

Pegboard

ANIMATION GUILD AND AFFILIATED ELECTRONIC AND GRAPHIC ARTS
Los Angeles, California, October 2015

Vol. 44, Nº 10

TSL NEGOTIATIONS SET FOR EARLY NOVEMBER

This year, the The Secret Lab (TSL) agreement negotiations will be held with a negotiation committee comprised of unit members, Guild Business Representative **STEVE HULETT**, Organizer **STEVE KAPLAN**, and IATSE International Vice-President **MICHAEL F. MILLER**. While some years have seen a simple adjustment of the agreement to match the conditions bargained under the most recently bargained Hollywood Basic and Animation Guild agreements, this year the members expressed a desire to see specific studio concerns addressed.

The TSL agreement covers work performed at Walt Disney Animation Studios as well as DisneyToon Studios. The agreement was first bargained over 15 years ago between the IATSE and Walt Disney Animation Studios and was originally meant to cover the newly formed computer graphics unit creating animated features. As the work on these productions has shifted almost entirely to that skillset, the artists working at Walt Disney Feature Animation and DisneyToons have almost completely moved to working under this agreement.

The tenants of the agreement closely follow those of the Animation Guild Collective Bargaining Agreement with one noticeable difference. The TSL contract has three wage minimum categories under which all job classifications fall. Because of this, wage minimum for those working under the agreement have risen higher when compared to the 839 agreement.

The negotiations have been scheduled for the first week in November. Once an agreement has been reached between the committee and studio representatives, a ratification vote will be held for members currently working at the studio. This vote will encompass members working for Walt Disney Feature Animation at the Animation building on Riverside Drive, the temporary satellite office on Tujunga Avenue that houses most of the Feature Animation staff, as well as Feature Animation and DisneyToon members working on Sonora Avenue.

We will provide a full report of the ratification vote in the next edition of the Pegboard, the November General Membership Meeting (if possible) and on the TAG Blog.

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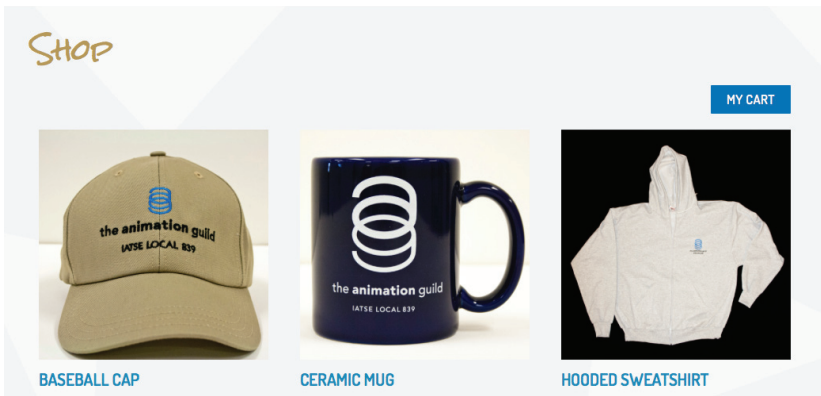
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Contact Steve Kaplan to register: skaplan@animationguild.org
Annual subscriptions run through August 31, 2016



HAVE YOU CHECKED OUT OUR STORE?

<http://animationguild.org/shop/>

The Animation Guild has an online store that offers a small selection of items bearing the Guild logo available for purchase **at cost*** on the Guild's website. You can purchase items using your credit card and have them shipped via USPS or UPS, or you can choose to pick up your items at the Guild office.

Items scheduled for "Local Pickup" at the Guild office are not subject to shipping charges but are subject to the limited stock kept at the office. Local Pickup orders pickup may be delayed if we must arrange to have your items sent here. All Local Pickup orders **MUST** be placed through the online store. The Animation Guild staff cannot place orders for you.

We strive to keep all items in our store union made and made in the USA and are constantly engaging our fulfillment vendor for new and interesting products to include. If you have any suggestions on what you would like included, please contact Steve Kaplan (skaplan@animationguild.org) to share your suggestions.

** While we do not mark up the cost of the items sold on the store for profit, there is a mark up for orders using UPS and USPS shipping to accommodate the charges incurred by the fulfillment vendor, and all orders are marked up the credit card transaction fees.*

BOOKMARK THE TAG BLOG

<http://animationguildblog.blogspot.com>

JOBS EMAIL ARCHIVE

Guild Job Postings

OCTOBER 2015

- [\[tag839\] JOB OPENING \(Guild Shop\): Nickelodeon seeks a CG Animator](#)
- [\[tag839\] JOB OPENING \(Guild Shop\): Paramount Animation seeks an Art Director - Feature Animation](#)
- [\[tag839\] JOB OPENING \(Guild Shop\): Walt Disney Animation Studios seeks an Effects Artist](#)
- [\[tag839\] JOB OPENING \(Guild Shop\): Dreamworks TV has multiple openings](#)
- [\[tag839\] JOB OPENING \(Guild Shop\): Nickelodeon seeks Storyboard Artist for SpongeBob!](#)

BOOKMARK THE JOB EMAIL ARCHIVE!

Accidentally delete that email with the latest job posting? Did you hear about a posting and not get a copy in your Inbox? Now there's a way you can review the latest job posts that have been sent out:

<https://animationguild.org/about-the-guild/jobs-post-archive/>

Thanks to the latest features in MailChimp, the bulk email program we use, this archive will feature the latest job emails we've posted to the membership for both union and non-union work.

ARE YOU ON THE EMAIL LIST?

The Animation Guild Email List is reserved for members only and the quickest way to get the latest news and offerings we distribute. Members can now customize which emails are received in order to reduce or expand the amount of messages you get. Don't miss the latest job postings, Gallery 839 announcements or union news! Sign up at:

<https://animationguild.org/about-the-guild/email-list/>



CHINA'S CULVER CITY ANIMATION OUTPOST

There is now a new animation studio in town. it's out near the beach.

In a converted warehouse in Culver City, dozens of painters, designers and storyboard artists were quietly huddled at their desks, sketching characters or plotting 3-D images on their computer screens..

The walls of the 8,000-square-foot office were lined with colorful drawings of monsters, race car drivers and ducklings named Chi and Chao — rough scenes and characters for upcoming animated movies.

...

It's the new motion picture division of China's Original Force, a digital animation studio backed by Chinese social networking company Tencent Holdings. ...

Original Force's expansion into the U.S. signals a new phase in the expanding China-Hollywood relationship. No longer content to simply do outsourcing work for American studios, Chinese studios are eager to establish beachheads in Hollywood to compete for talent — and a piece of the lucrative global marketplace for animated family movies.

So you ask, "Why do these foreign companies keep setting up shop in Southern California?"

I'm glad you asked.

1) The Los Angeles area has an animation talent pool that is wide and deep, and 2) that talent pool has turned out animated features that are Big World-Wide Hits for years and years.

It's that second reason, the creation of high-profit features, that causes animation companies with glittering visions of global grandeur to headquarter in the land of palm trees and perpetual drought. DreamWorks Animation is here. Disney is here. Early Pixar derived a lot of its story talent from here. (And John Lasseter was born, raised and artistically trained in Southern California). Illumination Entertainment, with its string of hit films from its Paris studio MacGuff, uses storyboard artists from here.)

The way it works in Tinsel town is, everybody slavishly apes the latest Perceived Formula For Success. If that means super heroes, then everyone does super heroes. If that means slap happy romantic comedies, then every corporate entity goes that way. In the nineties for animation, it meant following the Disney hand-drawn model, having everything from storyboard to finished color setups under one roof. (Unfortunately it worked for Disney but nobody else.)

And now here we are in 2015, and there are a variety of CG animation models that have proven to do gangbuster business at the box office. But the constant that's run through most of that is, L.A.-based story and design crews play large roles in most of the productions that have become blockbusters.

So it's not a surprise that Original Force is setting up shop where proven, successful animation talents are readily available.

-Steve Hulett

CREATE YOUR MEMBER PROFILE!

Member Profiles are open to all members regardless of your current membership status. You can add examples of your artwork, list the job categories that pertain to your skills and add links to your email addresses, social media profiles, websites, blogs and demo reels. Finally, you can indicate if you're available for work or freelance, or if not, indicate a day that you will be. These profiles are searchable by potential employers and therefore could help you find work!

Go to <http://animationguild.org/member-application/>, fill out the form and submit it for review. Once your membership has been confirmed, you will be able to log back in and add all of your pertinent information and even opt-in to be included in the highlighted profiles on the homepage of our site!



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<http://animationguildblog.blogspot.com/>





A TALE OF TWO STEVES

It's axiomatic that the only constant in life is change. That applies to our union and it's members as well. Digital storyboards are replacing paper. The internet is threatening to supplant both broadcast and cable providers as the number one source for our content. And two of our union's key personnel are leaving the fold.

Steve Kaplan, our union organizer, has announced that he is leaving the Animation Guild at the end of the year. Steve was instrumental in organizing Nickelodeon's CG division and our first Adult Swim show, "Rick and Morty." But his value to the union goes much deeper than that. Steve Kaplan was instrumental in many of the efforts we have been making to modernize the internal operations of the union; updating our software and hardware, giving our website a makeover and doing important research on how other locals operate compared to our own.

Steve was so good at his job, that he drew the attention of I.A.T.S.E. Vice President Mike Miller who has hired him to work for the main union's west coast office. It's a great opportunity and I couldn't be any happier for him, personally. Steve's acumen, energy and expertise will be missed at the Animation Guild and perhaps the highest praise I can give him is to note that replacing him will undoubtedly require the hiring of more than one person to do the work he did on his own.

The second person leaving TAG is Steve Hulett. He has told the Executive Board that he will be retiring and not running for another term as our union's Business Representative next fall. For those of you who don't know, the Business Representative is the only elected position that is paid a salary. The Business Representative runs the day to day operations of TAG, he handles grievances, is our lead contract negotiator, does workplace visits and about a hundred other things. To call it a thankless job is an understatement. But it is also a vital job for our members and when Steve leaves office after over 20 years of valued service, we will need to find a replacement from within our own ranks. This is a full time position. You cannot work for a studio and do this job at the same time. If you or someone you know would be a good fit for the job, the time to start considering whether or not to run is now.

- Jack Thomas



CHANGES

As President Thomas has pointed out, I have accepted a position as an International Representative with the IATSE working out of the IATSE West Coast office in Toluca Lake. Therefore, I will be resigning as the Animation Guild Organizer effective January 1, 2016. The offer was a complete surprise and the opportunity not one I could pass.

The decision to leave was not taken without consideration. I have become very attached to Local 839 and looked forward to a long and storied career at the Guild. The opportunity to advance to the IATSE and work directly with the other International Representatives, Divisional Directors and directly reporting to International Vice-President Michael F. Miller and International President Matthew Loeb presented me with an avenue to further my goals of the unionization of the animation and visual effects industries, as well as the notion of unionization as a whole to a much wider audience. I look forward to maintaining my membership and relationship with the Guild elected officials and staff, as well as being a resource to all if and when I can.

As the Guild's Organizer, I was originally hired to organize the Visual Effects industry under an IATSE contract. As I grew into my role at the Guild, I was able to help organize both CG and Animation units, as well as help plan and implement operational changes within our organization. I am grateful to the members, the Executive Board, the staff at the office and Steve Hulett for providing me the opportunity to grow to the level that brought me to this junction.

I'm proud to announce a new Editor for the Pegboard has been selected. Executive Board member **LAURA HOHMAN** will work with me on the November issue, and start her duties in December. Any suggestions for changes to the Pegboard can be sent to her at info@animationguild.org.

-Steve Kaplan

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Save Your Paystubs!!

Your paycheck stubs can serve as proof of employment for CSATTF when getting approved for reimbursement as well as provide records of your 401k deposits.



This Month in History

by Tom Sito

Oct. 1, 1945 - Looney Tunes director Frank Tashlin leaves the cartoon business to work full time at Paramount doing live action movies. There, he writes for the Marx Brothers and later directs the Dean Martin-Jerry Lewis comedies.

Oct. 1, 1992 - Cartoon Network first goes on the air.

Oct. 2, 2004 - Dreamworks film *Sharktale* opens in theaters.

Oct. 2, 1950 - Charles Schulz's "Peanuts" comic strip debuts. Schulz's strip "Little Folks" was initially rejected by all major comic syndicates. Three months before the strip was accepted, his fiancée breaks off their engagement. He had left his job at the post office and she was convinced he would never amount to anything. Good ol' Charlie Brown was the name of a fellow post office worker all the guy's liked to play jokes on. At the time of his death Charles Schulz had mountains on the moon named for his characters, and he was arguably the richest visual artist on earth.

Oct. 2, 1958 - Hanna & Barbera's *The Huckleberry Hound Show* debuts.

Oct. 3, 1955 - *The Mickey Mouse Club TV Show* premiers. "Who's the leader of the Band that's made for you and me...?"

Oct. 3, 1957 - Walter Lantz's *The Woody Woodpecker T.V. Show* debuts.

Oct. 3, 1964 - "There's no need to fear, Underdog is here!" *Underdog* debuts on NBC.

Oct. 5, 1969 - *Monty Python's Flying Circus* debuts on British television BBC-1.

Oct. 7, 1993 - Steven Spielberg's "*Jurassic Park*" with CG dinosaurs earned \$712 million dollars in North American box office alone. A feat not equaled until Titanic five years later.

Oct. 8, 1933 - **HOLLYWOOD ACTOR'S FIRST MASS PROTEST**- When Franklin Roosevelt created the NRA to fix wages and prices to try and solve the Depression, he even went as far as to try to regulate Motion Picture rates and fees. The catch was the rates were drafted with the advice of friends of the studio heads in Washington. The actors went ballistic when they saw new rules such as a ceiling cap on actors salaries of \$100,000 a year (*the producers had no such cap*), restriction of actors independent agents, and terms of an old salary

contract would stay in effect even after the contract expired until it was renegotiated.

This night, at the El Capitan Theater on Hollywood Blvd., hundreds of movie stars met to draft a petition calling for rewriting of the codes. The activists included Paul Muni, Frederic March, Jeanette MacDonald, Groucho Marx and Boris Karloff. SAG president Frank Morgan (the Wizard of Oz) was considered politically too far left to face Roosevelt, so he stepped down in favor of comedian Eddie Cantor, who had helped Vaudeville acts unionize. Cantor went to the president's retreat at Warm Springs Georgia with the petition and had the hated articles taken out of the code.

Oct 11, 1960 - *The Bugs Bunny Show* premieres on TV. "Overture, hit the lights! This is it, we'll hit the heights, and oh what heights we'll hit.....etc.."

Oct. 11, 1967 - The NY Times prints an image of a nude female by Bell Lab artist-in-residence Ken Knowlton. The image was rendered on a computer as a mosaic of thousands of numbers was a breakthrough for CGI.

Oct 12, 1937 - Under pressure from parent Paramount Studio, Max Fleischer signs the first animation union contract and settles the Cartoonist strike begun May 8th. The following year Fleischer tries to escape the union by moving his studio to Right-To-Work State Florida. The additional expenses and poor box office ruin his studio.

Oct 12, 1994 - Steven Spielberg, David Geffen and Jeffrey Katzenberg announce the partnership named Dreamworks SKG.

Oct. 13, 1978 - Mickey Mouse gets his star on Hollywood Blvd Walk of Fame.

Oct. 15, 1946 - Walt Disney's film *Make Mine Music* premieres.

Oct. 16, 1923 - Walt Disney Studios Born. 22 year old Walt and his older brother Roy sign a deal with M.J.Winkler for six "Alice in Cartoonland" short cartoons. Budget - \$1,500 each.

Oct. 17, 1990 - IMDB.com, the Internet Movie Data Base, debuts.

Oct. 18, 1967 - Walt Disney's last cartoon done under his supervision "*The Jungle Book*." premieres. Disney had died the previous December.

Oct. 20, 1955 - J.R.R. Tolkein's last book of the Lord of the Rings trilogy, *The Return of the King*, publishes.

(see *THIS MONTH IN ANIMATION HISTORY* on page 12)

THIS MONTH IN ANIMATION HISTORY

(continued from page 11)

Oct. 22, 1941 - Walt Disney's *Dumbo* premieres.

Oct. 24, 1947 - Walt Disney testifies to the House UnAmerican Activities Committee (HUAC) as a friendly witness. He accuses members of the Cartoonists Guild and the League of Women Voters, which he mistakenly calls the "League of Women Shoppers", as being infiltrated by Communists "Seeking to subvert the Spirit of Mickey Mouse".

Oct. 24, 1994 - Walt Disney TV's *Gargoyles* premieres.

Oct. 27, 1954 - Walt Disney breaks with other Hollywood movie studios, who feel television will cut into feature revenues, and debuted their TV show "*Disneyland*" today.

Oct. 27, 1966 - Bill Melendez Peanuts TV special "*It's the Great Pumpkin, Charlie Brown*" premieres.

Oct. 28, 1726 - Johnathan Swift publishes "*Gulliver's Travels*" - "To Vex the World rather than divert it."

Oct. 28, 1892 - *Pauvre Pierrot*, the first cartoon to be projected in France, premieres.

Oct. 29, 1969- **THE BIRTH OF THE INTERNET**- In the basement of UCLA's Boelter Hall, Lick Licklider, Vincent Cerf, Robert Kahn, Lawrence Roberts and Bob Taylor set up the first call to Stanford. "We typed the 'L' and we asked on the phone 'Did you see the 'L'?' 'Yes, we see the 'L', was the response. Then we typed O and asked 'Did you see the O?' 'Yes, we see the O', was the response. Then we typed G, and then the system crashed!" They called it ARPANET-Advanced Research Projects Agency-NET, a few years later, it became the Internet.

Oct. 30, 1994 - Nickelodeon premiers *Aaah! Real Monsters!*

Birthdays: Julie Andrews, Zack Galifianakis, Satoshi Kon, Harvey Kurtzman, Bill Keane, Art Babbitt, Guillermo Del Toro, Pete Doctor, Jodie Benson (voice of *Ariel - Little Mermaid*), Rod Scribner, Mike Judge, Virgil Partch, Jerry Siegel, Auguste Lumiere, Trey Parker, Jerry Ohrbach (voice of *Lumiere - Beauty and the Beast*), Mary Blair, Preston Blair, Bob Kane, Picasso, Bill Tytla, Seth McFarlane, Bernie Wrightson, Ralph Bakshi, Bill Mauldin, Ollie Johnston.

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*Animation Guild members will get first priority.

Contact the Animation Guild office for details.

(You will receive a reply from roskotron@hotmail.com)

or call:

818-985-7267



IATSE LOCAL 839

Gallery 839 October Show



Jim Hickey - Selected Works

**Opens Friday, November 6
Reception 6:00pm to 9:00pm**



HAPPY THANKSGIVING !

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