	CTIAF 2024 programme	
	Sunday 28th of April	Time
	You're cordially invited to join us for breakfast as we get ready for Acting for Animators	08h30 - 09h00
	Just like actors on stage or screen, animated characters must convey convincing performances that captivate and hold the audience's attention. Acting for animators involves understanding the nuances of body language, facial expressions, and timing to deliver performances that feel authentic and compelling. Ex Cirque du Soleil performer; Daniel Buckland is an expert in clowning, mime, physical theatre and storytelling. Daniel has leveraged his expertise to breathe life into animated characters, infusing them with personality, depth, and resonance.	9h00-10h45
	Boy Kills World explodes on cinemas during Comic Con Weekend. We ask Esther Pearl and Clyde Beech to take us behind the scenes on how they created the look n feel of the Animated Titles.	11h00-11h45
	Compositing as a tool for Storytelling. Byron Tofas from Preymaker gives us insight to how compositing can work hand in hand with story to craft visually stunning narratives that resonate with audiences on an emotional, thematic, and symbolic level. By harnessing the power of compositing, storytellers can elevate their storytelling to new heights, immersing viewers in captivating worlds.	12h00 - 12h45
	Join Jeani Varty for a fun-filled Dish and Draw session	13h00-13h45
	Viewers were thrilled when local comedy Twende made it to screens. The team behind it including Jena Gien, Nick Cloete and Greig Cameron from Minds Eye Creative tell us about their journey with our favourite pangolin.	14h00-14h45
	Free Lives our journey, our titles and how to get into games - how we work, previous and upcoming titles, advice for getting into the games industry from other related industries.	15h00-15h40
	Come and say hi at our "Hi" Tea and meet Lola Aikins as she presents her new k ickstarter campaign for her new short film 'Naledi '	15h45-16h30
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	Join Grant Steyn from Chocolate Tribe as he leads us into the art of digital sculpting and texturing techniques to breathe life into your creature designs. Discover how to sculpt intricate details, define textures, and add realistic materials to create creatures that are as visually stunning as they are believable.	17h00-17h45

