



COMING UP ROSES

Congratulations to Guild member John Ramirez!

(Above: John Ramirez, Mark Osborne and son. John with the Little Prince float he designed for Netflix, photo via Tom Sito)

John has been designing floats for years - but this year is special. Three floats he designed for AES Creative won awards in the 2017 Rose Parade.

Netflix - "The Little Prince - "Soar Beyond Imagination"

24 Hour Fitness - "Do More With Your 24"

China Airlines - "Return to the Beauty of Taiwan"

When not winning awards for his float design, John works as a storyboard artist and illustrator.

Congratulations John! Can't wait to see what you come up with for the 2018 Rose Parade!

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 The Peg-Board is printed on recycled paper.



AN AFTERNOON OF REMEMBRANCE

On Saturday Feb 11th at noon, the animation community in LA will come together at the Animation Guild in Burbank for our annual Afternoon of Remembrance.

A non-denominational service where we remember, laugh, cry, and share stories, as we say one more goodbye to all our friends who left us in 2016.

People who have died since January 1st will be honored in next years event

*Joe Alasky
Frank Armitage
Wilma Baker
Bob Balsler
Nancy Bernstein
Bob Birchard
Marie Boughamer
Al Broadax
Darwyn Crooke
C.M. "Clay" Croker
Kevin Curran
Michael Dochert
Kevin Donoghue
Alberto Dose
Leopoldo Duranona
Christine Lawrence Finney
Eric Fredrickson
Lois Freeman
Makiko Futaki
Daniel Gerson
Pat Harrington
Todd Hoff
Gary Hoffman
Robert Inman*

*Julia Kalantarova
Igor Khait
Sammie June Lanham
Andrea Losch
Shirl (Ashely) Lupin
Dan McLaughlin
Evelyn Mehring
Corrine Miller
Le Clair Michelle Moore
Richard T. Moore
Marni Nixon
Dave O'Day
Marilyn Pierson
Simon Praamsma
Willis Pyle
Janet Rae
Garry Shandling
Roger Slifer
Zdenek Smetana
Alex Stitt
John Walker, Sr.
Roger Way
Charles F. "Chuck" Williams
Gloria Wood*

Saturday, February 11, 2017

Food and refreshments, noon * Memoriams, 1 pm

The Animation Guild, Hulett Hall
1105 N Hollywood Way, Burbank CA 91505

The Afternoon is free of charge and is open to all;
no RSVPs necessary.

If you would like to speak on behalf of anyone listed above, or if you know of anyone in the animation business who passed away in 2016 and is not on our list, please contact Bronwen "Bronnie" Barry at bronwenbarry@att.net.

FROM THE PRESIDENT
LAURA HOHMAN



Award Season

When screeners start appearing, I know that award season has arrived. The Golden Globes already happened this month, where “Zootopia” won Best Animated Feature (among a very strong group of other major and indie films). Coming up are the Primetime Emmys, the Daytime Emmys, the Annies, and the Oscars.

With all of those ceremonies, you would hope that the public would realize that a lot of the high grossing films they saw this past year were animated. Realistically though, we will probably have our work thrown into the children’s entertainment genre, and not taken seriously as the art form it is.

For the animation industry, we do have the Annie Awards, put on by ASIFA-Hollywood. I have volunteered for their organization and the Annies the last 5 years, and have seen a lot of the process. As amazing as it is, and as great as it is to have that attention for our craft, I still feel like it is missing something. Maybe now, for me, it feels more like a corporate/studio award. A certain show, or a certain studio, can just take every category. DreamWorks Animation buys memberships for its employees (which was a point of drama a few years back), so naturally, DW people will vote more for their own work. Then the process to even submit yourself to the Annies is a little studiocentric. From what I have experienced in the past on Ninja Turtles, only Production chooses and submits what it wants for categories, many times passing up an impressive art piece for one that was just more popular.

Sometimes I wish we had our own The Animation Guild Awards. There are so many incredible artists and talents that are not recognized, but that we know exist. Example, I have never seen a rigger win an award, but man, I have seen some incredibly innovative rigging. The idea of recognizing the achievements of our own members is exciting to me. We have discussed in many General Membership Meetings the feeling that we are not appreciated at times in studios for our work, even when we know we are working on something truly special. Maybe doing our own ceremony, having it truly being voted on by peers who understand what we do, could fill that void.

Also, the ADG (Art Directors Guild) and SAG-AFTRA have their own... maybe it really is something worth thinking about...
Just an idea.



is now



PLURALSIGHT

THE ANIMATION GUILD HAS RENEWED OUR SUBSCRIPTION TO PLURALSIGHT

The Animation Guild Executive Board has approved the renewal of our Pluralsight Group Account.

If you are interested in online learning courses through Pluralsight, the current per-member annual subscription rate is now \$150 (whereas for the general public the rate is \$299).

Unlike the CSATTF Training Grant, this opportunity is open to all our Guild Members, regardless of your membership status.

HERE'S HOW IT WORKS:

Think of Pluralsight as if you were using a computer lab. The Guild purchases seats in that lab from Pluralsight and then sells those seats to members. When a member logs into the system, they will take a seat, and have full access to all the training. If all seats at one time are taken, the member will be put in a queue and given the seat as it becomes available. There is a 4 hour time limit per login. If you want to continue learning, just relogin and, if there is an open seat, pick up where you leftoff!

HOW DO I SIGN UP?

Send an email to Mike Sauer (msauer@animationguild.org) and put "I want Pluralsight" as the subject. He will give you more instructions from there!

BOX OFFICE REPORT

JAN 13 - 16

#	Title	Jan 13 - 16	Theaters	Weeks	Cumulative	Distributor
1	Hidden Figures	\$ 26,000,000	3,286	4	\$ 60,383,000	Fox
2	Sing	19,160,000	3,693	4	238,380,000	Universal
3	La La Land	17,500,000	1,848	6	77,082,000	Lionsgate
4	Rogue One	17,128,000	3,162	5	502,220,000	Disney
5	The Bye Bye Man	15,310,000	2,220	1	15,310,000	STX
6	Monster Trucks	15,000,000	3,119	1	15,000,000	Paramount
7	Patriots Day	13,600,000	3,120	4	14,524,000	CBS/Lionsgate
8	Sleepless	9,893,000	1,803	1	9,893,000	Open Road
9	Passengers	6,825,000	2,447	4	91,200,000	Sony
10	Underworld: Blood Wars	6,800,000	3,070	2	24,900,000	Sony

<http://www.boxofficeguru.com/weekend20.htm>

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.

GALLERY 839 FEBRUARY SHOW



**LEE CROWE AND SUE BIELENBERG
PAINTINGS, DRAWINGS, AND ASSORTED MEDIA.**

*Opening reception
Friday, February 10th, 2017 6-9 pm*

Lee has worked in various capacities in animation, including as a timer on *Wabbit*, *The Simpsons*, *Family Guy*, and *King of the Hill*. She worked as a character cleanup artist on *The Little Mermaid* and *Brother Bear*, and as an effects assistant on *Rescuers Down Under*.

Sue has worked in a number of areas in animation, including as a background and character layout artist on *The Simpsons*, a character layout artist on *King of the Hill* and *The Oblongs*, and as a storyboard artist on *Dilbert*, *Mission Hill*, and *Rugrats*.

This exhibition will showcase their fine art work.

FROM THE BUSINESS REPRESENTATIVE
JASON MACLEOD



Social Media: It's Important.

We are in a creative, people-driven business. Relationships matter. Social media offers a way to keep those relationships going that complements traditional means (facetime, phone and email). If you're outgoing and put in the time, you can even build relationships through social media. You absolutely need to be aware of what's out there (it's usually free) and find a level of participation that suits you. Your network is often what gets you hired - don't let it wither!

If you're already on board with this, stop reading now and use the time you save to help one of your colleagues figure out the right social media approach for themselves.

At the Guild, we're currently exploring four popular social media platforms.

Facebook is currently the nucleus of our online community. Thanks to a Guild artist who took the initiative, we have a closed group on Facebook with more than 1400 members. We're inviting more members daily - search for "The Animation Guild Local 839" on Facebook to find us and request to join. We'll check your status in the office and add you. It is members-only, not a site for enthusiasts or anonymous posting. We want a community where members can interact, have discussions and ask questions. Collectively we have knowledge and strength!

Instagram: If your art is visual, you should be on Instagram. Posts are still images, with comments - and you reference people with '@', themes with '#'. Pro-tip: go with a 4x5 tall aspect ratio to look better on a phone, which where this community really lives - you can't post easily from a computer. This is public, so at the Guild we're using this as a way to broadcast events, member milestones and artistic achievements that can be and should be shared with the world.

Twitter is all about the written word - 140 characters at a time. You can embed links - something you cannot do with Instagram posts - making Twitter a great way to express yourself and also

provides a way for your audience to connect directly to something you reference. We've used Twitter to broadcast links to training, job postings for studios, gallery openings and other newsworthy items from our e-mail list. Like Instagram, '@' and '#' let you tag people and topics.

LinkedIn presents itself as a business-oriented community - business networking is how it started out. If your skills look good on a resume, you should have a presence on LinkedIn as recruiters will use keyword searches to find you when they search for potential hires. We have set up a private group for Guild members on LinkedIn - you can't search for it, we have to add you, which we'd be happy to. Just ask us!

Remember that many of these platforms are public, regardless of what claims they make. Use good judgement, don't write something in anger or post an image you'll regret - and most of all make it easy for others to find you by using some variation of your name when possible. A profile name like 'Jane.Jones.art' is easier for a recruiter, customer or colleague to find than 'jonesy123'. Remember that people looking to find you might be doing so for the first time. Your social media profile should be a curated version of you - first impressions matter.

These four platforms are very popular, but there are also others out there that might be a good fit for you. Give some thought to how you can harness social media to help you reach your goals. There's a right amount of time and energy to invest - and for every working artist it's probably not zero. Your social media presence could help you get your next job!

Yours in solidarity,

Jason

**BOOKMARK THE
TAG BLOG**

<http://animationguildblog.blogspot.com>



the animation guild

IATSE LOCAL 839



Thanks to all the amazing artists who submitted for The Animation Guild's 2017 Calendar! Another incredible year of incredible art!

Calendar Featured Artists:

Corey Booth

David DePasquale

Kelsey Eng

Avner Geller

Angela Li

Maya Lior

Kenji Ono

Thomas Perkins

Cynthia Petrovic

Eric Pineda

James Yang

Victoria Ying

Upcoming Contract Holidays

February 20th - Presidents Day

April 14th - Good Friday (Except DreamWorks and Nick)

Your employer may schedule other days off; contact your supervisor or human resources department for details.

OUR NEXT:

GENERAL MEMBERSHIP MEETING

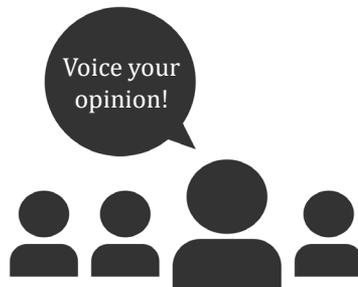
Tuesday, January 31th
6:30 Pizza
7:00 Call to Order

Agenda:
Holiday Party Feedback
Committee Reports
Shop Steward Program
Panels for 2017

Giveaway: Last Apple iPad Mini !!*

*Active and newly inducted members only. Members on withdrawal, on suspension or Financial Core are not eligible to win.

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