonderful milestone for Animex to celebrate its tenth anniversary, and our honour to share your great achievement and success at this momentous time.

In addition to its prominence in the West, Animex has successfully extended its stellar brand in China and great Asia through its relationship with AYACC in Guiyang and other cross-cultural outreach programmes. In recognition of your great contributions to creative animation and game culture in the world, we congratulate Animex on its many achievements, and look forward to strengthening our festival exchanges and co-operation in the years to come.

# 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. He was a founder of the International Game Developers' Association, and is a frequent lecturer at the Game Developers' Conference.



## Steve Aranguren

Steve is Vice President, Global Original Programming for Disney Channel Worldwide. He supervises the development and production of live-action and

animation programming outside of North America for Disney Channel Worldwide. Before moving to London, Steve was a consultant for Disney Channel Worldwide after spending five as Executive Director, Creative Affairs for Walt Disney Television Animation where he supervised production for *Mickey Mouse Clubhouse*, *Lilo and Stitch: The Series* and *My Friends Tigger and Pooh*. He was Production Executive at Disney Channel helping to launch top-rated series including *Even Stevens* and *Lizzie McGuire*. Steve previously ran his own company, Six Impossible Things Productions, and wrote teleplays for children's television programming including Disney's *Doug* and the Universal Cartoon series *Casper*. Prior to this Steve was the Senior Executive in charge of development at Tom Cruise and Paula Wagner's Cruise/Wagner Productions where he worked on *Mission Impossible*, and also Vice President, Development for Faye Dunaway's Dunaway Productions.



## Jon Baker

Jon has worked in the games industry for over 20 years and on over 40 published titles for such companies as EA, Sega, Codemasters and Activision.

Initially starting as a pixel artist, then a 3D generalist before realising his passion for animation several years ago. Jon is currently working at FreeStyleGames on downloadable content for *Guitar Hero* along with another as yet unannounced project.



## Andy Bastable

Andy is a senior programmer at FreeStyleGames and has been working in the games industry for almost ten years, with a number of published titles

to his name including the BAFTA-nominated *B-Boy™*. He has a passion for gameplay programming and creating fun things to play and look at, and is currently working on a big, but as yet unannounced, project.

## Dawn Beasley

Dawn is Senior Recruiter at award-winning Black Rock Studio, owned by Disney Interactive. Dawn spearheads all recruitment for the 130+ people studio known for its leading edge racing games and technology. Since joining Black Rock she has been instrumental in the development of the studio's successful graduate and intern schemes. Like a heat-seeking missile she is drawn to talent! Prior to joining Black Rock Studio, Dawn gained over ten years experience as an industry PR - schmoozing, cajoling and carousing with press - culminating in a position as Director of Communications at Climax.



### Chi-Hung Cheung

Chi is the Lead Animator of Midway Studio in Newcastle. He started in the industry in 2001 as a Junior Animator working on one of the current MMORPG.

His latest project was Midway's Wheelman for Xbox360/PS3/PC. The studio heritage was in driving games and Wheelman being an open world action title required a dedicated animation department. Chi stepped in to help build and run the animation department which was needed for Wheelman and future projects.



### Sean Crooks

Sean is Chief Executive Officer of 3rd Dimension Creations. With a background in VR Research involving virtual worlds for immersive and multiprojection

screen systems. Sean set up 3rd Dimension Creations Game Development Studio with David Allanson in 2004. They have various console titles to their name, but the current project 'Codachain' with Blitz games is their most ambitions yet.



### Andrew Daffy

Andrew is a co director of The House of Curves. He started working at Framestore as a junior animator in 1996. He later became Head of 3D

Commercials and worked on the Levi's Odyssey commercial directed by Jonathan Glazer. He was also a major player in BBC's *Walking With Dinosaurs* and two James Bond title sequences. Andrew's projects accumulated over 30 awards and helped put Framestore firmly on the map. He recently went back to help out on the latest Chemical Brothers Video.



### Pete Draper

Pete is a UK-based visual effects animator and 3D artist who has been beating polygons to a pulp for well over a decade. Holding such posts as Lead and Senior

Artist, Head of Media and Director of Visual Effects, Pete has now returned to being a freelance VFX gun for hire, covering a wide range of disciplines. He can be found producing funky stuff for film and TV, writing for various online or print-based publications or teaching workshops around the world. He writes for several publications providing tips, tricks, reviews and tutorials for 3ds Max and other animation and graphics tools.

In addition to his popular Deconstructing the Elements series, Pete has also contributed to 3ds Max 4 Magic and 3ds Max 6 Killer Tips along with numerous papers available on his own website.



### Mark Empey

Mark is a CG Supervisor for Walt Disney Animation Studios. He began his career at Walt Disney in 1995 as a Technical Director for the Hydra character

in *Hercules*. Since then, he has lent his talents as Technical Director and CG Supervisor for several productions including *Dinosaur*, *Magic Lamp*, *Mickey's Philharmagic* and *Meet The Robinsons*. Mark recently wrapped up Disney's latest release *Bolt* and the forthcoming DVD short attachment *Let It Begin*.

Mark also created the award-winning animated short *The Chicken Story*.



### Matt Estela

Matt is a co director of The House of Curves. He started his 3d career working for animation companies in Sydney, and then moved to the UK to work with

acclaimed artist/sculptor Ron Mueck. Matt became VFX supervisor for award-winning and Bafta-nominated *Jackanory* specials for the BBC. He joined tHoC over a year ago and is currently developing a photoreal human pipeline structure which will be used to realise the upcoming short film *Swivel Head Ted*. He also actively freelances for many studios in London including Framestore CFC and The Mill. His latest work includes the hit commercials *Orange ORIGAMI* and *Ford Birds*.



### Beth Gardiner

Beth is Vice President, Original Programming and Development for Playhouse Disney. She oversees the development of new Playhouse properties with

creators and producers in Europe, the Middle East, Africa and Asia-Pacific. She is also supervising the new Playhouse series, *Jungle Junction*, produced by Spider-Eye in the UK. Beth was responsible for the production and development for some of Playhouse Disney's most successful series including Disney's *Little Einsteins*, *Mickey Mouse Clubhouse*, *My Friends Tigger and Pooh*, as well as the soon-to-be-seen live-action series *Imagination Movers*. She joined Disney Channel in September 2002 as Director of Development, from her previous position as a Production Executive for Nickelodeon.



### James Gentile

James is a Director of Animation and Motion Capture in the video game industry. He started in the industry in 1987 converting Konami arcade game animation

to the Amiga computer (...so long ago he had a wooden mouse) before joining Midway Amusement Games in 1989. Jim introduced Midway to Motion Capture in 1993 and the company has used that technology in every title since to produce animation. Jim has worked on over 30 published video game titles in coin-op, PC, PS3, XBox and Wii. His latest completed project was Midway's *Mortal Kombat: MK vs. DC Universe* and coming in 2009 This is Vegas and *The Wheelman*.



### Alice Guy

Alice joined Climax Racing in 2005 as producer for the SCEA *Fury Extreme* franchise. Her move into the games industry followed six years in large

scale project management and production. She progressed to the role of studio Production Director last year and is responsible for the management and development of the production, QA and audio departments; and spearheading production improvements across the studio.



### David Hellman

David is a graphic artist living in San Francisco. Before game industry work, he drew the surreal online comic *A Lesson Is Learned But The Damage Is Irreversible*.

That series explored themes of loss and confusion through experimental layouts and bold, splashy colours. *Braid* (designed by Jonathan Blow) was his first major game project, and it too explores the limits of its respective medium while carrying a heartfelt personal message.



### Ed Hooks

Ed is a pioneer in the teaching of acting theory to animators. He is the author of *Acting for Animators* and *Acting in Animation: A Look at 12 Films* and has lectured at

studios and animation schools the world over. He has taught for Disney on three continents, PDI/DreamWorks, Electronic Arts, Microsoft, Sony, Blue Sky, Black Rock, Ubisoft, Midway Games, Epic Games, Valve Software and many others.

He has taught in Australia, Brazil, Singapore and many places in between.



## Curtis Jobling

Curtis is the designer of worldwide hit children's television show *Bob the Builder*, and the author/illustrator of numerous children's books (including the

acclaimed *Frankenstein's Cat*. Although best known for his work in film and television, it is Curtis's widely collected paintings that make him one of the UK's most exciting and sought after artists.

Curtis worked for the Oscar winning Wallace & Gromit Aardman team, followed by time spent as a model maker and prop painter on Tim Burton's *Mars Attacks!*, before moving on to the BAFTA award winning *Bob the Builder*. His own show, *Frankenstein's Cat*, commissioned by the BBC, has been shown around the globe, picking up the Pulcinella award for Best Children's Show at the 2008 International Cartoons On The Bay festival in Italy.

Galleries on both sides of the Atlantic have exhibited Curtis's acclaimed Biteneck Beatniks and *Frankenstein's Cat* art shows, picture book paintings and limited edition prints.



## Scott F Johnston

Scott founded Fleeting Image Animation Inc. in 1997 to develop and produce animation combining traditional and computer generated techniques.

As Animation Special Effects Supervisor for Looney Tunes: Back In Action he oversaw the integration of the traditionally drawn characters into the live-action plates.

In 2001, he invented a method for applying CG lighting to drawn artwork. The result, Lumo: Illumination for Cel Animation, was presented at the Annecy 2002 Symposium on Non-Photorealistic Animation and Rendering. Scott was artistic co-ordinator on *The Iron Giant*, the technical director on *The Prince and the Pauper* and served on the team that brought the first digital ink-and-paint system, CAPS, on-line for *The Rescuers Down Under*. He was a principal designer of the ballroom sequence in *Beauty and the Beast* and contributed several effects to *Aladdin*. As CGI supervisor for *The Lion King*, Scott oversaw the development and production of all the computer-generated effects in the record-breaking film, including the climactic wildebeest stampede.



## Rachelle Lewis

Rachelle has been a professional recruiter in the animation and visual effects industry for over a decade. She runs her own company, Rachelle Lewis Talent,

which specialises in placing animation and vfx artists for film, gaming, and television studios worldwide, as well as representing a select group of animation directors, VFX Supes and show creators.

Previously, Rachelle oversaw the talent procurement for Digital Domain, the five times Academy Award winning visual effects company. She has also worked for Sony Pictures Imageworks and DreamWorks Feature as a recruiting consultant. Rachelle started her career in the animation/vfx industry through television animation as Director of Artistic Recruitment and Development for Klasky Csupo, best known for its Emmy Award winning TV series *Rugrats* and *Wild Thornberys*.

Rachelle lectures at art schools, universities, festivals and industry events throughout North America and Europe. She also acts in an advisory capacity developing the animation and vfx curriculum with numerous schools and works directly with professional artists in the area of career development.



## Ed Linley

Ed began his career like so many in the industry – by obtaining a degree in astrophysics and only then realising that it's much more fun to design games for a living.

He started as an artist at Elite Systems in Birmingham in 1995, rapidly moving on to design and then lead design roles. During a five-year period in America he led the design of several movie and comic book tie-in games before returning to England to join Blitz Games Studios.

Ed has been working at Blitz for just over three years, on titles including the Burger King games. He is currently Design Manager of the Blitz Arcade division, developing multiple titles with both internal and external teams. He might buy a telescope one day.



## Ian Livingstone OBE

Ian is a leading pioneer of interactive entertainment and fiction. In 1975 he founded Games Workshop with Steve Jackson and launched Dungeons

& Dragons in Europe, and the Games Workshop retail chain. In 1977 he launched *White Dwarf*, the UK's first interactive games magazine. In 1982, again with Steve Jackson, he devised *Fighting Fantasy*, the series of interactive game books that sold over 15 million copies in 23 languages. In 1992 Ian became Deputy Chairman of computer games company Domark, becoming Executive Chairman when the company merged with Eidos. At Eidos Ian was instrumental in securing many of the company's major franchises including *Lara Croft: Tomb Raider* and *Hitman*.

In 2002 Ian was awarded an OBE in the New Year's Honours List for his contribution to the computer games industry. He is currently Creative Director for Eido



## 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 many 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 body of 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 in 1992 and was awarded an honorary master's degree from Teesside in 2004.



## Tom Martinek

Tom has been working in the film business for over 23 years. Starting out as an assistant effects makeup artist on low budget horror films, he moved

on to production and screenwriting work for the legendary Troma Films company in New York. He later worked as a model builder and motion control camera operator for Apogee Productions headed by famed Star Wars veteran John Dykstra. After working as the Digital I/O Supervisor at Pacific Data Images South, he moved up to Northern California when he landed a job at Industrial Light + Magic in 1995.

Thirteen years later, he continues to work on many of Hollywood's biggest blockbuster films such as *Iron Man*, *Transformers* and *Pirates of the Caribbean 2*. While at Animex, Tom plans to do some location scouting for his upcoming imaginary film titled, *Bangers and Mashed: A Love Story*.



## Susumu Matsushita

Susumu began his artistic career in 1972 and went on to become one of Japan's leading illustrators. He is especially well known for his airbrush work

and original character designs. His novel artwork, from character designs for professional sports teams, through magazines, video games, corporate characters and more, has propelled him to the forefront of the Japanese illustration industry and his works continue to charm audiences today.

Susumu created all the characters for Capcom's Maximo series of video games and was the first Japanese illustrator to design the cover of UK video game magazine, *Edge*. In his home country, he has been designing cover art for the leading video game magazine, *Famitsu*, for over ten years.



## Ian Milham

Ian has a background in illustration, and began his career in 1995 doing background paintings for RPGs on the Playstation. He has worked as an

artist in games for thirteen years. The past three of those years were spent as Art Director on EA's *Dead Space*, a new big-budget survival horror title released in October Ian began his work at EA on *From Russia*

*With Love.* Before EA, he spent years at Lucasarts, working in partnership with Industrial Light + Magic on the Star Wars Episode 3 game. Ian is currently Art Director on an unannounced title for EA.



### Hideki Osada

Hideki is the Deputy Editor-in-Chief of *Famitsu* magazine which is the biggest and most influential weekly game magazine in Japan. Under the name "Kamikaze

Osada", he has played more than 3,000 games for the magazine's highly respected New Game Cross Review (preview score). He has a rich knowledge of past and present games from across the world.



### Clint Ourso

Clint is the Studio Project Management Manager at Volition, Inc. in Champaign, Illinois. He was previously the Lead Project Manager on Red Faction 2,

Saints Row and Saints Row 2, and produced and managed downloadable content packs for Saints Row. Clint has been at Volition for just under seven years, as the first project manager hired by the studio. He has played games all of his life and feels very fortunate to now have a career making them.



### Hans Rijkema

Hans began his career at SCAN, where for five years he was head of R&D (working mainly on train simulators for the Dutch and European railways) and as a

teacher of computer graphics and animation. In 1996 Hans joined Rhythm and Hues to start up the character rigging department, and is currently their Production Technology Lead. 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, 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*, *the Lion*, *the Witch and the Wardrobe*, *Evan Almighty*, *Golden Compass* and *The Incredible Hulk*.



### Cris Robson

Cris started as a 3d artist in 1999 working on freelance projects for children's educational software and TV. After several years of teaching others the basics of 3d,

he opened 3d-Palace – a website offering free video training, created in-house, for 3d artists and animators. Since its creation in 2002, 3d-Palace has grown to become the largest video tutorial website for 3d artists in Europe, serving over 100,000 members and Cris has produced several commercial training DVDs, which have been used by studios working in tv and film and even by the Metropolitan Police to recreate the Cutty Sark for press releases after the unfortunate fire that destroyed its hull.



### Chris Rose

Chris has over ten years experience in the broadcasting industry having started his career as a radio presenter on local RSL radio stations. He joined the BBC

in 1998 as a EPG scheduler before moving into live transmission in 1999. In 2001, Chris became the Acquisitions Executive for BBC Children's, responsible for sourcing and assessing pre-school and pre-teen programme submissions for the BBC. Most recently Chris worked as the Acquisitions Manager for CBeebies, serving as Executive Producer on commissioned and acquired animation for under sixes.

He has worked across a wide range of UK and global programmes, including *Mortified from the ACTF*, *Postman Pat* from Entertainment Rights, *Skunk Fu* from Cartoon Saloon and *Harry & Toto* from Handle & Spout. Chris joined HIT Entertainment in last year as the Programming and Development Director. His responsibilities include working with animation producers and studios to develop innovative new properties to add to HIT's rich catalogue of programming.



## Orion Ross

Orion is Vice President Original Content and Creative, responsible for managing the original content and creative strategy for Jetix Europe,

including the development of original series, the production of current series and branding across all on-air platforms. Before joining Jetix Europe, Orion was based in Hong Kong as Vice President, Creative and Original Content for Turner Broadcasting Asia Pacific. Since 2001 he has supervised the creative strategy for Turner's entertainment networks including eight Cartoon Network channels, Boomerang, and TCM. Prior to joining Turner, Orion spent seven years in Asia working on channel branding and on-air promotions for the Star Group and MGM. He has also written for film and television and worked in motion graphics and commercial production.



## Jason Sadler

Jason began his animation career in 1994 as a designer on *Where in the World is Carmen Sandiego?* for Broderbund Software. In 2000 he joined the

animation team at Mondo Media in San Francisco where he designed and directed the award winning *Heavy Metal Guy* series, animated on the cult *Happy Tree Friends* series and designed and directed the *Happy Tree Friends* special short, *Ski Patrol*. In 2005 he joined the visual development department at Blue Sky Studios to design characters and environments on *Horton Hears a Who* and is currently designing characters for feature projects in development. Jason has also worked on various educational products and toys for Leapfrog Enterprises.



## Charles Solomon

An internationally respected critic and historian of animation, Charles has written on the subject for many publications including the *New York Times*,

*TV Guide*, *Newsweek* (Japan), *Rolling Stone*, *The International Herald Tribune*, *Modern Maturity*, *the Hollywood Reporter*, *the Manchester Guardian* and *Amazon.com*. His work has also appeared in publications in across the globe including Canada, France, Russia, Britain, India, Taiwan, Israel, the Netherlands and Japan. His recent books include *The Prince of Egypt: A New Vision in Animation*, *The Disney That Never Was*, *Les Pionniers du Dessin Animé Américain* and *Enchanted Drawings: The History of Animation*. His latest book, *Disney Lost and Found*, was published in summer of 2008.



## David Sproxton CBE

David is the co-founder and Executive Chairman of Aardman. Together with co-founder Peter Lord, he has overseen the development of the company

from a two-man partnership to one of the pre-eminent animation houses in the industry. David has served as a producer, director or cinematographer on a number of animated projects at Aardman.

After graduating from Durham University, David decided to pursue filmmaking full-time. In 1972, David and Peter formed Aardman and in 1976, moved to their permanent home in Bristol, England. Their first professional creation was the character Morph, who went on to star in the BBC series *The Amazing Adventures of Morph*.

During this period, the duo made *Down and Out* and *Confessions of a Foyer Girl*, to which they applied the groundbreaking technique of using recorded conversations of real people as the basis for the script. Later, five more films called *Conversation Pieces*, using the same vox pop technique, were commissioned by Channel 4. Vox pop was also utilised in Aardman's Lip Synchrony series for Channel 4 which included Nick Park's Oscar®-winning short - *Creature Comforts*.

David co-produced Aardman's first feature film *Chicken Run*, made in association with DreamWorks, and also co-produced the Wallace and Gromit feature *The Curse of the Wererabbit* in association with DreamWorks. The CGI feature *Flushed Away* and the continuing development of further feature ideas. He is also involved in the many TV projects the studio is developing including *Angry Kid*, *Shaun the Sheep* and *Chop Socky Chooks*.



### Stuart Sumida

Stuart is a Professor of Biology at California State University San Bernardino. He is a comparative anatomist and paleontologist specialising in the biomechanics

and evolution of locomotion. Stuart has written three books and numerous scientific papers and his teaching focus is primarily on comparative vertebrate anatomy and human anatomy.

He has been an anatomical consultant to special effect artists and animators on over 30 feature-length films for such groups as Walt Disney Feature Animation, DreamWorks and Pacific Data Images, Warner Brothers, Rhythm and Hues, SONY Pictures ImageWorks, Pixar, Walt Disney Imagineering, and others. His work in the animation and special effects industries includes *Beauty and the Beast* and *Lion King*, *Mulan*, *Tarzan*, *Dinosaur*, *Cats and Dogs*, *Harry Potter*, *Lilo and Stitch*, *Scooby Doo I and II*, *Stuart Little I and II*, *Brother Bear*, *Shrek II*, *Chronicles of Riddick*, *Madagascar I and II*, *Chronicles of Narnia*, *Ratatouille*, *Kung Fu Panda*, and most recently *Bolt*.



### Haru Takahashi

Haru is the Vice President of Interarrows and the former Marketing Director at Eidos Japan. He is also an adviser for One NorthEast and DigitalCity for

their digital media technologies business in Japan. While working for Eidos Japan he published the Japanese version of *Tomb Raider* and the *Hitman* series. Also under the Eidos' Fresh Games brand, he helped publish unique Japanese games such as *Mr Mosquito* and *The Way of Samurai*.



### 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.



### Long Vo

Long is an accomplished illustrator/designer for various media including video games, web and print for companies such as *Marvel*, *DC*, *Capcom*

and *Harmony Gold*. In 2003, he co-founded *GaiaOnline.com* – an avatar-based internet community with over six million users. Long is the lead sprite designer on the upcoming *Super Street Fighter II Turbo HD Remix* game for *XBLA* and *PSN* download.

### Andrew S Walsh

With 35 computer games credits and counting, Andy is a dedicated games player as well as writer, story designer, voice over director and story consultant. He has worked for companies including *Ubisoft*, *Electronic Arts*, *Sony*, *Creative Assembly*, *Egosoft*, *Jadestone*, *Ninja Theory* and *SEGA* with his titles include *Prince of Persia*, *Harry Potter* and the *Order of the Phoenix*, *Harry Potter* and the *Half-Blood Prince*, *Heavenly Sword*, *Medieval 2: Total War* and *Dirk Dagger* and the *Fallen Idol*. He has published articles on the subject of games writing for the *Writer's Guild of Great Britain* and in *The Writer's Handbook*, 2005. Andy has extensive experience working with education projects across primary, secondary and tertiary education and has written chapters for all three of *IGDA's* writing for games series.



### Mark Walsh

Mark studied character animation at the famous California Institute of the Arts. His award-winning student film, *Extra Crispy*, caught the eye of Pixar Animation

Studios in 1997. Since then, Mark has lent his talents to *A Bug's Life*, *Toy Story 2*, *Monsters Inc*, and *the Incredibles*. He developed the character of Dory as a Directing Animator on *Finding Nemo*, and most recently worked with Brad Bird as a Supervising Animator on Disney–Pixar's Oscar® winning film, *Ratatouille*. Raised on old Hollywood musicals and Disney cartoons, Mark enjoys emphasizing character and entertainment in his work. He feels strongly that hand crafted character animation still has the potential to push the boundaries of entertainment.



### Ken Wong

Originally hailing from Australia, Ken is an art director at Spicy Horse, a games studio in Shanghai. He recently created the visual style and lead the art

team on American McGee's *Grimm*, an episodic PC game. He has previously served as an art director at Enlight Software in Hong Kong, and has done freelance illustration and concept for various book, game and other entertainment companies.



### Doug Wood

Doug has spent the past 11 years of his 15 year career at Valve working as an animator and game designer. During his time in the industry, he has worked on a

variety of games, including *Half-Life*, *Half-Life 2*, *CounterStrike*, *Team-Fortress 2*, *Duke Nukem 3D* and *Left4Dead*. As a character animator, Doug helped shape the Source engine's animation system, focusing on techniques which allow animators and designers to quickly create and modify choreo scenes.

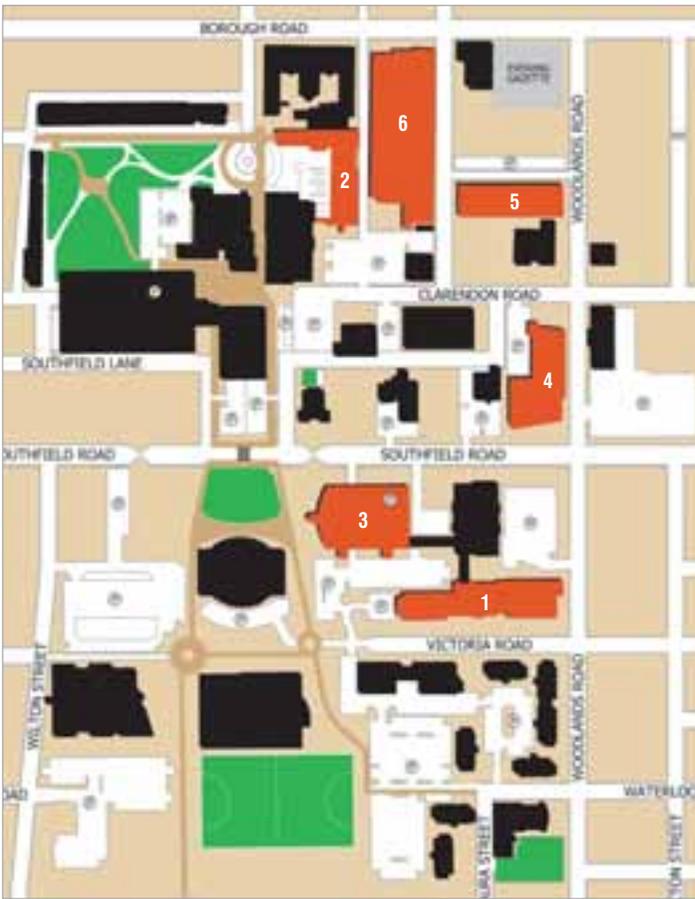


### Jim Zubkavich

Jim is an illustrator and project manager at UDON Entertainment. He has tackled projects for a wide array of companies including Hasbro,

Sony, Warner Brothers, Capcom, Konami and Marvel. Jim is a project manager on the upcoming *Super Street Fighter II Turbo HD Remix* game for XBLA and PSN download.



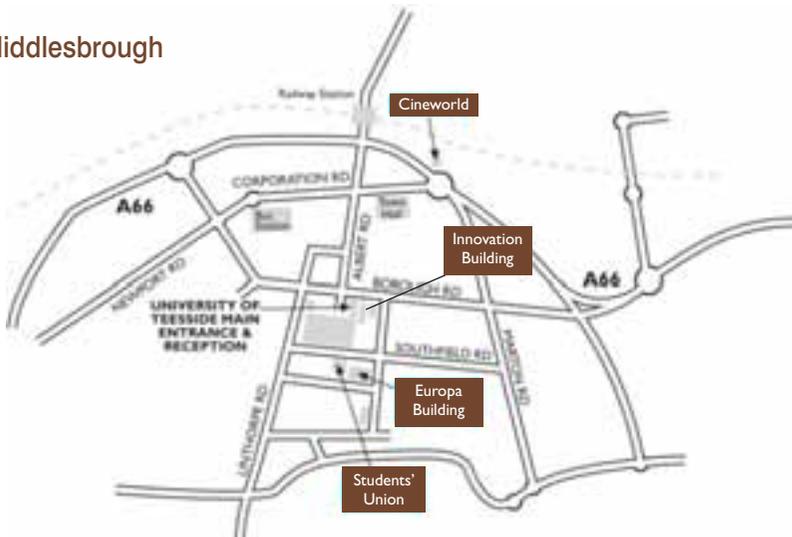


# Maps

## University Campus

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

## Middlesbrough



# Contacts

**For conference help and advice please contact:**

**Angela Ackerley**

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As well as our partners we would also like thank the many volunteers and individuals who work incredibly hard to deliver a fantastic festival year in, year out. A big thanks also to you our audience, our fantastic speakers and contributors and the executive team that plan and work all year round to get Animex organised.

## Animex Executive Team

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## Festival Support

**Dave Muckle** - Official Animex Photographer  
www.bookapicture.com

**Alan Brayshaw** - Transportation Manager

**Isabelle Bimson** - Awards Support

**Steve Thompson** - DigitalCity

**Andrew Vause and John Tallon** - Technical Support

**University of Teesside Schools & Colleges Partnerships**

In the last ten years Animex has relied on the unwavering support of many people, many volunteers who give up their time ensure that the festival can actually go ahead. The Executive Team would like to take this opportunity to thank everybody who has been involved over the last decade and we look forward to your support into the next.

**Many thanks.**

**See you in 2010!**

## Partner and Sponsorship Opportunities

If you would like to support the festival and become a festival partner, contact Carmen Thompson at carmen@animex.net.

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