

# Pegboard

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

Vol. 44, Nº 11



Save the Date

HOLIDAY PARTY

Friday January 22, 2016

7 pm - 11 pm

The Autry Museum  
4700 Western Heritage Way  
Griffith Park, LA

Free Admission \* Free Food  
Free Parking \* Cash Bar

No RSVP Needed

After some talks at the General Membership meetings about the venue, we deliberated on changing it from the Autry. Due to the time sensitive nature of securing a location and much discussion, we decided to hold it at the **Autry Museum** again. Do know we paid attention to your requests and are looking at how to better handle some of the logistics.

Anyone interested in the Guild and in the animation industry are welcome to attend!

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The Peg-Board is printed  
on recycled paper.



IATSE LOCAL 839

# 40 MEANS 40

With the holidays coming up, we all must remember to stand firm on our hours worked. Production schedules are cutting it close, and members report that some do not account for the holidays whatsoever. They expect you to do the same amount of work, in fewer days, stating it needs to be done on time. Stand firm on insisting for paid overtime.

The only way we can stop the downward production spiral is to have a united voice and refuse to do the work unless we are compensated for it. Remember, if you are ever being forced to work overtime, call us. This is what your union is for. We are here to protect you and your rights.

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## FREE TRAINING WITH EIDO

As you know, as a member of the guild you are eligible for many classes through the CSATTF Grant Programs. Eido has been facilitating the free classes that have recently been available to Guild members.

We hosted a Pilot Program this year that was very well received and the Guild has agreed to continue working with them for 2016. In the new year, we will offer twice as many courses, all held at LAAFA.

One of the unique things Eido offers is “Blended Classes.” This means that there are a minimum number of current active members needed for a class to run, and the rest of the seats are open to any membership status who is interested. This allows for the training to reach anyone who needs it. Also, some classes are mixed with other local guilds (including the Art Directors Guild, Costume Designers Guild, Make-Up Artists and Hair Stylists Guild), which allows for our membership to mingle with the others of Los Angeles.

Eido is currently running a soldout ZBrush series at LAAFA for our members.

Watch your emails for new class announcements coming up!

# 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 Burbank. 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](mailto:lab@animationguild.org). (You will receive a reply from [roskotron@hotmail.com](mailto:roskotron@hotmail.com).)

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## 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/>



Find us on Facebook ...

<https://www.facebook.com/animationguild>

Twitter ...

<https://twitter.com/AnimGuild>

and the TAG Blog ...

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



FREE and open to active, inactive 839 members and AAI Students\*



Final Draft

# ANIMATION GUILD COMPUTER LAB

<https://www.facebook.com/groups/12742552164/>



Toon Boom Harmony V 10.3  
Toon Boom Storyboard Pro V. 4



# CS6



# TOON BOOM



# Cintiq



**MONDAYS 3-8 PM TUESDAYS 3-6 PM**  
**WEDNESDAYS 3-8 PM THURSDAYS 3-6 PM**  
**SATURDAYS 1-5 PM**

Email [lab@animationguild.org](mailto:lab@animationguild.org) for questions and reservations.

\*Animation Guild members will get first priority.

Contact the Animation Guild office for details.

(You will receive a reply from [roskotron@hotmail.com](mailto:roskotron@hotmail.com))

or call:

**818-985-7267**



the  
animation  
guild

IATSE LOCAL 839



## KICK-STARTING HAND-DRAWN ANIMATION

My long-ago Disney mentor seeks to bring back an older animation art form:

Don Bluth and Gary Goldman are looking for \$550,000 to get started on *Dragonslair: The Movie*. Now, if they reach this goal, that doesn't mean that the *Dragon's Lair* film will automatically be made. It just means that the duo will have the necessary capital they need to pitch the film to studios. Other animators and filmmakers have done this recently: we saw Disney animation veterans Aaron Blaise and Chuck Williams do this a few years ago with their film *Art Story* and that film has yet to be green lit ...

The duo are touting this as "an opportunity to resurrect hand-drawn animation" which, if successful, could be huge since the majority of animation studios in the US have steered away from feature-length traditionally animated films. This is definitely smart marketing on their behalf, since this angle is what helped *Hullabaloo* become so popular during its Kickstarter campaign last year.

*- <http://839iat.se/bluth-goldman-2d>*

This is a fine idea, and we wish Don and Gary the best of luck in their endeavor.

But the thing to remember here is:

- 1) First you need to raise the money.
- 2) Then you have to recruit and ramp up the development staff.
- 3) After which you have to make sure the story sparkles before you charge into production.
- 4) Once production begins, do you do it in California? Or Canada? Or split it between the two? Or do it someplace else? (Hint: Free money could very likely come into play.)
- 5) When production ends, you need to acquire a decent distributor or make sure the distributor you've already acquired will support your baby.

6) Lastly, to give American hand-drawn feature animation a decent shot at resurrection, you need to have a HIT.

All of these things are a tall order. I know of other hand-drawn projects that still struggle to get airborne. Here's hoping that Gary and Don can make their dream come to life.

*-Steve Hulett*

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## **CORRECTION**

In last month's Peg-Board, I did not cite the L.A. Times as the source of the four paragraphs regarding "Original Force Animation" in my column. The original post on The Animation Guild blog had a link to the Times story; the print version did not. This error was mine, for which I owe the L.A. Times ... and you .. an apology. I'll strive to see it doesn't happen again.

*- Steve Hulett*

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## **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!



# IT'S ABOUT TIME

Two months ago I explained a few facts about the dues you pay to TAG. Dues have not been raised by the local since 1984 when we had roughly one third the number of members we have today. All the dues increases since were to allow for the “per capita” increases assessed by national union, IATSE, who also received all the proceeds.

As a result, in 2015, TAG keeps less than fifty percent of the dues we collect. And our maximum dues rate is a fraction of what other locals charge as their minimum rate.

On one the hand, this fiscal conservatism has been a positive, allowing us to purchase and renovate our current office building, for example. However, it has also left us woefully understaffed. TAG has eight employees. Two of them are instructors and one coordinates the computer lab. So basically, five people run the office and frankly that's not enough.

Other IATSE locals have much larger staffs than we do. For example, Local 80 has 3200 members and has 14 employees. Local 695 has half our membership and 12 employees. Local 800's 2200 members are served by 23 employees.

Don't get me wrong, our office staff work their asses off for you, often times with outdated software, and until recently outdated hardware. But they need better tools and more support. For example, Steve Kaplan lost valuable time over the past year that he could have been using to organize non-union productions because we needed someone to coordinate the updating of our computer systems and website. Lyn Mantta tracks our 3750 active members by herself by hand or by using obsolete software that is no longer supported by its manufacturer. Steve Hulett has to run the day to day operations of the studio, liaison with the national union and still try to make his presence known with site visits to the two dozen or so studio facilities in LA, all by himself. The workload is simply too great for them to keep up. We need more people.

We have taken the first step. We have hired Mike Sauer to supplement the staff and take over many of Steve Kaplan's non-organizing responsibilities. In 2016, we will need to hire someone to replace Steve Kaplan who is leaving to work for IATSE's West Coast office. In my opinion, we should also hire at least two more people. I believe we need to find someone to assist Lyn Mantta with general membership matters and Marta Strohl-

Rowland with 401(k) issues. I also think we need to create a new position; Assistant Business Representative who can supplement our elected Business Representative and our organizer by focusing on providing more direct *everyday support to our members.*

Of course, hiring staff takes money and that may necessitate asking our members for a small dues increase, probably phased in over multiple years. Rest assured, if we can avoid this we will. But the simple truth is that its time to become more efficient, more effective and more actively supportive of our members. In short, it's time to modernize. After all, its not 1984 anymore.

- Jack Thomas



## 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.

### In memoriam

Ink and Paint Artist **LEE GUTTMAN** died October 15. She was 89 years old. She worked at Walt Disney Productions, Warner Bros., Hanna-Barbera, Filmation and Rich Animation.



Cel Painter **EVE VALSATIK** died September 29. She was 93 years old. She worked at Hannah-Barbera.



# This Month in History

by Tom Sito

Nov. 1, 1968 - To replace the outmoded Hays Production Code, the Motion Picture Ratings System introduces- G, M, R, and X. Later PG, PG-13, and NC-17 replace X.

Nov. 2, 2001 - Pixar's *Monsters Inc.* opens.

Nov. 2, 2012 - Walt Disney's *Wreck-It Ralph* premieres.

Nov. 3, 1977 - Disney's *Pete's Dragon* starring Helen Reddy and Red Buttons premieres.

Nov. 5, 1937 - Walt Disney's silly symphony *The Old Mill* debuts. The first film featuring the multiplane camera technique.

Nov. 5, 2004- Pixar's *The Incredibles* premiered.

Nov. 8, 1966 - Doctors at St. Josephs hospital remove one of Walt Disney's cancerous lungs and discover the contagion had spread to his lymph nodes. They determine he does not have long to live.

Nov. 8, 1973 - Walt Disney's *Robin Hood* premieres.

Nov. 10, 1950 - Paramount's *Mice Meeting You*, the first Herman and Katnip cartoon, premieres.

Nov. 10, 1953 - Disney's short *Toot Whistle, Plunk and Boom* debuts. Legend has it Walt was abroad when Ward Kimball pushes this experiment in the UPA style to completion. When Walt first sees it, it was without credits. Walt turns to Kimball and says "Aren't you glad we don't do crap like that?" It later wins an Oscar.

Nov. 11, 1992 - Premiere of Walt Disney's *Aladdin*.

Nov. 12, 1946 - Walt Disney's *Song of the South* premieres.

Nov. 13, 1940 - Walt Disney's *Fantasia* premieres. As Walt put it, "This'll make Beethoven!". Frank Lloyd Wright's opinion was "I love the visuals, but why did you use all that old music?"

Nov. 13, 1971 - Walt Disney's *The Aristocats* opens.

Nov. 13, 1978 - Mickey Mouse gets his star on the Hollywood Walk of Fame.

Nov. 13, 1986 - Directors John Huston and Woody Allen join Martin Scorsese to denounce the fad promoted by Ted Turner of computer-colorizing classic Black & White films like the Maltese Falcon.

Nov. 13, 1991- Disney's animated film *Beauty and the Beast* opens. It becomes the first animated film ever nominated for a Best Picture Oscar.

Nov. 14, 1967 - Jack Warner, the last surviving Warner Brother, sells his stake of Warner Bros. and its huge film library to a Canadian company called Seven Arts.

Nov, 14, 1998 - Pixars *A Bugs Life* premieres..

Nov. 15, 1881 - The American Federation of Labor (AF of L) formed under the leadership of former cigar-maker Samuel Gompers. In 1951 they merged with the CIO to create the AFL-CIO.

Nov. 15, 1934 - Animator Bill Tytla starts work at Walt Disney's on a trial basis for \$150 a week. He would create Grumpy the Dwarf, The Devil in *Fantasia*, and *Dumbo*.

Nov. 15, 1965 - Walt Disney announces his plans to build a second Disneyland, this time in Orlando Florida.

Nov. 15, 1989 - Walt Disney's *The Little Mermaid* debuts.

Nov. 16, 1990 - Disney's feature film *The Rescuers Down Under* premieres. It is the first traditionally animated film to be painted digitally on computer instead of using paints on acetate cels.

Nov 17, 1989 - Don Bluth's animated film *All Dogs Go to Heaven* premieres.

Nov. 18, 1928 - HAPPY BIRTHDAY MICKEY MOUSE - At Universal's Colony Theater in New York, Walt Disney's cartoon *Steamboat Willie* debuts before a movie called *Gang War*. It is the first major sound cartoon success and the official birth of Mickey Mouse. Two earlier silent Mickey's had been done, but they were held back when the sound experiment went ahead.

Nov. 21, 2008 - The Walt Disney Animation film *Bolt* premieres.

Nov. 22, 1995- Pixar's *Toy Story* opens, the first all CG movie, and the first true CG hit.

(see THIS MONTH IN ANIMATION HISTORY on page 12)

## THIS MONTH IN ANIMATION HISTORY

(continued from page 11)

Nov. 24, 1999 - Pixar's *Toy Story 2* premieres.

Nov. 24, 2010 - Disney's *Tangled* is released.

Nov. 25, 1997- Pixar's *A Bug's Life* and *Geri's Game* premieres.

Nov. 25, 2009 - Disney's *Princess and the Frog* debuts.

Nov. 27, 1933 - Former Terrytoons animator Art Babbitt, now at Walt Disney's, writes to fellow animator Bill Tytla encouraging him to move to California. "Terry owes you a lot and Disney has plans for a full length color cartoon!"

Nov. 27, 1936 - Max Fleischer's cartoon featurette *Popeye meets Sinbad the Sailor* debuts.

Nov. 29, 1915 - In the first years of animated films, one artist like Winsor McCay drew everything. Today, John Randolph Bray's *Colonel Heeza Liar in Africa* cartoon debuts.

Bray adapted Henry Ford's assembly line system to making animation, creating the job positions of layout, background painter, inkers, cel painters, checkers and camera. After 1919 J. R. Bray shifted his studio's focus from entertainment to technical and training films. Paul Terry, Walter Lantz, Max & Dave Fleischer and Shamus Culhane all got their start at Bray's.

Nov. 30, 2003 - Roy Disney Jr, the last serving member of the Disney family, is forced to resign from the Walt Disney Company. It was claimed to be because of the mandatory retirement policy, but more likely he was forced out by Michael Eisner, the person he hired to run the company in 1984. Roy then builds a successful grass roots stockholders campaign "SaveDisney.com". In 2005, Eisner was compelled to retire. Roy Disney keeps an emeritus board position until his death in 2009.

**Birthdays:** Steve Ditko, Gustaf Tenggren, Osamu Tezuka, Jim Cummings, Ben Sharpsteen, Ed Rehberg, William Hogarth, Carl Stalling, Sue Kroyer, Rodin, Cecil B. DeMille, Shamus Culhane, Edvard Munch, David Brain, Zhang Yimou, Bill Melendez, Daws Butler, Chester Gould, Bill Kroyer, Terry Gilliam, Charles Schulz, Randy Newman

# THE NEW PEGBOARD EDITOR

I am so excited to take over the role of the Editor for the Pegboard. I plan on using this opportunity to change a few things and try to reach a larger percentage of our membership.

At this time, I feel what our 839 needs more than anything is a feeling of comrodery. A means for our members to feel comfortable reaching out to the Guild about issues, and reaching out to their fellow coworkers for support on workplace issues.

I am not sure how many people this Pegboard may reach, or how many actually read the articles in it. I am aiming to implement new monthly articles that address pressing matters in the studios, interviewing Executive Board Members (so we all know who are voting on the big decisions), and trying to find a way to gain the interest of the new generation.

Many of you may not know me.

I am a Texture Artist on “Teenage Mutant Ninja Turtles” at Nickelodeon and have been on the show since before it aired 4 years ago. Originally from MN, I am still learning about Los Angeles and am looking forward to meeting many of you.

I have been involved in the Union for the past 4 years (ever since I started my job at Nickelodeon and learned that the CG department was not union). I was a part of the Negotiation Committee for NickCG and part of the employees who were overjoyed by earning our membership. I have been a proud member of the Guild for just over 2 years now.

Having fought for the opportunity to have membership, I feel passionate about educating our members on why the Union is important. I also know some things need to be shaken up around here, so I am looking forward to having some tough discussions and posting some articles about real issues we are facing.

Thanks so much for your time!

- *Laura Hohman*

GALLERY 839  
DECEMBER S\*HOW



**Ralph Hulett Christmas Cards**

**Opens Friday, December 4th  
Reception 6:00pm to 9:00pm**

# GENERAL MEMBERSHIP MEETING



**TUESDAY,  
NOVEMBER 24,  
2015**

**PIZZA &  
REFRESHMENTS:  
6:30 PM**

**MEETING, 7 PM**

**1105 N. HOLLYWOOD  
WAY, BURBANK**

Between Chandler and Magnolia

<http://839iat.se/tag-office>

## **AGENDA:**

- ❖ **STATE OF THE INDUSTRY**
- ❖ **TAG 401K PLAN UPDATE**

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Burbank, CA 91505-2528**

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**11/2015**