

# Animae Caribe

Animation and Digital Media Festival

# CALENDAR 2017

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High Commission of Canada  
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Animation and Digital Media Festival

**INTERNATIONAL NETWORKING**  
**PIPELINE GENERATION**  
**SKILLS TRAINING**  
**IP DEVELOPMENT**  
**AWARDS**  
**MARKETING AND PROMOTIONS**

The **Animae Caribe Festival** provides an active platform for the development to the Animation Industry and the diversification of the economy of Trinidad and Tobago.

The rapid advancement of technology has made computer animation available to the masses and the animation industry is one of the fastest growing industries in the world. With global growth from US\$122.20 billion in 2010 to a projected US\$242.93 billion in 2017, the animation business has become a key component in several different industries other than entertainment – in business, advertising and marketing, education, science, medicine, criminal investigation to name a few.

The current animation industry is influenced by large multinational studios as well as TV broadcast companies and cable channel companies. They are engaged in activities from pre-production to distribution, as well as new sources of revenue such as online podcasts and intellectual property licensing.

The highly labor-intensive process behind animation production means that work is very often shared across countries and even continents. The multinational studios leverage various forms of partnership, co-production and joint ventures with global partners. From the point of view of the major studios, co-production can provide flexibility while working with small studios and bring new and fresh creativity from other countries.

This Animation industry, fosters innovation and creativity and builds upon the cultural attributes, indigenous skills and talents of our citizens, can provide a viable platform for diversification of the economic base and export earnings of the country. With 15 years of solid experience in the region under its belt, the Animation industry in Trinidad and Tobago is well poised to be a significant player in global markets.

## Welcome to our Guests



### Ceylan Shevket Jawara

Ceylan Shevket Jawara is currently the Head of MPC University and was previously the Head of Technical Animation at Academy Award winning VFX studio MPC (Moving Picture Company). MPC are the people behind the Visual effects of countless blockbuster movies including the Harry Potter franchise, X-Men, Maleficent and Oscar winning The Jungle Book. As Head of Technical Animation, Ceylan managed a team of Visual Effects Artists who help bring filmmakers visions to life, animating everything from fantastical creatures, to dynamic crowd simulations and larger than life scenes of destruction.

With more than 10 years experience working on major feature films, Ceylan's filmography includes Harry Potter and the Half Blood Prince, The Chronicles of Narnia, Clash of the Titans, Life of Pi and Disney's latest adaptation of The Jungle Book. In her current role as head of MPC University she is focused on training and upskilling artists across four global sites and 18 artistic disciplines.

### Joan Vogelesang

Joan Vogelesang is a seasoned consultant specialized in international business development, SME globalization and education. Joan has been President and Chief Executive Officer of Toon Boom Animation Inc. from 1998 until 2014. Under her leadership, Toon Boom continued to maintain its position as a world leader in digital content and animation technology not only in high-end studios but also in education and consumer markets using the online platform.

Joan has over 35 years of experience as a senior executive responsible for the product design and engineering teams, international business development, customer care and operational management in large and smaller organizations.



### Bruce Smith

Bruce W. Smith is a feature film character animator, director and television producer. He is best known as the creator and executive producer of the Disney Channel hit show The Proud Family and for supervising the animation of the evil villain Dr. Facilier in the Walt Disney animated film The Princess and the Frog. Smith studied animation in the Character Animation program at the California Institute of the Arts.

In 2012, Smith transitioned back into the director's chair at Disneytoon Studios. Smith created and directed hilarious 3D shorts for the Planes, Planes Fire and Rescue and Tinkerbell franchises. Most recently, Smith joined Warner Bros. Animation to develop and executive produce a yet-to-be-titled animated comedy series.

### Neil Riley

Neil Riley is a freelance Vfx supervisor in the UK. He has 20 years experience working on Vfx projects that cover a range of styles and media, from Stop-frame, through 2D to fully CG projects. He has worked on hundreds of commercial projects at passion pictures for the likes of Sony, Audi, Nike, BBC Olympics, Duracell, Toyota, CTM. His work includes promos for Gorillaz, Robbie Williams, Coldplay and cinematics for the Rockband game series. He has created visuals for some of the largest projection event spaces including, the Burberry launch party in China, Hyundai Fan Dome for Euro 2016, Gorillaz performances at EMA, The Brits and the Grammy's. He has worked on various feature projects most recently creating stop frame animation for 'Miss Peregrine's home for peculiar children' with Tim Burton, and 'Hugo' with Martin Scorsese.



### Caiphus Moore

Caiphus is a Trinidadian American artist who currently resides in Oakland, California. He has spent most of his professional artistic career creating artwork for the video game industry and currently works as a Senior Artist for Electronic Arts (EA). A graduate of the Maryland Institute, College of Art, with a degree in Painting, Caiphus has always been inspired by the natural human form. He creates art on a variety of mediums; from traditional canvas to 3D sculpting. His main focus is to create a synergy between his love of fine art, gaming and multimedia.

### Moisés Regla Demaree

New media artist born in Cuernavaca, Mexico. His work ranges from videoart to installations to live performances, mixing visual arts with different disciplines like dance, theater, sound art and performance. His work has been shown in different countries like Spain, Canada, USA, Colombia and Mexico, and has been featured in exhibitions and museums such as the Reina Sofia in Madrid and the Exteresa Arte Actual in Mexico City. Moises is the Projection design director at Medusa Lab, a company specialized in the development of creative concepts to create unique experiences through technological innovation.



## GECKO PROJECT

This UK/Caribbean collaborative animated production is proposed as a feature length series about the Gecko that brought colour to London. Led by Melwood Pictures of London, the project is aimed at investors, private and public sector for the investment into an IP project that will encompass the skills of international and regional professionals in the field of producing animated content for distribution. The concept is loosely based on the life story of Lord Kitchener.

## AWARDS

This year we recognize with award –

### The Best Gecko Pitch – 2 Awards

- To be presented at the Workshop 1 after the Gecko Series Development workshop

### The Best UTT Student Animation Award

### The Most Promising Animator Award

- To be voted on at the UTT Alumni Screening event

### Best Story

### Best Concept Design

### Best Characters

### Best Cultural Representation

- The top four IP projects who have come through the Great 8 Project