

2014 Wage Survey • pages 6-7



ANIMATION GUILD AND AFFILIATED ELECTRONIC AND GRAPHIC ARTS
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Animation Work In and Around Los Angeles

Per request, we've gathered information about union animation work going on in L.A. I've had assistance from staff and members, and have tried to be *fairly* comprehensive, but I'm sure there are gaps, omissions, and (horrors!) an error or three.

Bento Box:

Bob's Burgers -- *Prime time show well into new season*
Brickleberry -- *Comedy Central show near end of season*
Border Town -- *New Macfarlane show in the front half of series order.*

Cartoon Network:

Over the Garden Wall -- *Micro series that's now completed*
The Powerpuff Girls (Rebooted) -- *Not yet in production*
Adventure Time -- *Has greenlight for Season #6*
Regular Show -- *Also greenlit for Season #6*
Rick And Morty -- *Adult Swim series -- non-union -- done at Starburns Industries/Rick and Morty, LLC.*
Uncle Grandpa -- *2nd season underway*
Clarence -- *2nd season underway*
We Bare Bears -- *New series working on 1st season*
Mixels -- *A Lego property done as series*
Ben 10 -- *Winding down, but up for a future reboot*
Steven Universe -- *ongoing*
Black Dynamite -- *ongoing*

Disney Television Animation:

Wander Over Yonder -- *Okayed for a 2nd season*
The 7D -- *Solid ratings, should get 2nd season pickup*
Mickey Mouse shorts -- *Produced in Canada, with pre-production in Glendale*
Gravity Falls -- *Now wrapping up 2nd season*
Randy Cunningham: 9th Grade Ninja -- *Pre-production at Titmouse (dba Robin Red Breast)*
Sophia the 1st -- *Third Season for this hit show*
Penn Zero: Part-Time Hero -- *Season #1*
Jake and the Neverland Pirates -- *4th and likely last season*
Pickle and Peanut -- *Long development time for this series*

(see ANIMATION WORK IN LA, page 3)

All about hourly guarantees

The wage survey on pages 5 and 6 has a small but very important note in the header:

For comparison purposes, all salaries are computed on a forty-hour week.

The minimum wages in the collective bargaining agreements are calculated based on a forty-hour week — that is, without any overtime. However, a lot of members’ wages are calculated to include a set amount of what’s sometimes called “pre-paid overtime” — a certain number of additional hours that are paid as overtime, regardless of whether they are worked.

The wage survey adjusts all responses to reflect a forty-hour week, because it would be almost impossible to compare a weekly salary based on forty hours of straight time with a salary that includes pre-paid overtime. For example, let’s say you’re paid \$2,200 per week, based on a fifty-six-hour week — that is, forty hours of straight time plus sixteen hours of time-and-a-half overtime.

To calculate your salary based on a forty-hour week, you would need to do the following calculations:

Subtract 40 from 56: $56 - 40 = 16$
 Multiply 16 by 1.5: $16 \times 1.5 = 24$
 Add 40 and 24: $40 + 24 = 64$
 Divide your weekly wage by 64; the result is your hourly wage: $\$2,500 \div 64 = \39.06
 Multiply by 40 to get your forty-hour salary:
 $\$39.06 \times 40 = \$1,562.40$

That’s a difference of over \$900 per week between your pay and the forty-hour-per-week salary on which the CBA minimums and the wage survey are based.

The hours per week on which your salary is based should be on your paystub; if it is not, or if you have any questions about how it’s calculated, ask your payroll department or call the Guild office at (818) 845-7500.

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ANIMATION WORK IN LA

(continued from front page)

Sheriff Calley's Wild West Show -- *Pre-production at Wild Canary Animation*

Miles From Tomorrowland -- *Pre-production at Wild Canary Animation*

Star Vs. the Forces of Evil -- *In work*

DisneyToons Studios:

Various shorts and features in development. Recent layoffs of 18 staffers.

DreamWorks Animation:

Home -- *Feature that's in the home stretch.*

Penguins of Madagascar -- *Feature largely produced in India, some work in Glendale*

B.O.O.: Bureau of Otherworldly Operations -- *In development and production*

Kung Fu Panda 3 -- *Production work largely in China. (Most story work on DWA features is done in California/Glendale).*

Croods 2 -- *In development*

How to Train Your Dragon 3 -- *In early development. (Various Chinese DreamWorks Animation projects in story development at DWA's Glendale studio, also others. Some story work at PDI in Redwood City. Rolling layoffs of 28 staffers.)*

DreamWorks Television Animation:

How to Train Your Dragon/Riders of Berk -- *In midst of 58 episode order, some for Netflix*

Turbo Fast -- *Netflix series with pre-production at Titmouse/Robin Red Breast*

King Julien -- *Large Netflix series order*

Puss in Boots -- *Another Netflix show*

Veggie Tales in the House -- *Lots of Netflix episodes*

Dinotrux -- *Supervised by Jeff DeGrandis, late of "Dora"*

The Croods -- *Sizable Netflix order*

Mr. Peabody and Sherman -- *78-episode order.*

Film Roman:

The Simpsons -- *Prime time veteran deep into its twenty-somethings season*

Fox Animation:

Family Guy -- *Working on latest, slightly shorter-than-normal season*

American Dad -- *Engaged with the first season of shows original to TBS. If you didn't know, it has departed Fox Broadcasting.*

Hasbro:

Stretch Armstrong -- *Ongoing*

Transformers -- *Ongoing*

Rescue Bots -- *Ongoing <http://839iat.se/rescuebots-wiki>*

Marvel Animation:

Avengers Assemble -- *Ongoing*

Hulk and the Agents of S.M.A.S.H. -- *Ongoing*

Ultimate Spiderman -- *produced, and now completed, at Film Roman.*

Nickelodeon:

Spongebob Squarepants -- *Now that movie is complete, could be new episodes at some future date*

Fairly Odd Parents -- *On hiatus, most crew members on other projects*

The Loud House -- *Creating Season #1*

The Legend of Korra -- *Wrapping, with crew now on other shows (and has shifted on on-line distribution)*

Teenage Mutant Ninja Turtles -- *Now on its 3rd season*

Sanjay and Craig -- *Doing its 2nd season*

Shimmer and Shine -- *1st season*

Bad Seeds -- *Working on Season #1*

Dora the Explorer -- *Will relaunch in 4th quarter*

Wallykazam! -- *Working on Season #2.*

Paramount Animation:

Various projects in development on Paramount studio lot (Hollywood).

Sony Pictures Animation:

Popeye -- *In development (production in Vancouver).*

The Smurfs -- *In development (production in Vancouver)*

Hotel Transylvania 2 -- *In development (production in Vancouver)*

Kazorn -- *In development.*

(Various other projects in work listed in the Wiki:

<http://839iat.se/spa-wiki>)

Universal Cartoon Studios:

Land Before Time -- *In the process of becoming.*

Curious George -- *Maybe more episodes toward the end of the year.*

Walt Disney Animation Studios:

Big Hero 6 -- *In the last couple of months of production.*

Zootopia -- *In development*

Project in development -- *title removed at request of Diz Co.*

Project in development -- *title removed at request of Diz Co.*

Warner Animation Group:

Various projects in development on the Warner Bros. main lot. (Pre-production only).

Warner Bros. Animation:

Wabbit -- *Latest series incarnation of Bugs - <http://839iat.se/wabbit-upfront>*

Mike Tyson Mysteries -- *Warner series on Adult Swim*

Batman Direct-To-Video Feature

Scooby Doo series -- *The franchise that never dies.*

(see ANIMATION WORK IN LA, page 4)

ANIMATION WORK IN LA

(continued from front page)

On top of the union animation work, there are a number of non-signator facilities doing production, including ADHD (Animation Domination High Def - Fox affiliated), Titmouse Animation, Moonscoop (formerly Mike Young Productions), Rough Draft Studios, Renegade Animation, and Cosmic Toast.

Reel FX, headquartered in Dallas, Texas, has a non-signator satellite studio in Santa Monica which is currently animating feature projects.

Besides traditional animation, there are a number of small visual effects houses in the east San Fernando Valley and Santa Monica/Venice/Culver City, boutique effects houses that work on t.v. and movie special effects. If and when California increases tax incentives for television, movies and VFX, there should be improvements to this segment of the entertainment business. We anticipate some visual effects work returning to the state.

- Steve Hulett

Our computer lab

The Animation Guild offers the free use of a computer lab to active and inactive members and AAI students. The self-instructed lab is located at our offices at 1105 N. Hollywood Way in Butrbank.

The Computer Lab gives artists access to the software and equipment needed to cope with today's animation world. Our lab administrator, **KEN ROSKOS**, is on hand to offer technical support and advice to artists looking for reasonable ways to use computer technology in the creation and presentation of their art.

The lab is open Mondays and Wednesdays from 3 pm to 8 pm, Tuesdays and Thursdays from 3 pm to 6 pm, and Saturdays from 1 pm to 5 pm; closed Fridays and Sundays.

The lab is open to all members, active or on honorable withdrawal. AAI students can also use the lab, but TAG members receive priority.

To reserve lab times or for any questions, contact Ken Roskos at lab@animationguild.org. (You will receive a reply from roskotron@hotmail.com.)



Parenting

As of this writing I am days away from becoming a father for the first time, so it got me thinking about parenting — not just our parents that raised us, but also those who nurtured and released us into the business.

I was chatting with a small group of other Guild members and we talked about some of the folks from the TV and films of our youth, like the late Sid Caesar and the writers who worked for him and went on to many entertainment careers on their own thereafter: Mel Brooks, Woody Allen, Neil Simon, Carl Reiner, Larry Gelbart... Aaaaand if you were born in the 80's you're allowed to Google a couple of those. Maybe they had a good eye for talent on that show—but there was also something about that writer's room, and how hard everybody worked to keep up.

For me that place was probably Pacific Data Images (now PDI/DreamWorks), where I first cut my teeth in character rigging. It was a small company with battle-tested artists and engineers who had been doing animation on computers back when that was kind of a crazy thing to try to do. I wanted to learn from them — and I wanted to impress them. I've heard similar stories from other folks who worked at Digital Domain, or Santa Barbara Studios, or Tippett Studios or Rhythm & Hues or a dozen others.

Some of those were not easy places to work, with long hours and short deadlines. But people learned there, and if they could they moved on to work someplace where they could do great work and still have a life. I still believe it's possible to be successful in this business without having to give up your private life; some studios seem to make that more of a challenge than others. But it should be your choice. When I was younger it seemed like the work was all that mattered; nowadays my family takes a stronger priority. And I look forward to showing my child the work that we do together. So thanks in advance for keeping us entertained.

- Nathan Loofbourrow

Upcoming contract holidays:

Thanksgiving and the day after
(November 28 and 29)
Christmas (December 25)



This Month in Animation History

Sept. 1, 1919 - Pat Sullivan's *'Feline Follies'* cartoon starring Felix the Cat debuts. Felix is the first true animated

star, not depended on a previous newspaper comic strip. His body prototype, a black peanut shape with four fingers, will be the standard for years to come. By 1926 he was the most popular star in Hollywood after Chaplin and Valentino. Lindbergh had a Felix doll in his plane, and it has been speculated that Groucho Marx copied his famous strut. The first television image broadcast by scientists in 1926 was of a Felix doll.

Sept. 1, 1928 - Paul Terry premiered his sound cartoon RCA Photophone system for a short called *"Dinner Time"*. Young studio head Walt Disney came by train out from Los Angeles to see it. He telephoned his studio back in L.A. "My Gosh, Terrible! A Lot of Racket and Nothing Else!" He said they could continue to complete their first sound cartoon *"Steamboat Willie"*.

Sept. 3, 1930 - The first issue of the Hollywood Reporter is published.

Sept 3, 1939 - British Prime Minister Chamberlain's war with Germany announcement interrupted a Disney Cartoon *"Mickey's Gala Premiere"* showing on the nascent BBC television service. Television shuts down for the duration of the war. In 1946, eight years after the war, the BBC television service resumed and an announcer said: "Well now, where were we?" They continue the Mickey cartoon from the point where it was stopped.

Sept 3, 1950 - Mort Walker's *"Beetle Bailey"* comic strip first appeared.

Sept 3, 1960 - The Hanna-Barbera show *"Lippy the Lion and Hardy-Harr-Harr"* premiered.

Sept 6, 1958 - The Spunky and Tadpole show debuts.

Sept 6, 1968 - *"H.R. Pufnstuf"* premieres. Witchipoo, Orson and the Vroom Broom are among its most famous characters.

Sept 6, 1969 - DePatie-Freleng's the *"Pink Panther TV Show"* premieres.

Sept. 7, 1963 - Mushi productions cartoon series *"Tetsuan Atomo"* debuts in the U.S as *"AstroBoy"*.

Sept. 7, 1984 -The Walt Disney Company Executive Board formally replaces CEO Ron Miller with Michael Eisner.

Sept. 8, 1966 - Gene Roddenberry's Star Trek debuts. That season it ranked 52nd in the Nielsen ratings, behind #1 *"Iron Horse"* starring Rory Calhoun. It was canceled after two seasons but a letter writing campaign won it a third season. Star Trek then found a new life in syndication. The cult fan base called Trekkies kept the memory of the show alive for ten years until Paramount felt compelled to revive to cash in on the Star Wars craze. First as an animated series and then from 1979 a series of feature films, then spin-offs. Frank Sinatra once said: "The only good thing to come out of the Nineteen Sixties was Star Trek."

Sept. 9, 1908 - Thomas Edison, Charles Pathe and Leon Gaumont form the Motion Picture Patents Group called the "Trust". Their attempt to monopolize movie production and strangle off their independent competitors had a lot to do with the early filmmakers exodus to Los Angeles. Otherwise the film capitol of the world would have been Ft. Lee, New Jersey.

The only positive result of "The Trust" was enforcement of a regular industry standard for film stock of 35 mm running at 24 frames per second. It seems the Mitchell Camera Company was developing a motorized motion picture camera to replace the hand crank variety but they needed an official speed to set it at. In a contentious meeting of the Trust held at the Waldorf Astoria no one could settle on a single speed. Finally the compromise was made to make it the number of delegates in the room- 24.

Sept. 9, 1926 - The National Broadcasting Company or NBC creates Radio Corporation of America (RCA). Under the direction of David Sarnoff it became the powerhouse network of broadcasting, recording and later television.

Sept. 9, 1967 - Jay Ward's show George of the Jungle premieres, with Super Chicken and Tom Slick sequences.

Sept. 10, 1966 - Hannah-Barbera's *"Frankenstein Jr. and the Impossibles"* debuts.

Sept. 10, 1968- Hanna-Barbera's *"Space Ghost"* and *"Dino Boy"* debuts.

Sept 11,1960 - Terrytoon's *"Deputy Dawg"* TV show debuts.

(see THIS MONTH IN HISTORY, page 8)

Member wage survey, June-July 2014

Once a year, we anonymously poll all members listed as having worked at union shops in the previous twelve months, asking them what they have most recently been paid. The results are a barometer of the "going rates", as opposed to the CBA minimums. For comparison purposes, all salaries are computed on a forty-hour week.

Categories	Responses	Journey minimum ⁵	2014 WAGE SURVEY			2013 WAGE SURVEY	
			Minimum	Median ³	Maximum	Median ³	Change
Writers (response: 15%) ^{1,4}							
Staff story editors ⁴		—	\$1,640.63	\$2,531.25	\$4,000.00	\$3,125.00	- \$593.75
Staff writers (feature)		\$1,694.36	\$1,499.60	\$3,090.91	\$7,558.82	\$3,150.00	- \$59.09
Staff writers (TV, etc.)		\$1,694.36	\$1,100.00	\$2,000.00	\$3,000.00	\$2,100.00	- \$100.00
<u>UNIT RATES</u>							
Story editing, per 22 min. ⁴	2	—	\$8,950.00	\$9,225.00	\$9,500.00	\$9,750.00	- \$525.00
Features:							
Scripts	8	\$8,748.85	\$8,000.00	\$10,000.00	\$18,000.00	\$40,000.00	- \$30,000.00
22 minute:							
Scripts	9	\$5,815.92	\$2,600.00	\$7,100.00	\$7,950.49	\$8,000.00	- \$900.00
Outline	3	\$1,655.03	\$1,600.00	\$1,656.00	\$4,000.00	\$1,910.08	- \$254.08
Pilot	8	\$7,470.95	\$7,324.46	\$9,000.00	\$23,000.00	\$10,000.00	- \$1,000.00
11 Minute							
Scripts	3	\$3,034.45	\$3,200.00	\$3,964.00	\$4,000.00	new category	
Producers (response: 38%) ^{1,4}		—	\$1,875.00	\$3,000.00	\$6,572.00	\$3,000.00	no change
Directors/Timers (response: 40%) ^{1,4}							
Directors (features, D-T-V) ⁴		\$1,948.48	\$1,973.19	\$3,800.00	\$9,615.39	\$3,350.00	+ \$450.00
Directors (TV, etc.)		\$1,948.48	\$1,406.25	\$2,500.00	\$4,600.00	\$2,593.75	- \$93.75
Timing Directors		\$1,592.44	\$1,375.00	\$1,824.43	\$3,100.00	\$1,987.50	- \$163.07
Assistant Directors		\$1,592.44	\$1,437.50	\$1,563.04	\$1,781.25	\$1,687.50	- \$124.46
Retake Directors		—	\$1,707.38	\$2,593.75	\$3,100.00	\$2,396.25	+ \$197.50
<u>UNIT RATES:</u>							
Sheet timing, per foot	15	—	\$3.00	\$3.00	\$4.00	\$3.50	- \$0.50
Story Art (response: 37%) ¹							
Story Artists (features, D-T-V)		\$1,694.36	\$1,400.00	\$2,100.00	\$3,789.00	\$2,200.00	- \$100.00
Production Board (TV, etc.)		\$1,948.48	\$1,238.16	\$2,000.00	\$3,307.50	\$1,962.00	+ \$38.00
Revisionists		\$1,450.04	\$1,250.00	\$1,600.00	\$1,985.00	\$1,500.00	+ \$100.00
<u>UNIT RATES⁴:</u>							
11 min boards, per page	1	—	\$550.00				
11 minute boards, per ep.	1	\$1,548.27	\$1,500.00				
Half hour boards, per page	4	—	\$600.00		\$600.00	\$600.00	no change
Feature storyboard	2	\$4,385.37	\$500.00	\$700.00	\$900.00		

Layout/Background (response: 48%) ^{1,4}							
Character Layout	\$1,694.36	\$1,312.50	\$1,886.40	\$2,526.32	\$1,800.00	+	\$86.40
Rough Layout	\$1,694.36	\$1,270.00	\$1,905.60	\$2,600.00	\$2,222.40	-	\$316.80
Final Layout	\$1,694.36	\$1,480.00	\$2,077.58	\$2,522.11	\$1,722.00	+	\$355.58
Previs Artists	\$1,694.36	\$2,136.42	\$2,450.00	\$2,600.00	\$1,960.00	+	\$490.00
Background Layout/Design	\$1,694.36	\$1,175.00	\$1,909.40	\$4,200.00	\$1,800.00	-	\$109.40
Background Painters	\$1,694.36	\$1,150.00	\$1,900.00	\$4,665.00	\$1,900.00		no change
Design/Color (response: 29%) ^{1,4}							
Art Directors	\$1,948.48	\$1,187.50	\$2,363.64	\$2,909.09	\$2,472.73	-	\$109.09
Visual Development	\$1,694.36	\$1,280.00	\$2,100.00	\$3,000.00	\$2,150.00	-	\$50.00
Model Designers	\$1,694.36	\$1,450.00	\$1,962.50	\$2,227.00	\$1,900.00	+	\$62.50
Prop Designers	\$1,694.36	\$1,281.25	\$1,700.00	\$2,200.00	\$1,769.68	-	\$69.68
Assistants/Clean-Up	\$1,450.04	\$1,400.00	\$1,532.50	\$1,726.32	\$1,630.50	-	\$98.00
Color Key/Color Stylists	\$1,450.04	\$1,261.04	\$1,675.00	\$2,500.00	\$1,600.00	+	\$25.00
Look Development	\$1,694.36	\$1,450.10	\$1,904.84	\$3,023.16	\$2,200.00	-	\$295.16
Production Designer	—	\$2,125.00	\$2,330.47	\$5,250.00			new category
Tech Directors/Compositors (response: 29%) ^{1,4}							
Supervising TDs	\$1,948.48	\$1,562.40	\$2,293.71	\$3,269.00	\$2,500.00	-	\$206.29
Tech Directors	\$1,694.36	\$1,183.60	\$1,672.50	\$2,850.00	\$1,800.00	-	\$127.50
Character TDs	\$1,694.36	\$1,075.00	\$1,784.41	\$2,846.15	\$1,708.95	+	\$75.46
Effects TDs	\$1,694.36	\$1,787.45	\$1,818.73	\$1,850.00	\$2,064.92	-	\$246.20
Crowds/Massive	\$1,694.36	\$1,183.60	\$1,496.40	\$2,346.00	\$1,334.93	+	\$161.47
Lead Lighters	\$1,948.48	\$1,600.00	\$1,882.11	\$2,550.00	\$2,282.02	-	\$399.91
Lighters	\$1,694.36	\$1,166.00	\$1,769.21	\$2,600.00	\$2,064.00	-	\$294.79
Surfacers/Cloth & Hair	\$1,694.36	\$1,325.00	\$1,992.00	\$2,541.47	\$2,150.00	-	\$158.00
Texture Artist	\$1,694.36	\$1,175.00	\$1,364.75	\$1,950.00	\$1,630.53	-	\$265.78
3D Compositors	\$1,694.36	\$1,175.00	\$1,903.01	\$2,532.00	\$1,774.80	+	\$128.21
2D Compositors	\$1,694.36	\$1,200.00	\$1,748.50	\$2,884.00	\$1,789.35	-	\$40.85
Animation et al. (response: 22%) ^{1,4}							
3D Animators	\$1,694.36	\$1,236.00	\$2,000.00	\$3,100.00	\$2,100.00	-	\$100.00
3D Modelers	\$1,694.36	\$1,166.00	\$1,680.00	\$2,105.24	\$2,115.00	-	\$435.00
2D Animators	\$1,694.36	\$1,097.20	\$1,400.00	\$2,125.00	\$1,600.00	-	\$200.00
Effects Animators	\$1,694.36	\$1,346.15	\$2,018.10	\$2,850.00	\$2,088.81	-	\$70.71
Assistant Animation/Clean-Up	\$1,450.04	\$1,200.00	\$1,440.00	\$2,317.50	\$1,440.00		no change
Animation Checking	\$1,450.04	\$1,410.53	\$1,500.00	\$1,800.00	\$1,476.73	+	\$23.27

TOTAL RETURNS: 33% (1,050 returned and tallied out of 3,180 sent (2012: 26.2%))

1 Of those members shown in our records as most recently employed in this category, the percentage that responded to the 2013 survey.

2 Many of the minimums are for persons working at non-union shops, or at less than journey level.

3 The median average is the middle rate when the results are listed from lowest to highest. These numbers should be viewed in the context of the minimums and maximums specified, and the rate of response.

4 Not all persons working in this category are under the Guild's jurisdiction.

5 Minimums shown are from the second period of the 2012-2015 CBA. The minimums increased on August 3, 2014.

THIS MONTH IN HISTORY

(continued from page 5)

Sept 11, 1966 - "*Kimba the White Lion*" debuts in the U.S.

Sept. 11, 1971 - The "*Jackson Five*" Saturday morning cartoon show debuts.

Sept, 12, 1941 - The Animators Strike at Walt Disney Studio, which had been going on since May 30th, finally ends. Everyone goes back to work after the NLRB, with a lot of behind the scenes arm-twisting from the Bank of America, settled the dispute. Walt Disney had to recognize the cartoonists union, give screen credits, double the salaries of low paid workers retroactive to May 29th and re-hire animator Art Babbitt. Walt immediately got on a train to Washington to try and convince the feds to reverse the decision or get an injunction in court. He fails. Ironically, within a few months, World War II would break out and artists who had been bitter foes were compelled to work side by side in the U.S. Army Picture Unit.

Sept. 12, 2005 - Disneyland Hong Kong opens.

Sept. 13, 1969 - Hanna Barbera's "*Scooby-Doo, Where are You?*" and "*Dastardly & Mutley and their Flying Machines*" premieres.

Sept. 13, 1979 - On his birthday, animator Don Bluth quits the Walt Disney Studios taking a third of the top artists with him. Bluth becomes Disney's most serious rival since Max Fleischer and so helped spark the animation renaissance of the 1990s. A whole new group of young talent, "Bluthies", exert great influence throughout the animation business.

Sept 14, 1968 - Filmations' "*The Archies Show*" debuts.

Sept. 14, 1985 - Disney's TV show "*Gummi Bears*" debuts.

Sept 15, 1973 - Star Trek: The Animated Series by Filmation premieres. This was the first time Kirk, Spock, Sulu and Uhura were united again with a Roddenberry script since the original series was canceled.

Sept. 15, 2008 - **THE GREAT RECESSION** - The US Stock Market goes into a panic nosedive after two of the nation's oldest investment banks (Merrill Lynch and Lehman Bros.) collapse. Lehman's was \$613 billion in debt. This shock added to the news of the government taking over mortgage insurers Fannie Mae and Freddie Mac, and spiraling gas prices suppressing

car sales. The American financial crisis panics stock markets around the world. It was the greatest financial collapse since the Great Depression of 1929.

Sept. 16, 1949 - Chuck Jones' "*Fast and Furry-ous*", the first Road Runner-Coyote cartoon, debuts.

Sept 17, 1972 - Filmation's "*The Groovy Ghoulies*" show premieres.

Sept. 18, 1895 - In Davenport Iowa, Daniel David Palmer performs the first chiropractic adjustment session. Animation artists rejoice!

Sept. 18, 1987 - Walt Disney's TV show "*Ducktales*" premieres.

Sept. 19, 1942 - Chuck Jones cartoon "*The Dover Boys*" is released.

Sept. 20, 1947 - Tex Avery's MGM cartoon "*Slap Happy Lion*" debuts.

Sept. 20, 2001 - Hayao Miyazaki's "*Spirited Away*" is released in the US.

Sept. 22, 1979 - Hanna Barbera's "*Super Globetrotter's Show*", featuring Multi-Man, Sphere Man, Gizmo-Man, Spaghetti-Man and Fluid-Man debuts.

Sept. 22, 1984 - Michael Eisner is named CEO of the Walt Disney Corporation.

Sept. 23, 1889 - The Nintendo Company is started in Kyoto. They began by making hand-painted playing cards. In 1956 they transitioned to electronics, and in the 1980s invented Donkey-Kong and Legend of Zelda.

Sept 23, 1962 - Hannah-Barbera's show "*The Jetsons*" premieres in prime time. It was the first ABC show to be presented in color.

Sept. 24, 1938 - Bob Clampett's cartoon "*Porky in Wackyland*" debuts. In 1994 it was voted #8 of The 50 Greatest Cartoons of all time by members of the animation field and in 2000 was deemed "culturally, historically, or aesthetically significant" by the United States Library of Congress and selected the short for preservation in the National Film Registry.

Sept. 25, 1984 - **THE RUBBERHEADS STRIKE** - Disneyland workers including the actors who stroll the park in big Mickey and Goofy heads go on strike.

Sept. 26, 1941 - Max Fleischer's "*Superman*" cartoon debuts. Max warned the human movement would be much more expensive than the usual short cartoons,

\$90,000 to the usual \$34,000, but Paramount wanted them. After a dozen shorts, Paramount accuses the Fleischers of spending too much money.

Sept. 26, 1983 - Filmation's "*He-Man and the Masters of the Universe*" opens in syndication.

Sept. 27, 1937 - J R R Tolkien's "*The Hobbit*" first appears in bookshops.

Sept 27, 1961 - Hanna-Barbera's show "*Top Cat*" premieres.

Sept. 27, 1977 - Warner Bros animator-director Bob McKimson falls dead of heart failure in front of Friz Freleng and Yosemite Sam animator Gerry Chiniquy while having lunch.

Sept 28, 1928 - William Paley, son of a cigar manufacturer, becomes president of CBS broadcasting. He turns it into a corporate broadcasting giant, and threw his support behind developing television and long playing records.

Sept. 28, 1967 - "*Speed Racer*" premieres in the U.S.

Sept. 29, 1959 - Hanna-Barbera's "*Quick Draw McGraw*" TV show debuts. Ba ba Louie and El Kabong!

Sept 29, 1996 - The first Nintendo 64 bit game system, "The NES", debuts in the US. It sold 500,000 the first day.

Sept 30, 1919 - The Fleischer Brother's first 'Out of the Inkwell' cartoon featuring Koko the Clown debuts. Koko was rotoscoped, meaning traced from live action like Motion Capture does today. Dave Fleischer put on the clown suit and was filmed by his brother Max. Dave originally bought the clown suit in case their business went under and he needed to work.

Sept 30, 1928 - Walt Disney and his crew record the soundtrack and music for the first Mickey Mouse short, Steamboat Willie.

Sept. 30, 1960 - Hanna Barbera's "*The Flintstones*" debuts. For six seasons in prime time the inhabitants

of 301 Cobblestone Lane, Bedrock, became one of the most iconic TV series ever. Originally going to be named the Flagstones, then Gladstones, before Flintstones. It was the first TV show to dare show a visibly pregnant Wilma Flintstone.

Birthdays: Thomas Nast, Mike Lah, Norm Ferguson, Marge Champion, Eric Larsen, Sergio Aragones, Fred Moore, Julie Kavner, Raymond Scott, Pinto Colvig, Don Bluth, Yuri Norstein, June Foray, Frank Tashlin, Nancy Beiman, Chuck Jones, Brad Bird, Billy Bletcher (the voice of Pegleg Pete), Jim Henson, Arnold Stang, Cervantes, Russ Heath

- Tom Sito

In memoriam

CG Animator and Technical Director **JAMES LLOYD** died on June 28. He worked at Dreamworks.



Animator and Director **ALLEN WILZBACH** died on June 13 at 85 years old. He worked at Walt Disney Productions, Hanna Barbera, Filmation, Hyperion Studios, Universal Cartoon Studio, Dreamworks TV, and Warner Bros. TV Animation.



Designer, Animator and Storyboard Artist **ELIZABETH HOLZMAN** died on August 11. She worked at Marvel Productions, Walt Disney Television Animation and Warner Bros. Animation.



Assistant Supervisor in Xerox Department **RICHARD WILSON** died on August 7. He worked at Sanrio Film Corp., Warner Bros. Television Animation and Hanna-Barbera Productions.



Storyboard Artist **SIMON CHUNG** died on August 8. He worked at Fox Television Animation.



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GET TO KNOW YOUR EXECUTIVE BOARD

David Chlystek

Where are you working and what is your job title?
Marvel Animation Studios. Storyboard artist on Hulk and the Agents of SMASH

What brought you to the industry?
Wanted a place where I could earn a decent living as a storyteller. Good fortune smiled, and I wound up in animation.

Where would you like to end up in the industry?
If I can continue to tell stories and entertain others, I am happy doing what I do. One day, I do hope to perhaps run a show, just to be the one calling most of the shots.

In total number of years, how long have you served on the Executive Board?
Just got elected.

Being on the Executive Body of a labor organization carries responsibilities and duties. What inspired you to be a part of TAG's executive team?

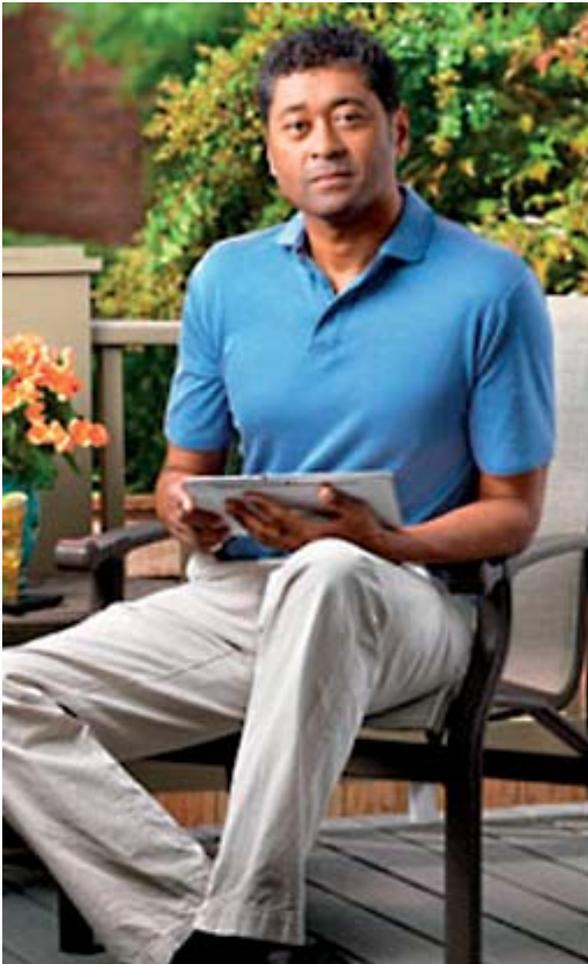
I want to better my situation and the situation of my peers. I feel that I have some good ideas about how we can achieve that.

What would you like to accomplish in your term as an Executive Board member?

To be able to say that I helped creating a better work environment for all members working in animation.

Do you have any words for the subscribers of the Pegboard?

Stay tuned, the best is yet to come. Hopefully, everyone will be willing to get on the roller coaster.



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So send us your e-mail address, and get listed!

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Save your pay stubs ... and *check them!*

You may have noticed us saying this in the *Peg-Board* from time to time, but it's more than just a slogan. It's important for every member to save their pay stubs, for a variety of reasons.

If you are having deductions taken from your pay into the Animation Guild's 401(k) Plan, it's a good idea to check your pay stubs regularly to **make sure the contributions are continuing**. This is especially true if you have switched employers, or if you work for a company that pays through a payroll service and you have switched projects or started a new season.

If there's any dispute with your employer about your rate of pay, overtime, etc., your pay stubs are your proof of what you are (or are not) being paid. Your pay stubs can also be used to compute your hours for the purposes of determining eligibility for health insurance, or if there is a discrepancy with the Health Plan's records. And pay stubs are the easiest proof of employment for CSATTF tuition reimbursement.

If you can't produce your stubs, it makes it a lot more difficult for us to help you.