

- 1 Festival center (accreditation centre, Guest service, Festival Shop, Children's corner)
- 2 J. K. Tyl Theatre / Puppet Theatre / Ticket offices
- 3 Světozor Cinema
- 4 Beseda
- 5 Zlatá hvězda
- 6 Puppet Theatre
- 7 House of Štěpánek Netolický
- 8 Schwarzenberg Hall
- 9 Castle Café
- 10 Roháč
- 11 Masaryk Square
- 12 Festival Tent
- 13 Castle park
- 14 Aurora Cinema



FESTIVAL DAILY THURSDAY 4.5.2017



"THE POTENTIAL OF GAMES IS WHAT'S EXCITING"

Luke Whittaker heads the independent game development studio State of Play that has produced a number of games including Lumino City, awarded the BAFTA Award for Artistic Achievement, KAMI, KAMI 2, and INKS. In case you haven't come across any of these games, remember that it's primarily their artistic style what makes them irresistible.

Luke, is there anything connecting the games produced by your studio?

Definitely the way we make them. For example we built the game worlds in Lumino City and KAMI by hand from paper and cardboard. We wear our intentions pretty close to the surface and we don't hide behind a style of someone else's, or the generic look some 3D software creates. Plus we enjoy getting our hands on what we're making, not just working on a screen all the time.

How did you get involved in the gaming industry?

At art college I was always making animations, and a few years later I learned to make them interactive, which led naturally to my first job where I made Flash games, doing the code and the design. With both those skills I could then go independent, becoming a freelance Flash animator and making online games independently. And

this then led to creating mobile and PC games and eventually the establishment of State of Play.

Do games give you enough space to express yourself?

When I consider creating other artworks like illustrations, painting or graphic design, those media often seem somehow lacking in comparison to what you can do with a game where you combine illustration, animation, music, and interactivity. Yes, there are quite high technical barriers with creating games which cause headaches sometimes, but the potential of games is what's exciting. There's so much we can say to people with them, so much enjoyment we can create, so many ideas you can pack a game with.

Is there some feature you keep revisiting in your games?

I'm very interested in how we can use interactivity to help convey ideas. Games

haven't been great at this in the past. It was much better to read a novel, watch a film or look at a painting if you were after something to think about. But I think now's the time when we can imbue our games with an atmosphere and points of view which mean something to people on a human level.



Business Bistro - VR Day from 10 a.m. to 6 p.m. Business Bistro

The first day of the Business Bistro (BB) focuses on virtual reality projects. You can look forward to a case study by Brainz VR who will also share their experience with the preparation of a play in virtual reality, or a presentation by the Etnetera Group on their preparation of the VR Christmas event VRnisáž. You will also learn about the DIVR Labs studio and their hit VR game Blue Effect, and AV MEDIA will tell you what they think about the possibilities of optical tracking. And finally you can find out how Czech departments of animation and their student films are doing.

EXHIBITIONS

- 10:00–18:00 Jiří Šalamoun: Giant Dog of Animation (House of Štěpánek Netolický)
- 10:00–18:00 Puppets Are Alive! (House of Štěpánek Netolický)
- 10:00–18:00 Italian Animation (J. K. Tyl Theatre – Foyer)
- 10:00–18:00 Room (Festival centre)

MUSIC PROGRAMME

- 20:30 Mourek & Urbánek (Festival tent)
- 21:30 minus123minut (Festival tent)
- 22:30 DJ Aid Kid (Festival tent)

THEATRE

- 10:00 Pinocchio (Castle park)

ACCOMPANYING PROGRAMME

- 14:00 Meeting with filmmakers (Castle Café)

FESTIVAL CENTER

- 08:00–20:00 Samsung VR zone a Game zone (1st floor)
- 13:00–18:00 Children's playroom (1st floor)
- 08:00–20:00 Alza virtual zone (2nd floor)



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- Translation:** Lukáš Wicha
- Illustration:** Marek Náprstek
- Comic:** Jan Saska
- Design:** Jan Šimsa

IT equipment for the festival was provided by ARGON systems Třeboň.

Complete festival programme ↓



TIPS FOR TODAY

Live soundtrack 7:30 p.m. J. K. Tyl Theatre

This year's Anifilm has something very special in store for its visitors. They can look forward to a special screening of the cult Czech-French allegorical film *Fantastic Planet* made in Jiří Trnka's studios in Prague. Its live soundtrack will be performed by Aid Kid who will be joined by the electronic music producer Tomáš Havlen, cellist Terezie Kovalová, and pianist Jiří Libanský.

Zoetrope to die for 9:30 p.m. J. K. Tyl Theatre

Few of the prehistoric and pre-film animation techniques have recently experienced such comeback as the zoetrope. Contemporary authors are bringing this 5,000 year old system back by using 3D printers and LP records. Today, you will have a chance to watch a special selection of films animated using the zoetrope, food, and in some cases a combination of both.

“WE WANT TO CONNECT PROFESSIONALS WITH STUDENTS AND GRADUATES”

The Business Bistro (BB) is open 4th and 5th May in Měšťanská Beseda at the Masaryk Square. Few questions for main organizers Tomáš Rychecký and Miroslava Janičatová.

What led Anifilm to open the Business Bistro?

We were motivated to create this platform by the lack of opportunities in the Czech Republic for animation students and professionals to meet. These two parts of the animation industry need one another and we want to help out by getting them in one place at the same time.

What form will this meetup have?

Representatives of animation, postproduction and game/VR/AR studios will have their own stands in the BB where they will present their projects. Anyone with festival accreditation can find out what's on offer and how the individual companies work, and give them feedback immediately. The participants will also present 30-minute case studies. Students can wait for businesses to approach them and then arrange an internship, however, we encouraged students to bring their portfolios and offer their services actively. We're motivating them to embrace mobility and self-reliance. But we also made things a little easier by publishing job openings at several companies on the BB website.

What will the two days of presentation bring to the participants?

The BB is not primarily just for students and recent graduates. It's also meant to be a meeting place for professionals where they can present their new projects, discuss current trends and negotiate collaborations and co-productions. Ideally, BB could also serve as a source of feedback for schools and universities on what to include and emphasise in their syllabi, what employment opportunities are waiting for graduates, etc.



What should someone interested in a 1:1 meeting do?

They will have to arrange it on their own either by visiting the stand of the company they're interested in or by looking it up in the festival Industry booklet, where we've provided contacts for all the participants, and getting in touch. We recommend using the café by the BB for these meetings.

Was this Industry event inspired by some existing model?

We know that some festivals abroad have similar job markets, but we didn't study them in detail.

What is the primary aim of the BB?

Definitely to connect professionals with students and graduates looking for work in Czech creative and cultural industries. But it's also meant to provide space where people can share ideas, discuss new projects and technologies, and negotiate collaborations and co-productions.

Can you tell us what companies will be presenting at the BB?

All confirmed participants and the times of their presentations can be found in the festival booklet as well as on the BB website: www.anifilm.cz/cs/businessbistro

WHO'S ON JURY DUTY THIS YEAR?

As every year, the jurors of the Anifilm international competitions will have their hands full. Once again, the festival is proud to welcome authors, theoreticians and curators from various countries and continents. Some of them are connected to this year's festival theme, such as the Italian animator **Magda Guidi** or the curator and pedagogue **Chiara Magri**. With the Czech director **Lucie Sunková**, famous for her mastery of paint-on-glass animation, producer **Pavla Janoušková Kubečková**, and film historian and theoretician **Sylva Poláková** completing the ranks of female jurors, women will outnumber (probably for the first time in the festival's history) men in the juries this year. Třeboň will also host masters of atypical animation techniques – the renowned Argentinian animator **Juan Pablo Zaramella**, and the Serbian animator **Miloš Tomić** who studied at the Film and TV School of the Academy of Performing Arts in Prague. The jury will also include the famous Belgian director and screenwriter **Stéphane Aubier**, co-author of the cult film *A Town Called Panic*, and the curator and producer **Mihai Mitrica**, founder of the Romanian festival Anim'est.

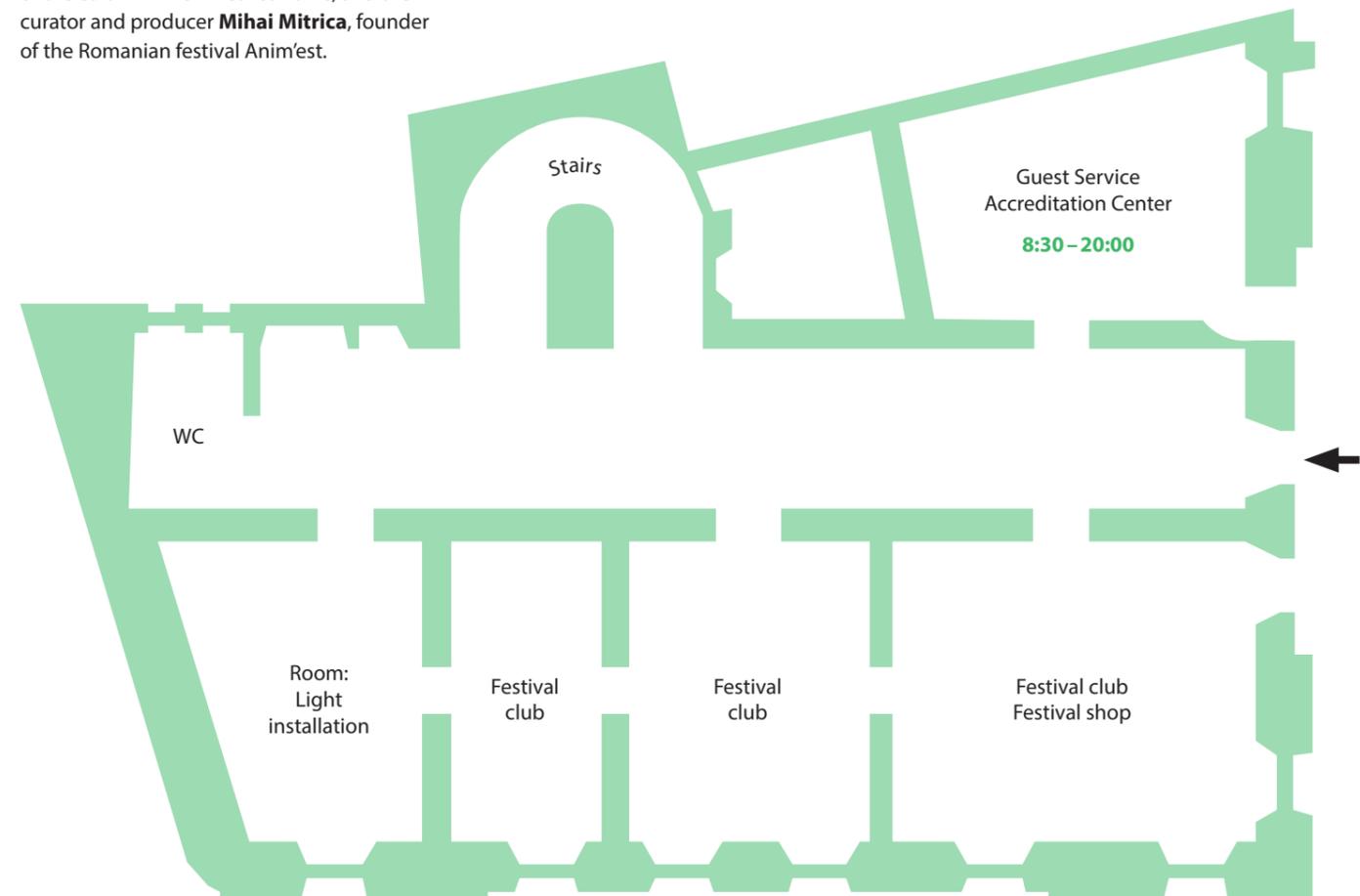
ANIMATED ICE CREAM AND OTHER CURIOSITIES

The history of animation is full of distinct filmmakers that weren't afraid to stray from the beaten path. Although the scene was formerly dominated by hand-drawn and puppet animation, with 2D and 3D computer animation taking over more recently, fringe techniques always managed to find a way onto the stage and show us that not only can animation be done in various styles but also that it can bring to life almost anything. This year, Anifilm will introduce truly rare and curious animation techniques: pinscreen animation, LP record animation, zoetrope cakes, glass, light, snow, water, wave, ice-cream, and gingerbread animation... All presented in thematic screening blocks. Two of the blocks are dedicated to rare techniques used in Czech (and Czechoslovak) animation and the *What Can Animation Bring to Life?* block is designed for children aged five or older.

ANIMATED FILMS IN DEVELOPMENT

What animated feature films are currently in development in Central Europe and how far are they? We went through the most interesting projects and picked *The Insects* by Jan Švankmajer, presented by his producer Jaromír Kallista, *Harvie and the Magic Museum* by the director and producer Martin Kotík, *The Meaning and Mystery of Life* by Petr Vachler, the Polish project *Squeek* by Robert Jaszczurowsky and Łukasz Kacprowicz, and finally the Austrian film *The Paperman* by Johannes Schiehl. You can learn more about these intriguing projects today at the **Works in Progress** event. 3:00 p.m. in the Schwarzenberg Hall.

THE HOUSE OF ANIMATION: GROUND FLOOR



© HONZA SASKA (2016 ANIFILM WINNER & OSCAR SHORTLISTED)