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**Boom! CTIAF speakers set to rock FAME Week Africa**

The Cape Town International Animation Festival (CTIAF) is a reflection of the local animation industry and business is booming! With this in mind we have split our festival into two incredible events. Joining FAME Week Africa, which is held alongside MIP Africa, 24 – 26 August 2022, in the magnificent Host City of Cape Town, this event is set to become the continent’s unrivalled cornerstone of business development for the film, arts, media and entertainment industries.

Join us as we showcase some of the planet’s most talented animators and industry specialists. Here’s a snapshot of what you can get animated about:

**Camille Eden** joined Nickelodeon as Vice President, Recruitment, Talent Development and Outreach in January 2020, where she leads the recruitment for Nickelodeon Animation, finding and placing new talent that will help develop a growing slate of series and feature productions.

Previously, Eden spent nearly a decade at Walt Disney Animation Studios as a talent acquisition and outreach manager, where she built a reputation for promoting diverse and inclusive hiring practices while helping staff projects like *Frozen* and *Frozen 2*, *Wreck-it Ralph*, *Moana* and *Big Hero 6*. She’s also worked her magic across recruitment and production at Sony Pictures Imageworks, DreamWorks and her current home, Nickelodeon.

Eden’s team has staffed roles on both big kids and preschool animation across television and movies, including *SpongeBob SquarePants*, *The Patrick Star Show*, *Rugrats*, *Big Nate*, *Star Trek: Prodigy*, *Blaze and the Monster Machines*, *Monster High*, Transformers: *EarthSpark* and many more to come.

**Colin Payne**

CEO of the Triggerfish Academy, Payne was deeply involved in the fledgling animation industry in South Africa, being a board member of Animation SA at the time and one of the founders of the AnimationXchange.

He then moved into the museum sector as an exhibition designer, gaining experience in education and information design. He developed an interest in experience and user experience design, becoming a partner at Polymorph, an app development company, where he built and managed their design department as Chief Creative Officer.

Following that he became CEO of Sozo Labs, a VR and AR company, after which he joined the Triggerfish Academy.

**David Prescott** is SVP Creative at DNEG Animation. With a career spanning more than three decades, he has served as creative supervisor on a wide range of award-winning projects, including 'What Dreams May Come', 'Fight Club', 'X-Men', 'Transformers', and 'Rise of the Guardians'.

In addition to his creative achievements, David holds an impressive history of technical innovations, from creating the first 'L-system' tree ever to be used in VFX to designing a pre-vis system that allows for motion-control model sequences to be determined prior to shooting. He also closely collaborated with Erik Nash and Roger Deakins on the colour process for ‘Oh Brother, Where Art Thou?’, the first film to use an all-digital colour grading process.

Prescott currently oversees all aspects of Creative Production for DNEG Animation, devoting his energy, experience and technical vision to helping filmmakers bring new ideas to the screen.

**Dianne Makings** is the Festival Director of the Cape Town International Animation Festival - the largest event of its kind in Africa - and has had great success in creating a platform for the art and business of African animation.

The programme is designed to inspire and build both the local industry and audiences, by exposing them to world class talent and content through screenings, talks, workshops, masterclasses and extensive B2B engagements.

Makings is also a producer / writer, working on a range of commercials, campaigns, short films and development projects. She recently finished producing the animated short film ‘Troll Girl’ and is currently producing a short film for Triggerfish Animation Studios.

**Esther Pearl** has spent over 20+ years working in Production Management, with the majority of her film careerat Pixar Animation Studios where her feature film credits include Academy Award winning films *The Incredibles, Wall-e,* and *Monsters, Inc*. Outside her work at Pixar her credits include films such as *Titanic, Starship Troopers, Armageddon,* and *What Dreams May Come*.

Pearl became deeply committed to closing the gender gap in the film and media industry. In 2012 she founded Reel Stories, the first filmmaking and film training program for young women and female identified people led by industry professionals.

Since Reel Stories’ formation in 2012, Pearl has helped produce over 100 short films created by women and female identified people and more than 1 000 people have attended Reel Stories film training programs. In 2020, with Pearl’s guidance, the Reel Stories programs became virtual and within one week they began training people across the country and internationally.

**James Matthes**, CEO and Co-founder at Pressure Cooker Studios, leads a team of 15 ear-bending creatives with a focus on elevating the sound of media through their music and audio design.

With more than 12 years of experience since Pressure Cooker’s inception, James has composed, designed and supervised music and audio on some 30 long-form narrative projects for studios and networks such as Netflix, Disney, Sony and Syfy.

Matthes is most proud of the work Pressure Cooker Studios collaborated on with local animation clients such as Sunrise Animation, Triggerfish, Strika Entertainment and Formation Animation.

He is currently focused on building a platform for talent to flourish in South Africa.

**Jeani Varty** is a young director who specialises in storyboarding and visual development for 2D animated short films. Varty majored in animation and screenwriting at AFDA and her first foray into the industry was through storyboarding for Chocolate Moose Studios based in Canada. Varty has since received further training in Paris at Gobelin l’ecole image for storyboarding and facilitation.

**JP Giancano** is an Autodesk Media and Entertainment Technical specialist and
experienced technical director with a robust history in animation industry with skills in 3D graphics, computer animation, video compositing and music production. He is an astute business development professional with a focus on the media and entertainment industry; interactive technology; video; 3D graphics and special effects

**Kara Oropallo** is the VP of Training, Outreach and Artistic Development at DNEG Animation and is passionate about connecting animation artists and managers with the tools and networks they need to succeed. Oropallo spends half of her time talking up DNEG Animation at industry events and schools, and the other half internally structuring and delivering training programs that support our workforce.

Prior to joining DNEG, Oropallo conducted workshops and training programs with numerous studios, including DreamWorks Animation (Feature & TV), Netflix Animation, Skydance Animation, Paramount Animation, Reel FX Animation, and Mikros Animation.

She co-hosts You’ll Think of Something, a creative management podcast that provides a space for focused discussion on how to be a productive creative person on a team, in personal work, and in life.

**Kaydee De Villiers** specialises in animation development, project management and production and has produced content across multiple platforms, overseeing the creation of content from idea to production greenlight and distribution. De Villiers has also consulted broadly with international animation studios, including on features for Parovos (Russia), Glassworks (Amsterdam and London) and Preymaker (New York).

**Marcin J. Sobczak,** owner of THIS WAY PUBLICITY, has worked in the film industry for over 13 years, supporting sales and production through film development, working on more than 50 films, running international campaigns, and recently handling the international Academy Awards campaigns.

Sobczak graduated from the Film and TV Production Faculty at Lodz Film School in Poland and is now working on becoming a producer. His work includes Nomadland, Promising Young Woman and Enforcer.

**Nathan Stanton** began his career in story at Pixar in June 1996 as a story artist for Pixar’s second feature film, “A Bug’s Life”, and has worked on many of the studio’s successes since then.

Stanton has contributed his storyboarding talents to “Toy Story 2,” “Monsters, Inc.,” and the Academy Award® winning feature films “Finding Nemo,” “Ratatouille”, “WALL•E”, “Brave”, and “Coco”. He also served as Head of Story for “Cars 2” and “The Blue Umbrella” short.

Most recently, Stanton moved from Pixar TO become an independent contractor, working on several different Animated and Live-Action projects; story consulting on the Netflix documentary ‘Crip Camp’; and currently running a 12 week Story Lab program for local talent in Africa for Triggerfish Animation & Netflix in Cape Town, South Africa.

**Rita Mbanga** has 20 years of experience working in animated and live-action feature films, commercials, short films and TV series.

Mbanga is part of the team behind the Jungle Beat animated brand, a TV series has been broadcast in over 180 countries and has a YouTube audience of around 200 million views per month. “Jungle Beat: The Movie” was selected for the feature film competition at Annecy 2020; was acquired by Netflix; and in 2020 ranked in Netflix’s Top 10 Movies globally, reaching 3rd place in the US. Jungle Beat: The Movie 2 is in production and an epic family adventure is now in prep.

**Zulema Uriarte** joined the Inclusion Strategy team at Netflix in 2021, where she is

supporting the Netflix Animation Studios. Prior to Netflix, Uriarte worked at The Walt Disney Company for nearly a decade, much of which was spent supporting the Walt Disney Animation Studios.

Uriarte joined Walt Disney Animation Studios in 2011, initially as part of the recruitment team, then transitioned into the Talent Development and Outreach department where she focused on expanding talent pipeline streams to include historically marginalised communities. In 2016, she joined the Human Resources team at WDAS focusing on Diversity & Inclusion, Talent Planning, Leadership Development and Mentorship.

Don’t miss these exceptional speakers who are changing the face of the global animation industry daily. See us at CTIAF Pavilion and theatre at CTICC 2, 24-26th August 2022