



Visegrád Group

**Online Reverse
Trade Mission**



Canary
Islands **FILM**



Organised by:

damián perea
producciones



8th JULY 2021

Canary Island Film promovió una Misión Comercial Inversa Online entre Canarias y Grupo VISEGRAD que se desarrolló el pasado 8 de julio a las 10:00 h (hora canaria).

Esta acción comercial online, reunió y presentó a estudios de videojuegos, cine de efectos visuales y animación procedentes de los países pertenecientes al Grupo VISEGRAD o V4 (Polonia, República Checa, Hungría y Eslovaquia) y a las instituciones canarias, además de a empresas canarias, con los objetivos de:

- Presentar las novedades del mercado regional y promocionar las bondades de Canarias para la producción audiovisual.
- Brindar una mejor comprensión del mercado canario en cuanto a la industria de los videojuegos, estudios de efectos visuales, además de estudios de cine de ficción y animación, mostrando a las empresas centroeuropeas la calidad de los contenidos de las producciones canarias a través de sus proyectos más recientes.
- Hablar sobre posibles estrategias de programación, producción y coproducción de las empresas participantes a fin de favorecer posibles colaboraciones.

Como conclusión del evento, podríamos indicar que se pone de manifiesto el buen estado de salud de la industria de los videojuegos en Canarias, sobre todo teniendo en cuenta el enorme esfuerzo que las instituciones están realizando para impulsar y atraer la inversión. En los últimos años, el sector de los videojuegos está viviendo un repunte cuántico en cuanto a inversión y, sobre todo, en cuanto a demanda, lo que ha llevado a un aumento exponencial del número de ventas de videojuegos así como de industrias tanto desarrolladoras como de servicios.

Gracias a este nuevo clima, la celebración de este tipo de eventos favorecen la puesta en común de oferta laboral y oportunidades de negocio tanto de cara a empresas extranjeras como canarias. La participación de compañías de renombre mundial como Platige Image, DIGIC Pictures, Bloober Team o Amanita Design, ponen aún más de manifiesto la enorme atracción que las Islas Canarias genera, así como las enormes ventajas que el Archipiélago ofrece a la industria de lo audiovisual en general, y los videojuegos en particular.



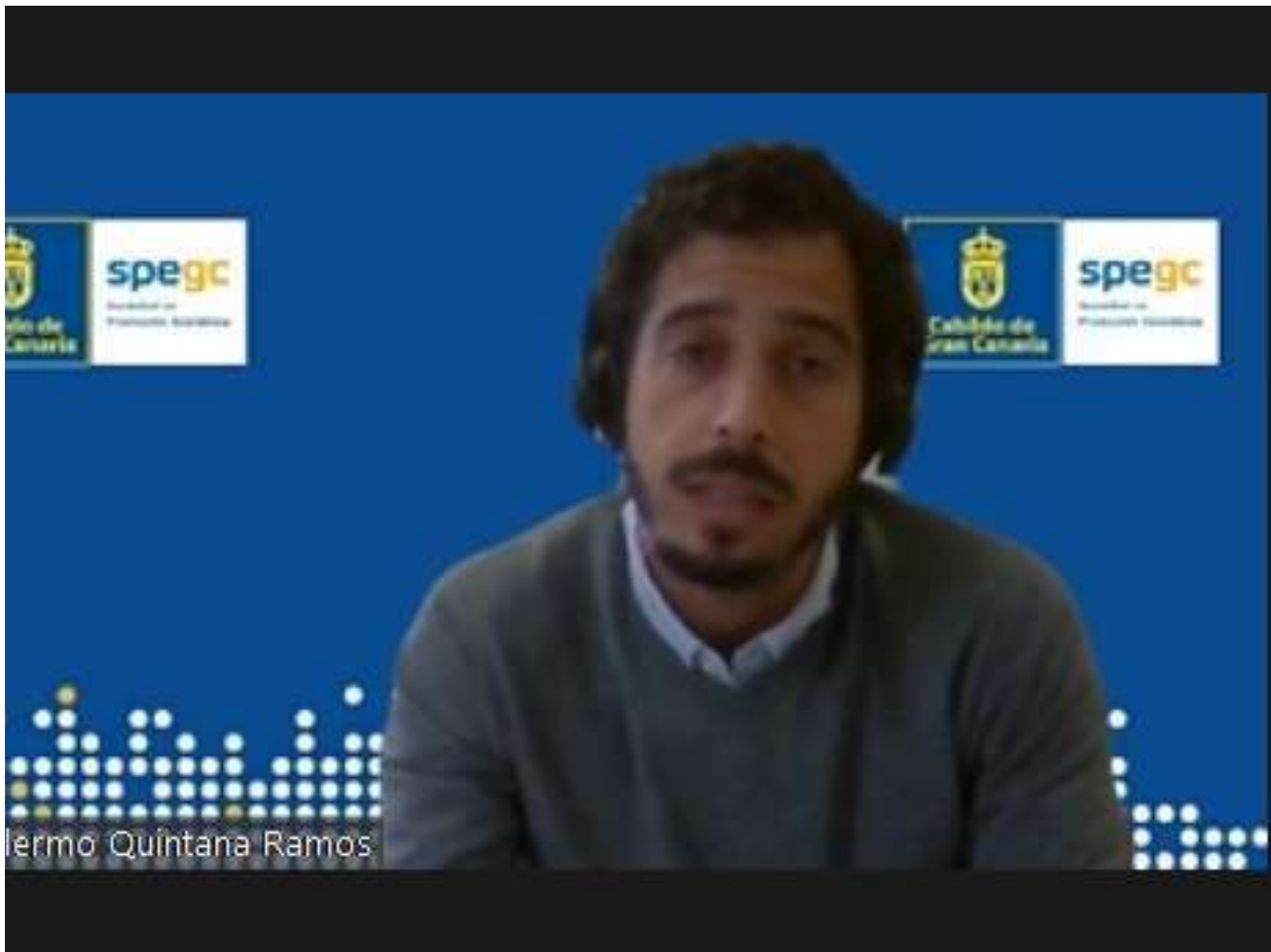
Pilar Moreno, PROEXCA



Javier Hidalgo, Canary Islands Film



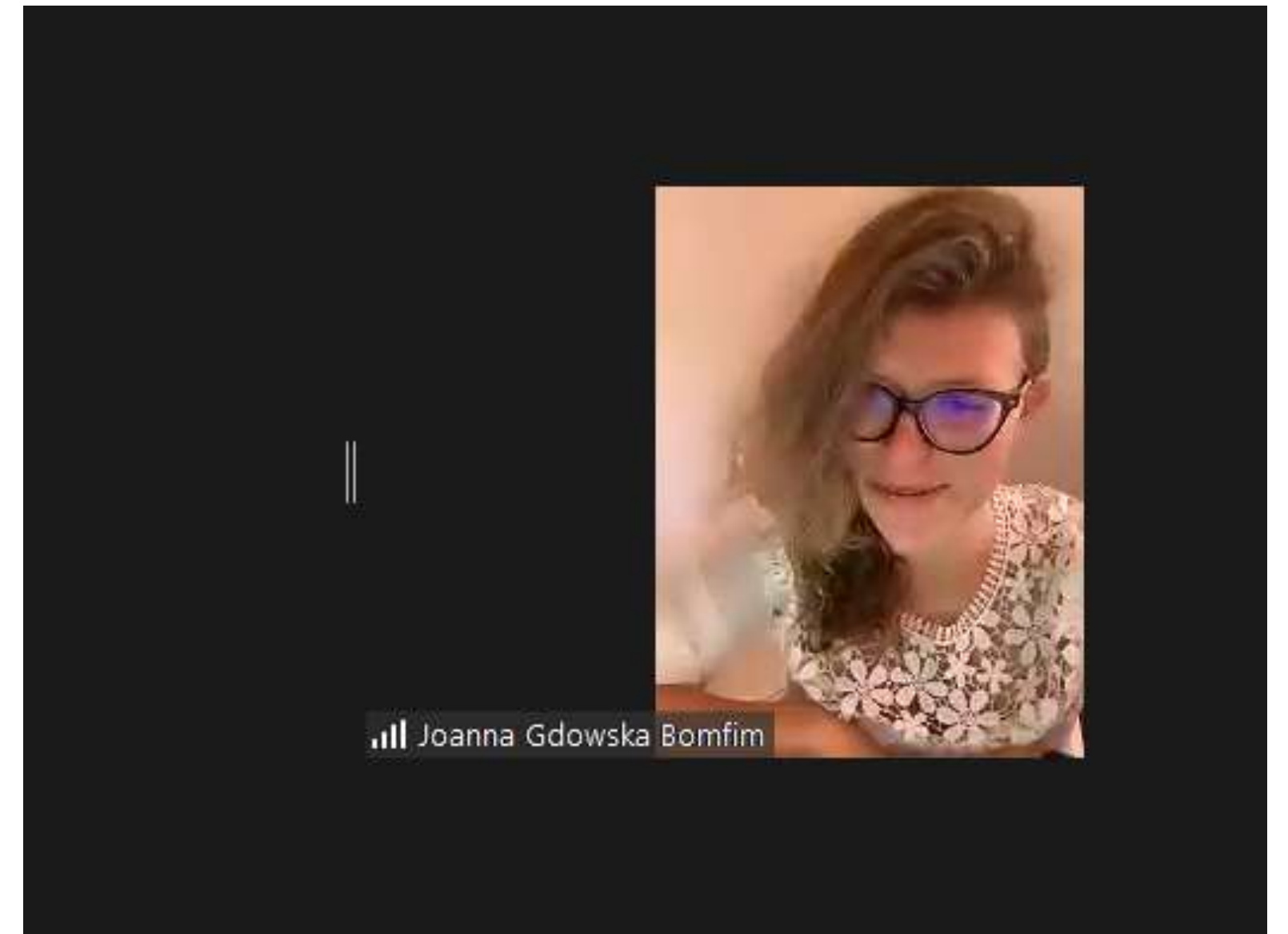
Sabita Jagtani, Técnico Superior de la ZEC



Guillermo Quintana, Gran Canaria Film Commission



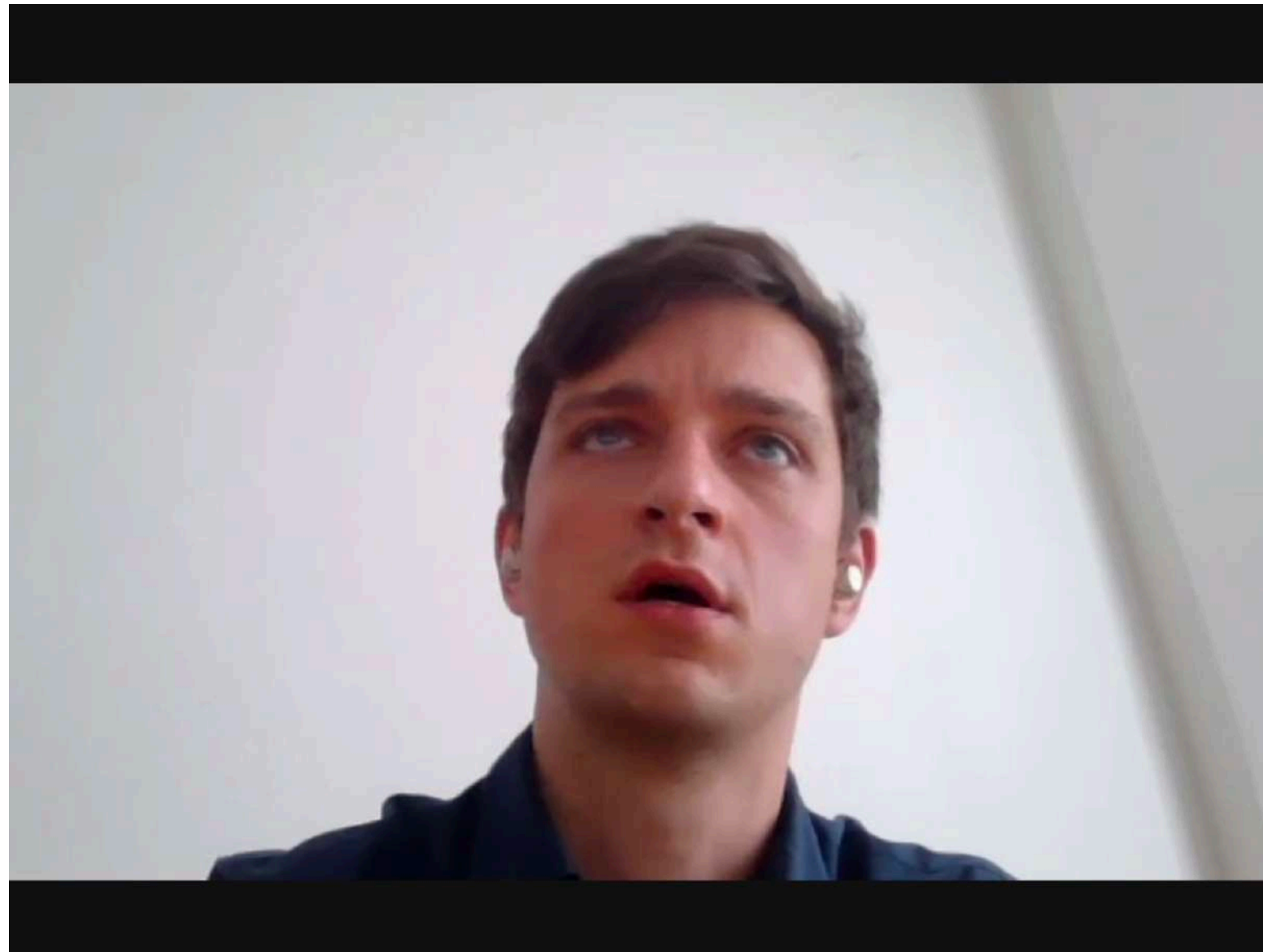
Zulay Rodríguez, Tenerife Film Commission



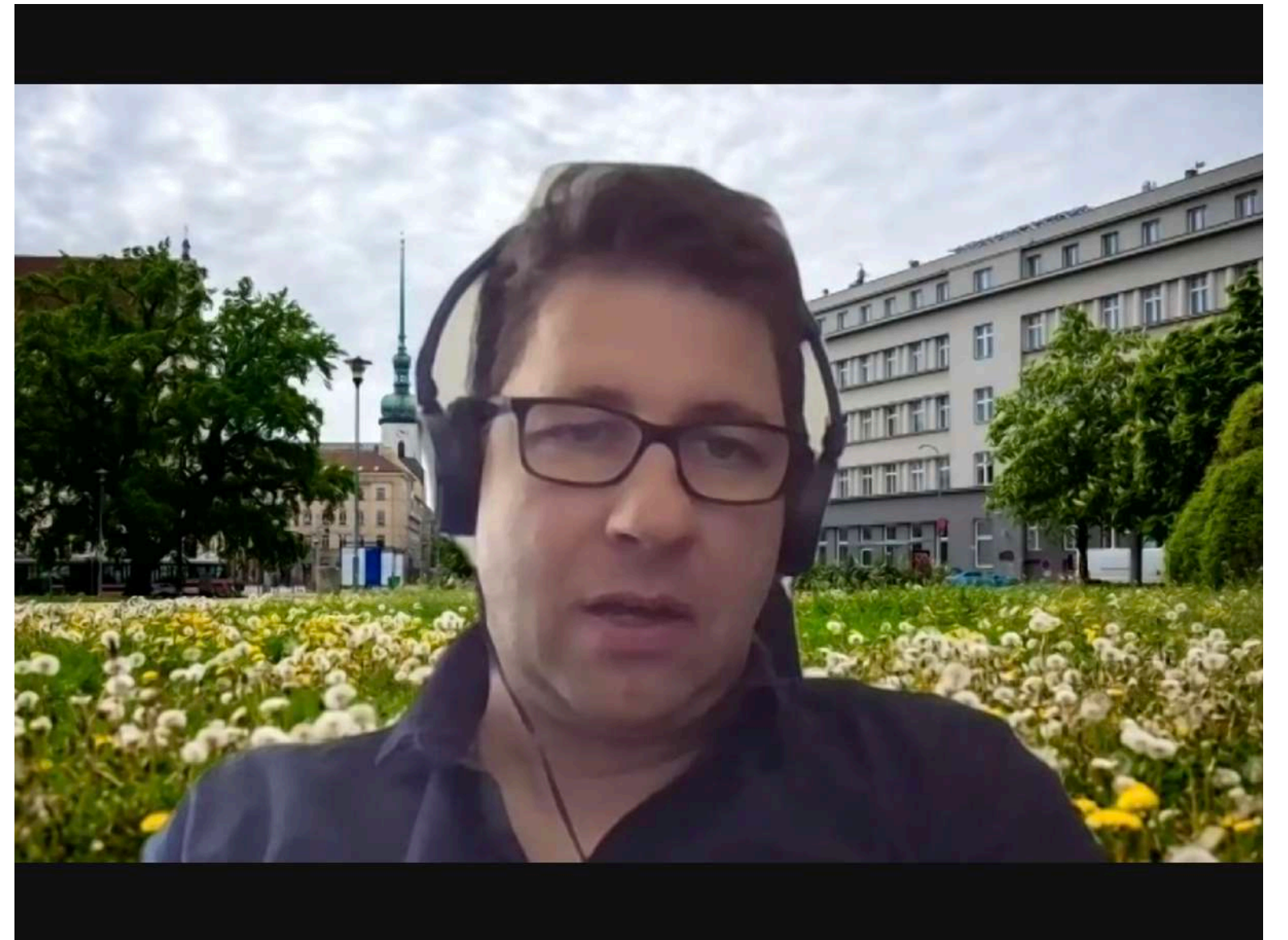
Joanna Gdowska Bonfim, Polish Institute of Madrid



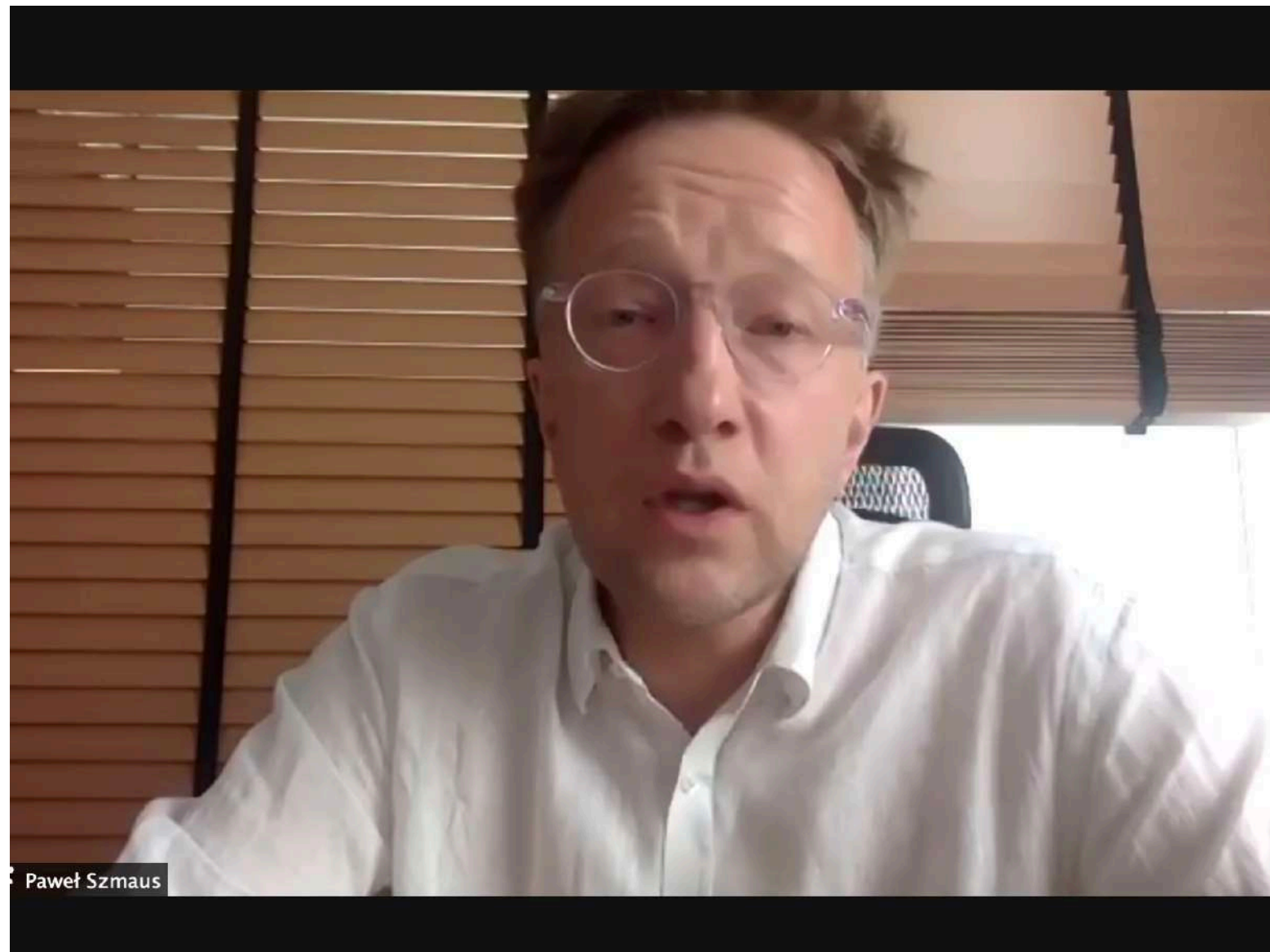
DIGIC Pictures, represented by Ildikó Takács



Charles Games, represented by Lukas Kolek

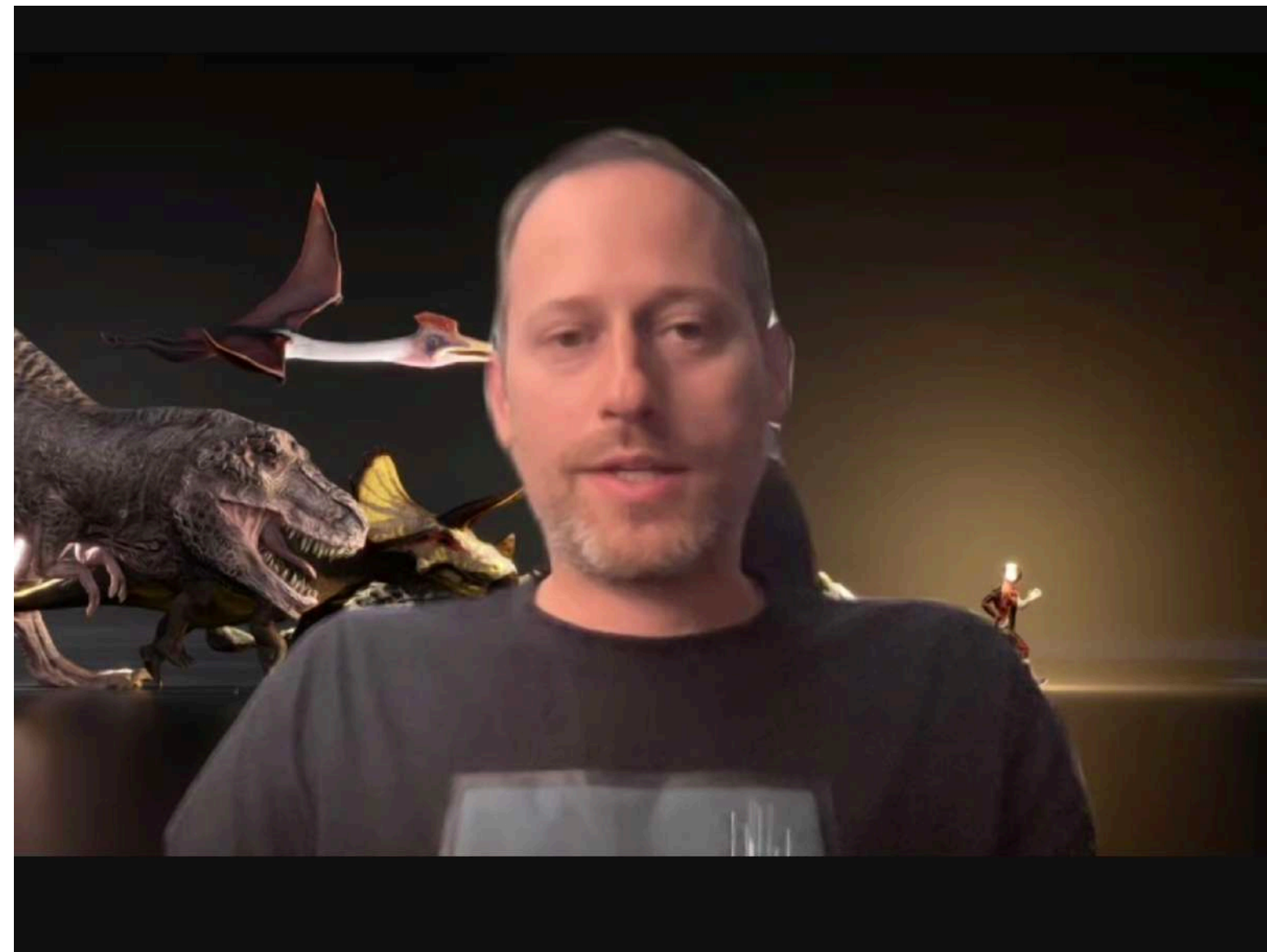


InGames Studios, represented by Jarek Kolar

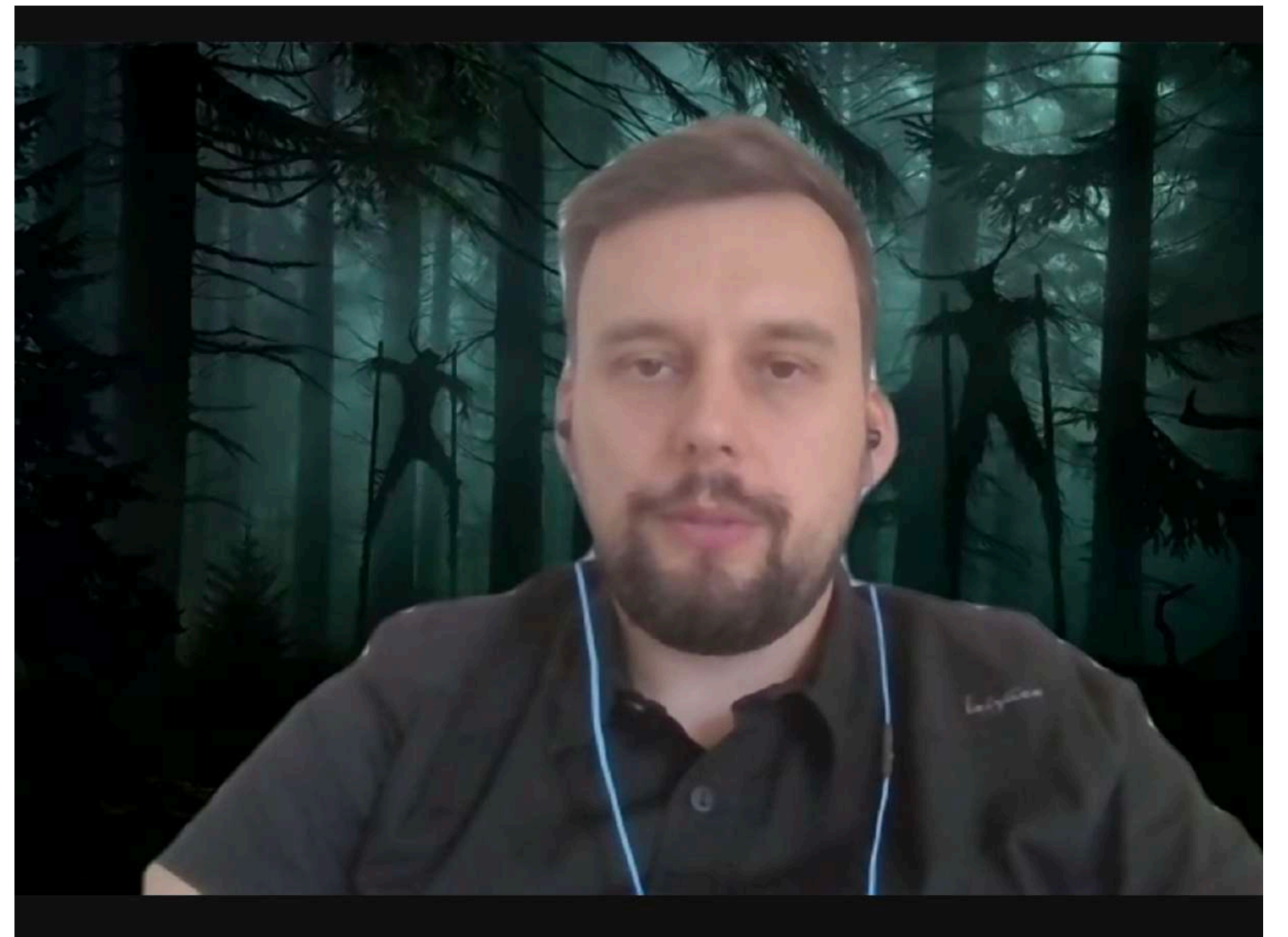


Paweł Szmaus

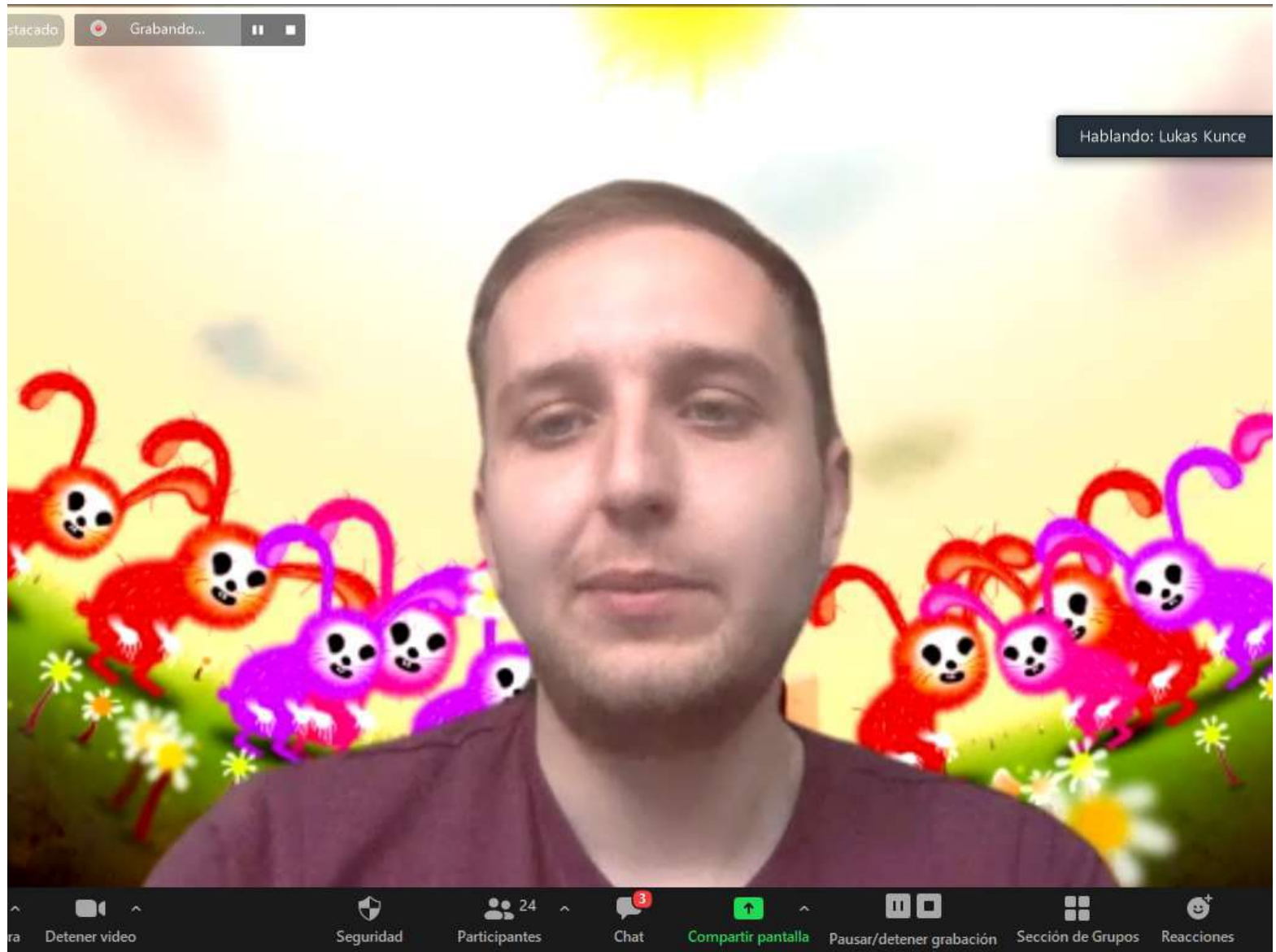
Platige Image, represented by Pawel Szmaus



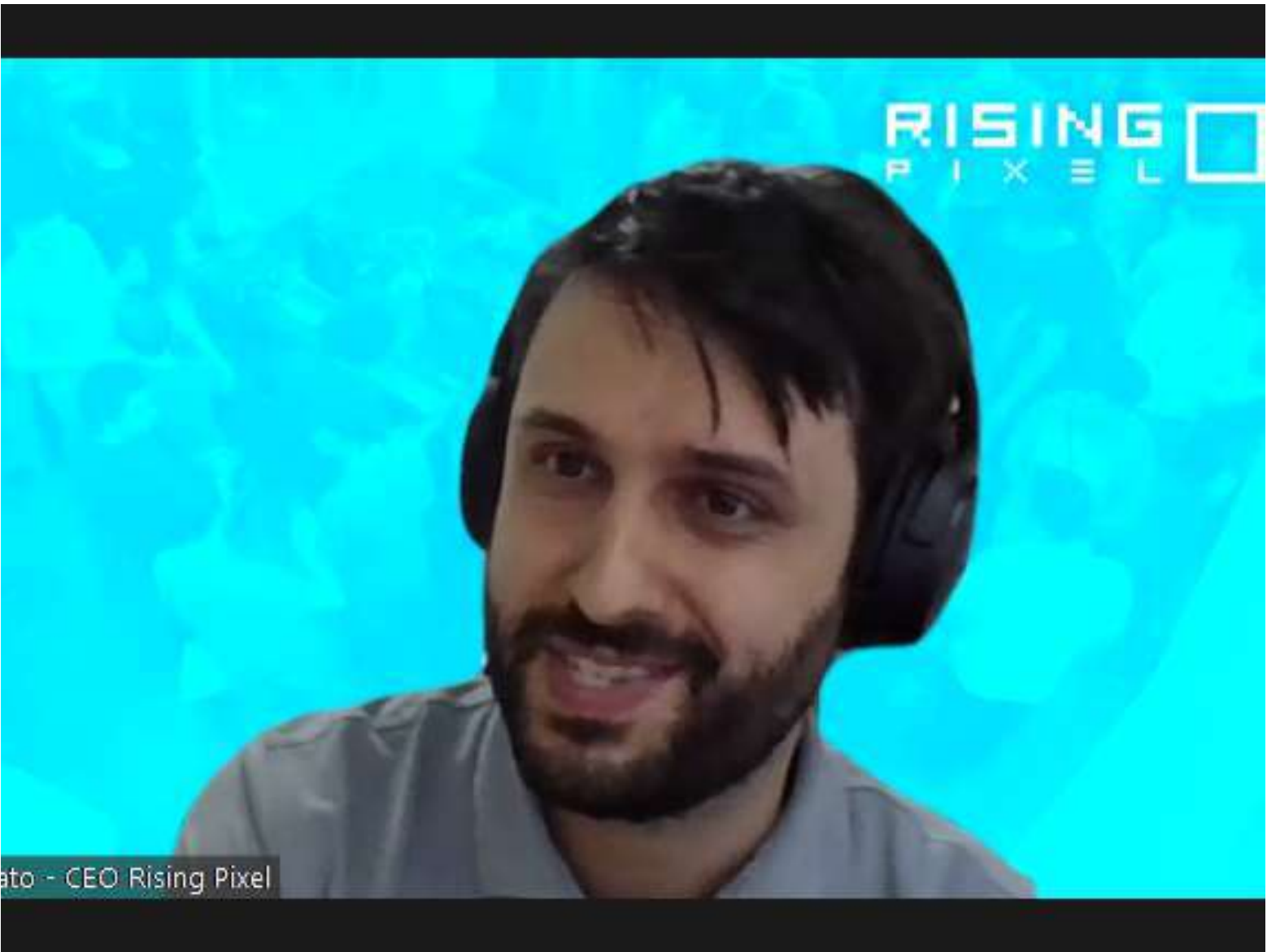
DIVR LABS, represented by Ondrej Bach



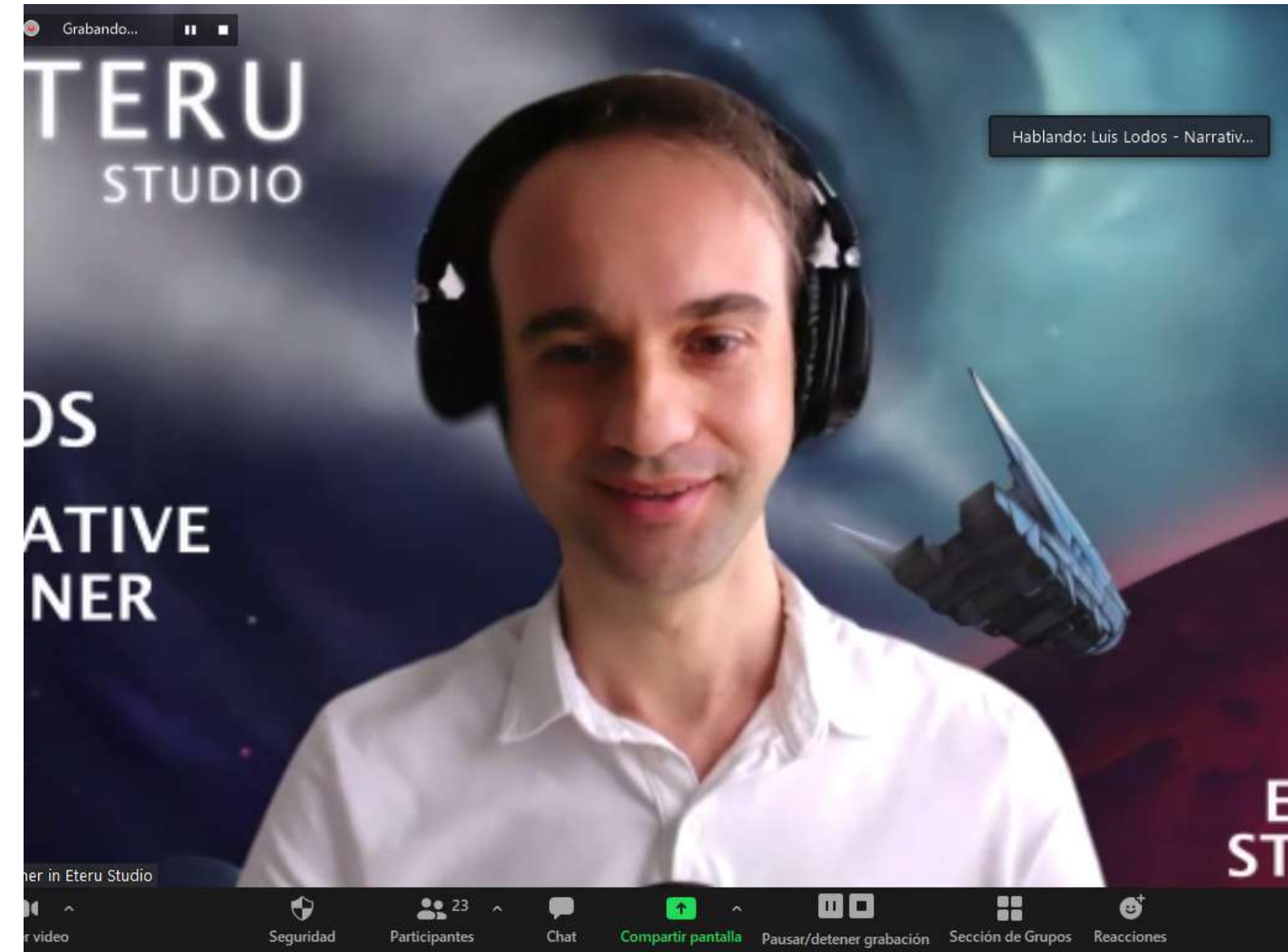
Blobber Team a cargo de Tomasz Gawlikowski



DIGIC Pictures, represented by Ildikó Takács



Rising Pixel, represented by Luca Contato



Eteru Studio, represented by Luis Lodos



Drakhar Studio, represented by Luis Torres



Rare Pixels, represented by Yuliya Oleshko



Damián Perea, moderator of the event

Lukas Kolek accedió a la sala de espera

Admitir

Ver

X

 **Visegrad Goup**

Online Reverse
Trade Mission

Visegrad Group – Canary Islands

Organized by



damián perea
producciones


Canary
Islands **FILM**

DPProducciones

Nazareth Lez...

Luca Contato...

Luis Torres

Luis Lodos - ...

Paweł Szmaus

Sabita - sjagt...

zulay

Ondrej Bach

Ildikó Takács

Yuliya Oleshko

Guillermo Qu...

Damián Perea L...

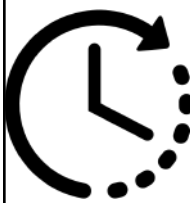
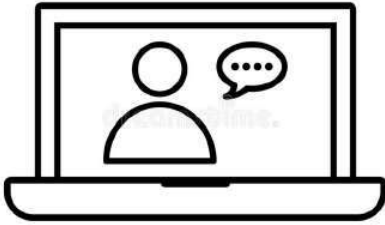

Javier Hidalgo - ...

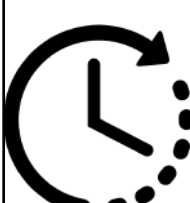
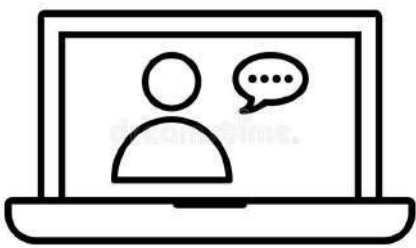
Joanna Gdowsk...

Stanislav Škoda

Jarek Kolar

JULY 8th, 2021*

	
11:00	Welcome - Event presented by Damián Perea Producciones.
11:01	Greetings from Pilar Moreno, Inward Investment Head PROEXCA
11:04	Greetings from the Presidency of the Visegrad Group
11:09	Presentation of the Video Games Industry in the Canary Islands. Incentives and advantages (PROEXCA)
11:15	Institutional Greetings (ZEC, Tenerife Film Commission, Gran Canaria Film Commission)
11:30	Spanish Companies
11:30	Rising Pixel, represented by Luca Contato, C.E.O.
11:35	Eteru Studio, represented by Luis Lodos, C.T.O. & narrative designer.
11:40	Drakhar Studio, represented by Luis Torres, C.E.O. & Producer
11:45	Rare Pixels, represented by Yuliya Oleshko, Business Development Manager
11:50	

	
12:00	Visegrad Companies
12:00	Platige Image, represented by Pawel Szmaus, Business Development Director
12:05	Charles Games, represented by Lukas Kolek, Project Director
12:10	Bloober Team a cargo de Tomasz Gawlikowski, Chief Marketing Officer
12:15	Amanita Design, represented by Lukas Kunce, PR & production.
12:25	DIGIC Pictures, represented by Ildikó Takács - Chief Business and Legal Affairs Counsel.
12:30	DIVR LABS, represented by Ondrej Bach, Co-founder & CPO.
12:35	InGames Studios, represented by Jarek Kolar, Managing Director. Chairman of the local Video Game Cluster
12:40	Closing by Canary Island Film - Proexca

*All intervention must be in English
All hours are in V4 Group Time Zone

Visegrad Companies



Platige Image S.A. is a Polish company founded in 1997. It specializes in computer graphics, 3D animation and digital VFX.

Works: Call of Duty: Black Ops Cold War & Warzone Season 3 (Cinematic Trailer), Hyper Scape Season 3 (Cinematic Trailer), Outriders: Appreciate Power (Cinematic Trailer), Call of Duty: Black Ops Cold War & Zone Season 2 (Cinematic Trailer), Total War: Warhammer III (Cinematic Trailer). The Medium (Cinematic Trailer).

Platige Image

<https://platige.com>

Poland

Pawel Szmaus, Business Development Director. pszmaus@platige.com



Charles Games is the studio behind the award-winning Attentat 1942 game. They specialize in storytelling games with unique settings. They are located in Prague and are currently developing a new historical game Svoboda 1945: Liberation and an atmospheric adventure The Legend of the Spirit Bird.

Works: Svoboda 1945: Liberation, Attentat 1942, The Legend of the Spirit Bird, Silicomrades.

Charles Games

<https://charlesgames.net/>

Czech Republic

Lukas Kolek, Project Director. lukaskolek@live.com



Bloober Team is an independent game development studio specializing in creating psychological horror games unlike any other on the market.

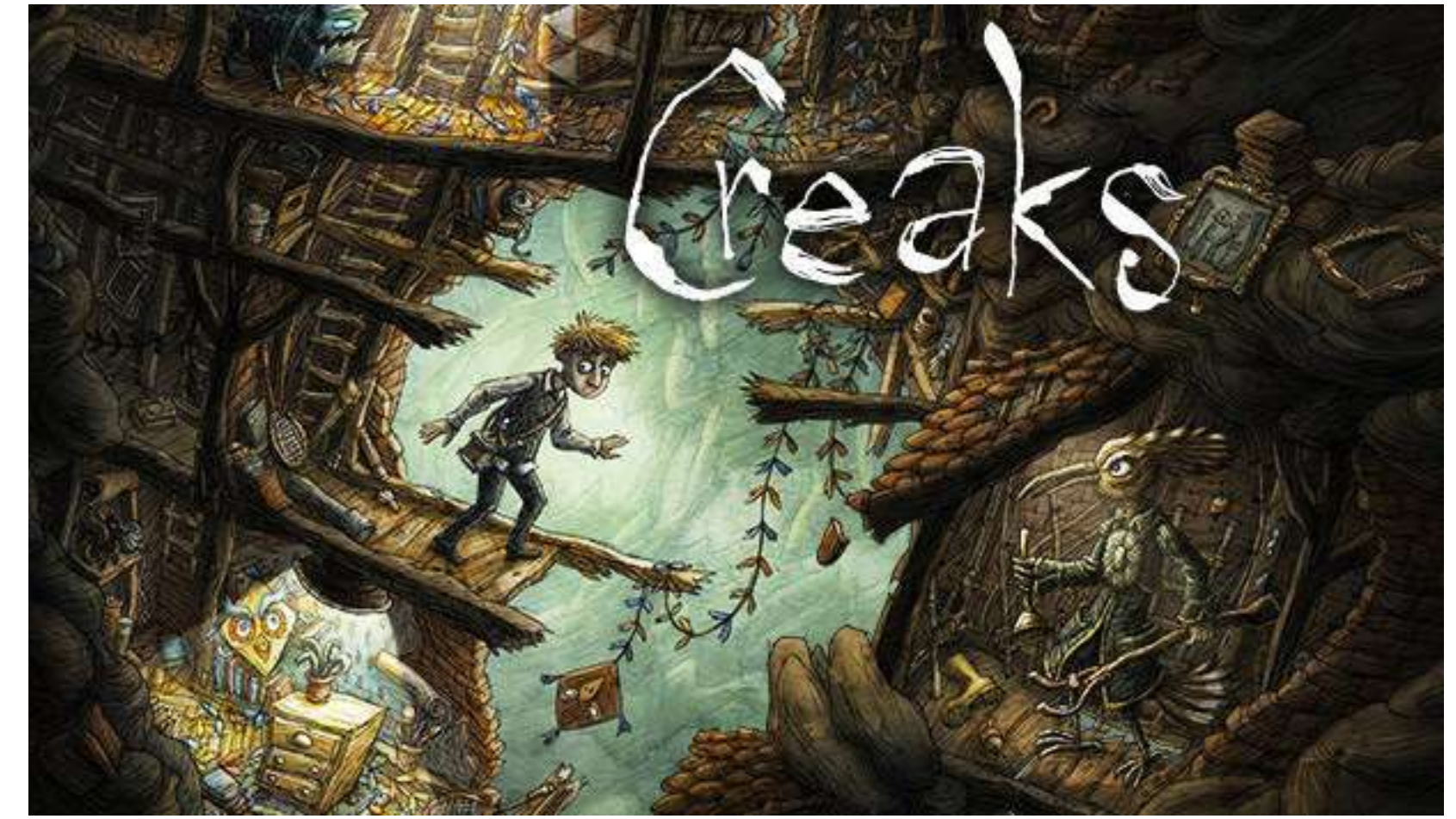
Works: The Medium, Observer, Blair Witch, Layers of Fear 2, Layers of Fear.

Bloober Team

<https://www.blooberteam.com>

Poland

Tomasz Gawlikowski, CMO. tomasz.gawlikowski@blooberteam.com



Amanita Design, founded in 2003, is a Czech independent game developer company. They have developed several award-winning video games, including the Webby Awards, all created using Adobe Flash. Machinarium was released in 2009, winning the Excellence in Visual Art award from the 12th Independent Festival Games.

Works: Samorost, Rocketman VC, Samorost 2, The Quest for Rest, Questionaut, Machinarium, Osada, Botanicula, Samorost 3, Chuchel, Pilgrims, Creaks, Happy Games.

Amanita Design

<https://amanita-design.net/>

Czech Republic

Lukas Kunc, PR & Producer. lukas@amanita-design.net



DIGIC Pictures is a 18-year-old animation studio based in Hungary that has made its reputation with its high-end 3D animation for feature films, commercials, within the video game industry. DIGIC is best known for creating fine details and realistic characters as well as world-class rendering in the animated shorts we produce. In filmmaking, we are leveraging next generation technology to provide entirely new visual experiences for the CG audiences. In the past few years, our team's game trailers and intro movies for our clients have earned DIGIC Pictures critical acclaim.

Works: Rainbow Six Extraction, League of Legend: Ruination, Destiny 2: Beyond Light, Godfall - Cinematic Intro: The Fall, Call Of Duty: Black Ops Cold War - Perseus Briefing Cinematic, Assassin's Creed Valhalla: Cinematic Trailer.

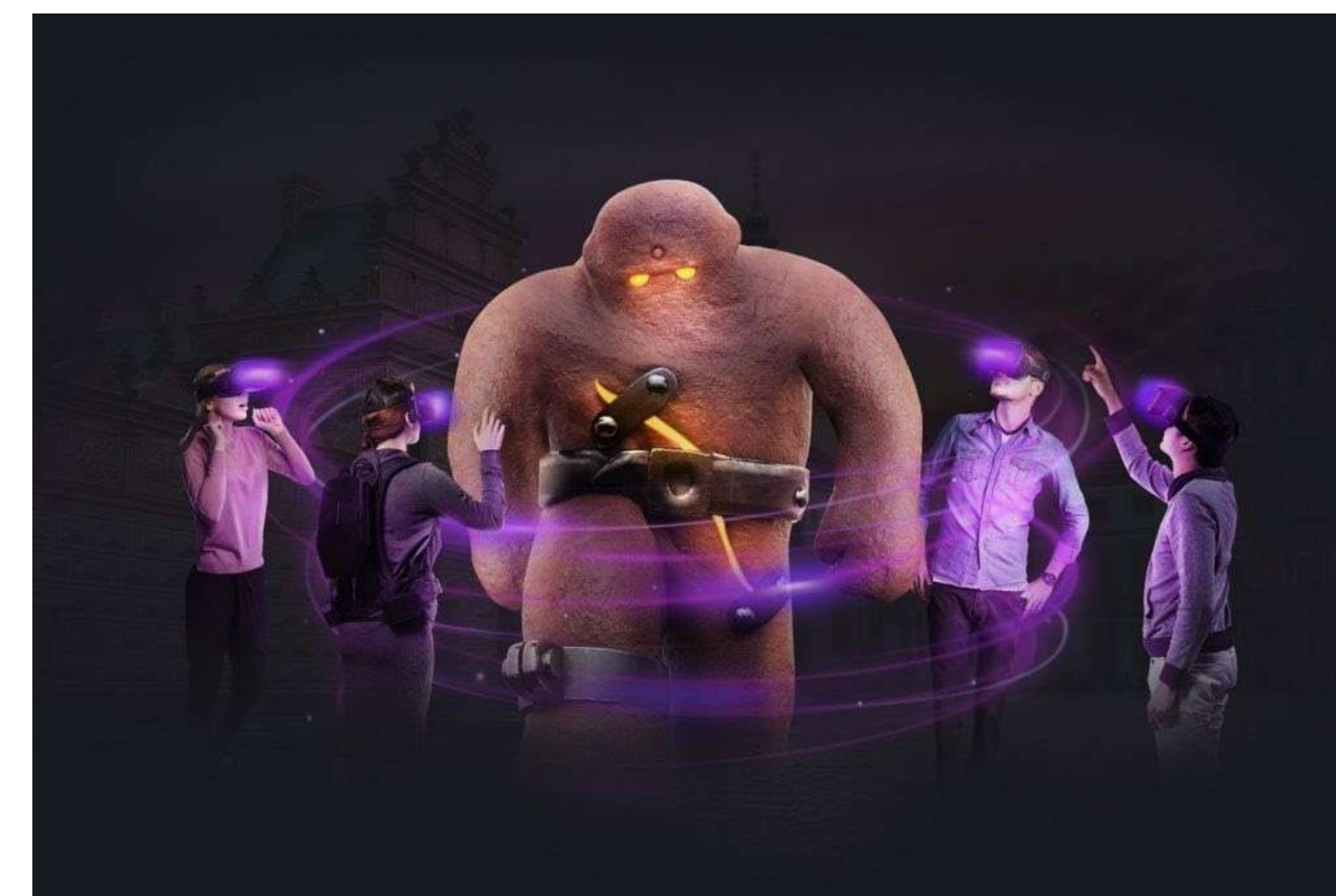
DIGIC Pictures

<https://www.digicpictures.com>

Hungary

Ildikó Takács, Chief Business and Legal Affairs Counsel. ildiko.takacs@digicpictures.com

Viktória Mák, PR - Communications Manager. viktoria.mak@digicpictures.com



DIVR Labs is a VR-focused game development studio based in Prague whose debut release in 2016 was the first Czech VR game Blue Effect, a horror shooter. Since then, they're exploring the possibilities of highly immersive location-based experiences. In 2018, they released their first experience Golem VR, taking place in mysterious Renaissance Prague full of magical riddles. It turned out great and the players asked for even more intense experiences. And so in 2019, they invited everyone brave enough to enter the abandoned tunnels of Arachnoid VR, a horror experience full of spiders and adrenaline. Their newest experience is Meet the Dinosaurs, released in 2020 and packed with all the insight and innovation they collected over the years.

Works: Blue Effect, Golem VR, Arachnoid VR, Meet the Dinosaurs

DIVR LABS

<https://www.divrlabs.com>

Ondrej Bach, Co-founder & CPO. ondrej.bach@divrlabs.com



Jared Kolar, Chairman of
the local Video Game
Cluster Czech Republic

InGame Studios is the union of a group of artists who have worked on the most important Czech video games of the last 20 years, now they have come together to create the best first person shooter and cooperative games for PC and consoles using the Unreal Engine. In addition, Jarek Olar wil also talk about the Video Game Cluster, where he is currently the Chairman.

InGame Studios

<https://ingamestudios.com>

Czech Republic

Jarek Kolar, CEO InGame Studios. Chairman of Video Game Cluster. jarek.kolar@ingamestudios.com

Spanish Companies



Rising Pixel is a group of dedicated yet passionate games and software developers with a strong expertise in 2D game development. As proof, their HTML5 interactive experiences are played more than 100 millions times per week. They love to be the team behind some endearing brands but they would like to expand their business and maybe bring their own products to a wider audience.

Works: Space Wave Race, Progetto S, Inquisitor's Hearbeat and Eymerich the Inquisitor, Gran Sasso Videogame

Rising Pixel

<http://www.risingpixel.com>

Luca Contato, CEO. luca.contato@risingpixel.com



Spanish video game development studio founded in 2017 based in Las Palmas de Gran Canaria. It is dedicated, above all, to the realization of narrative and artistic video games based on science fiction. It has titles such as Hostile and Hidden, video games present on the Steam platform, while currently developing two new games, Satori and Glitch.

Works: Hostil, Oculto, Satori, Glitch.

Eteru Studios

<https://sites.google.com/view/eterustudio>

Luis Lodos, Narrative Designer & Director. eterustudio@gmail.com



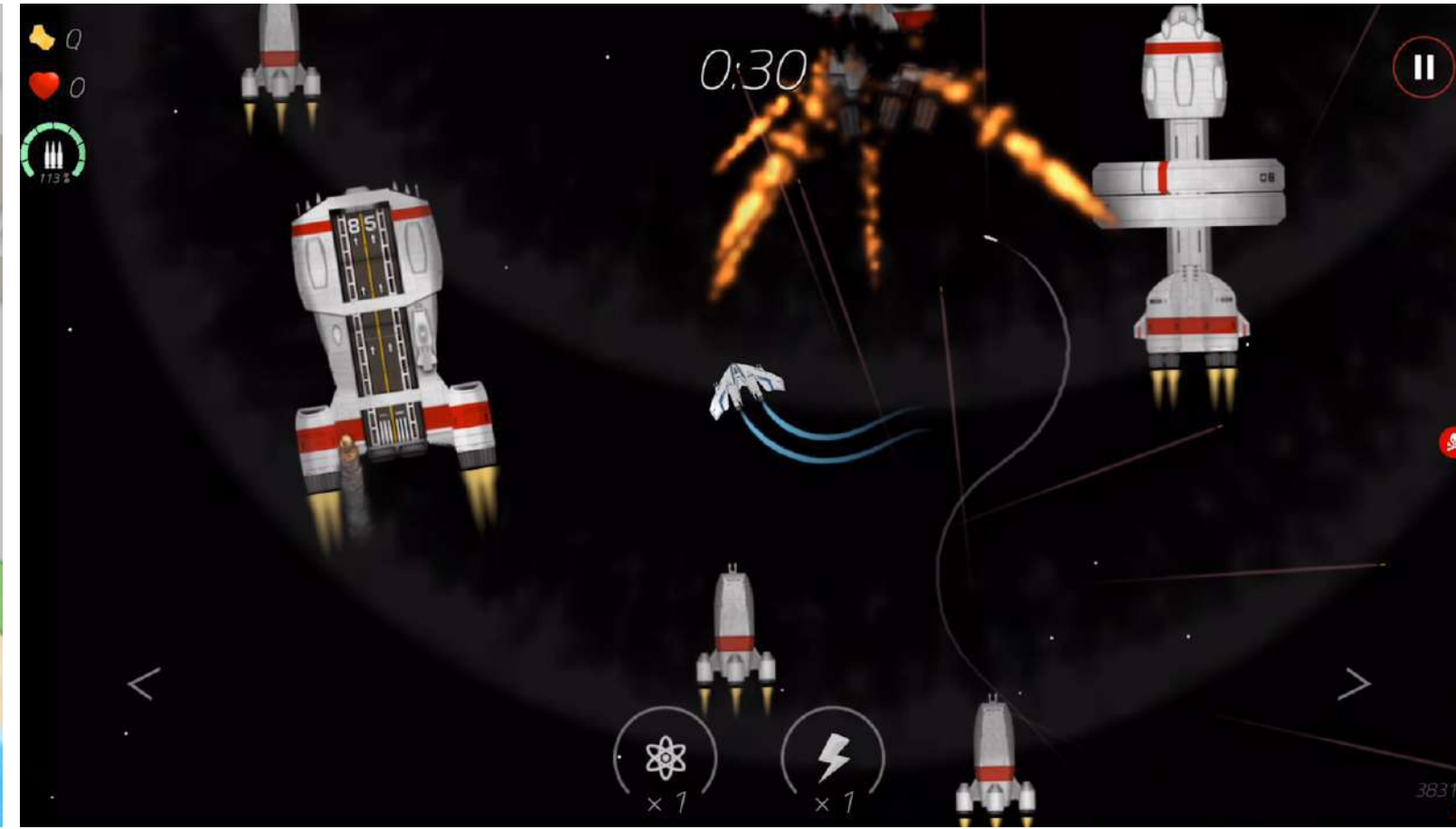
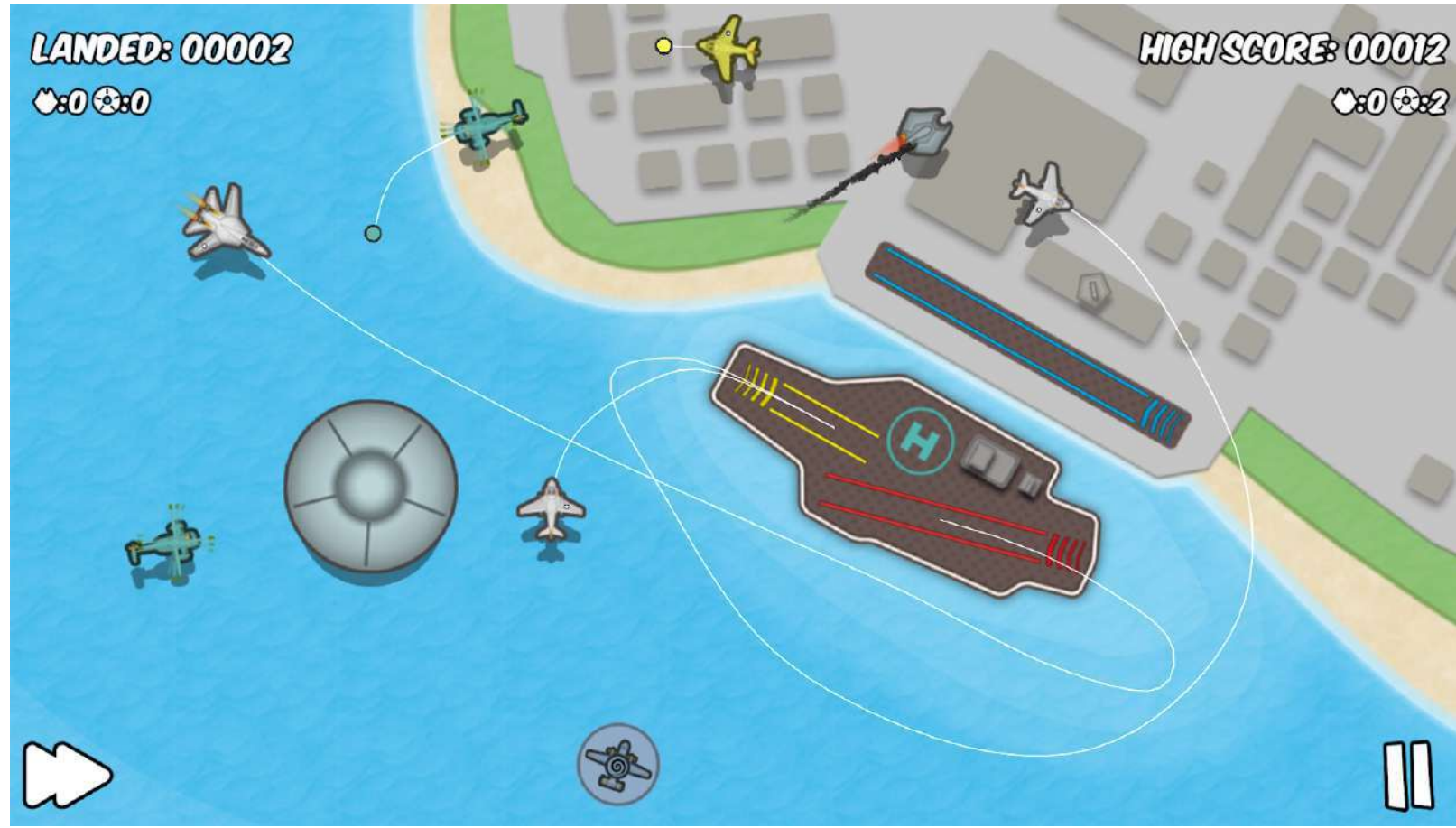
Back in 2010 Drakhar Studio was born with the goal of bringing mobile games to the top. Using the most advanced technologies on the market. Their main goal is to get the maximum performance of smartphones and tablets so we can offer both addictive and visually powerful games. The team is composed of specialists in each area of the game development that enjoy their careers and are proud of the work perfectly done. In Drakhar Studio, they are experts on 3D games or web platforms, Apple and Android using Unity3d as technology.

Works: Plasmaniacs, Ginger Beyond the Crystal, Grumpy Reaper, Kambu The Game.

Drakhar Studios

<https://www.drakharstudio.com>

Luis Torres, CEO & Producer. ltorres@drakharstudio.com



Rare Pixels is an indie game studio based in Spain, that specializes in developing casual games for Android and iOS platforms. Its first game, Planes Control, was launched in summer 2015 and has gained a remarkable positive reputation in the gaming world. Its second game 2 Minutes in Space is a galactic survival game that was published in 2018. Both games were featured several times by Google and are highly appreciated/played by almost 4 million gamers around the world. The games are available for free worldwide on AppStore and Google Playstore and are localized to 6 and 9 languages.

Rarepixels is working on 2 new titles and a major update of the game Planes Control at the moment. Update will be officially announced later this summer and the launch of 2 new games is planned for the end of 2021.

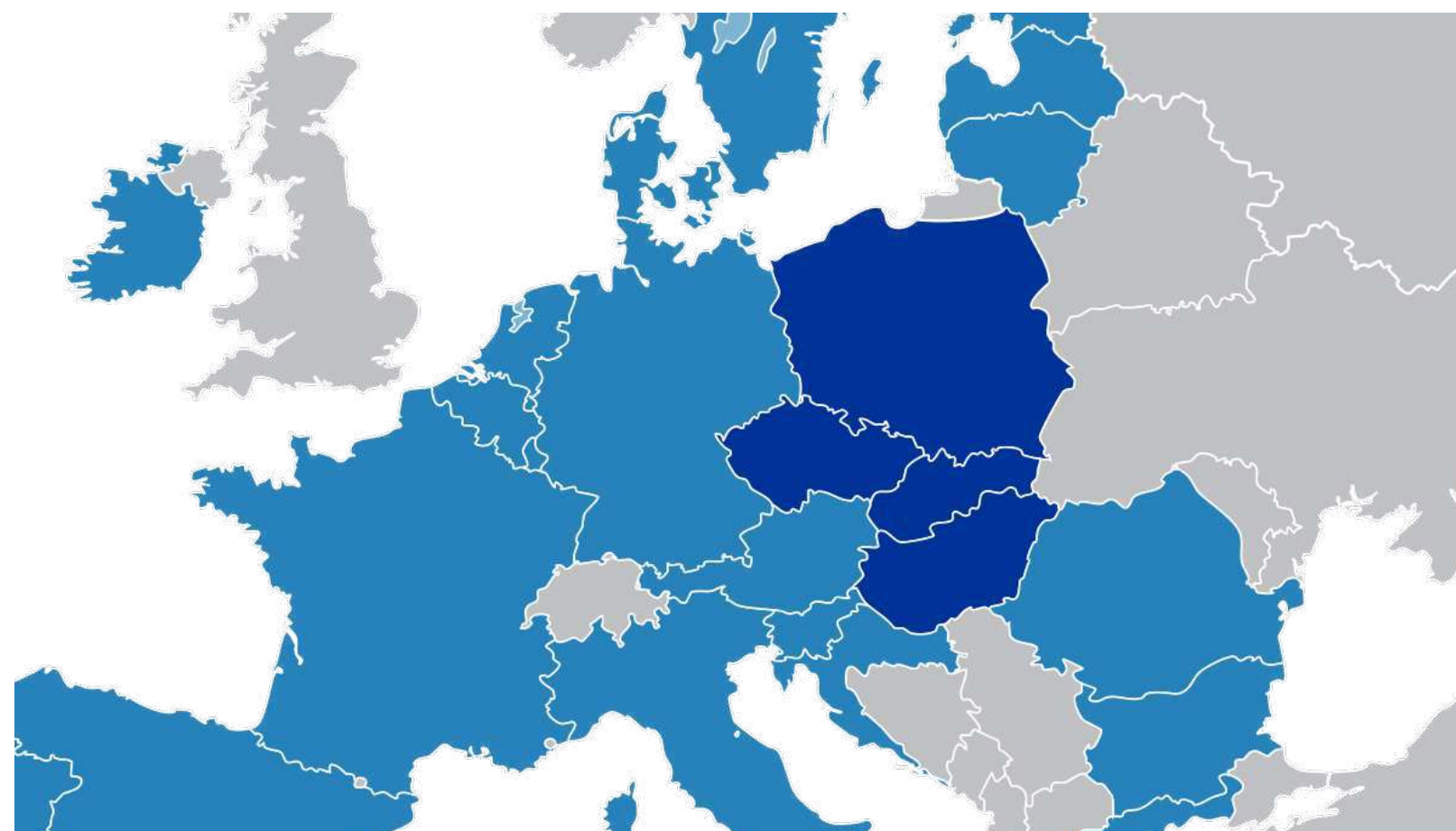
Rare Pixels

www.rarepixels.com

Yuliya Oleshko, Business Development Manager. pr@rarepixels.com

Antonio Esquer, Software/ Game Engineer. contact@rarepixels.com

Government Representatives



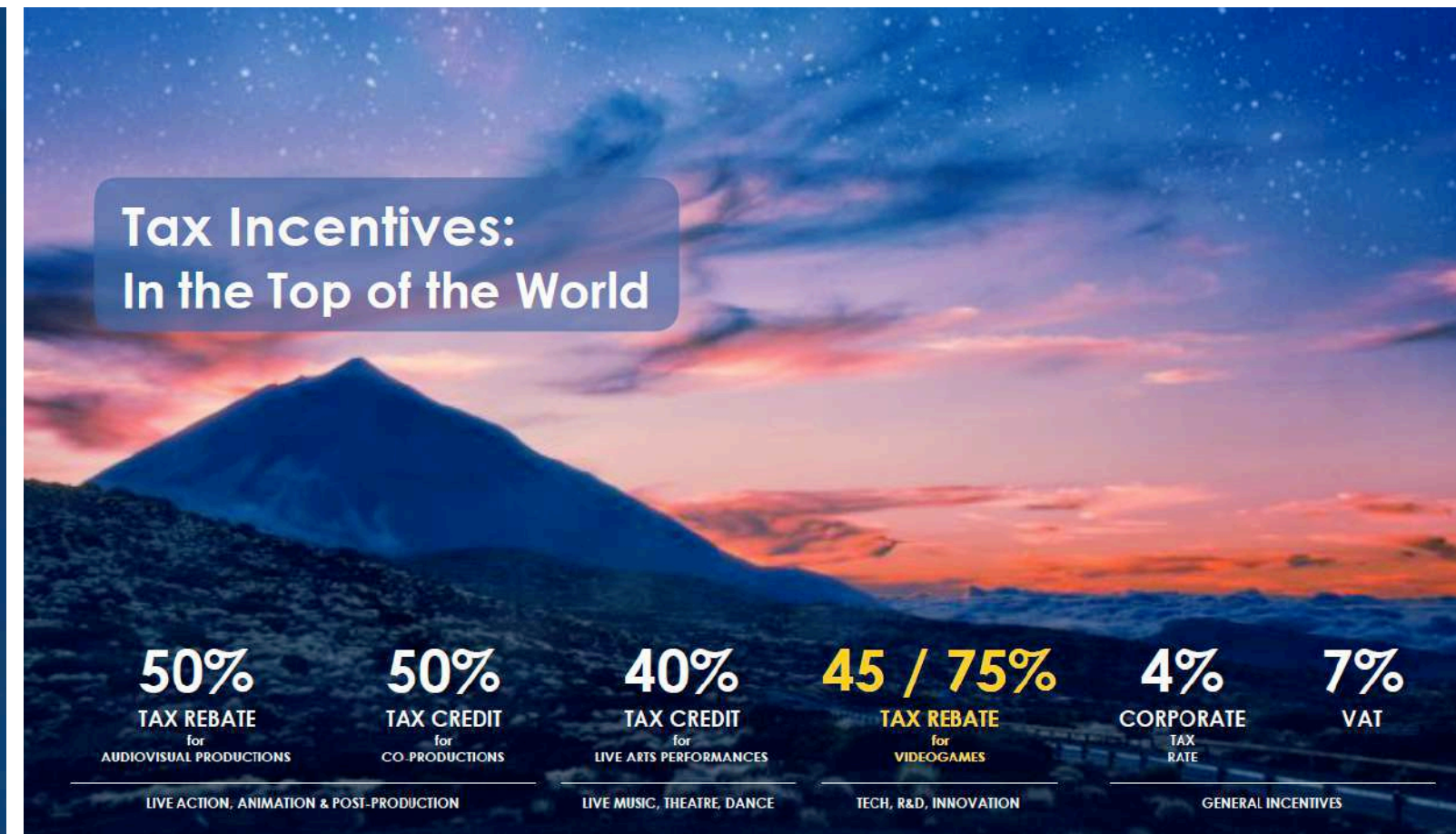
The Polish Institute of Culture in Madrid is a unit dependent on the Polish Ministry of Foreign Affairs and aims, like the other twenty Polish Institutes existing in the world, professionally assume the function of promoting a deeper knowledge of Poland, its history and its heritage. In this case, The Polish Institute of Culture in Madrid is acting in name of the V4 Presidency.

The **Visegrád Group**, **Visegrád Four**, **V4**, or **European Quartet**, is a cultural and political alliance of four countries of Central Europe[4] (Czech Republic, Hungary, Poland and Slovakia), all of which are members of the EU and of NATO, to advance co-operation in military, cultural, economic and energy matters with one another and to further their integration to the EU.

POLISH INSTITUTE DE CULTURA IN MADRID. V4 GROUP

<https://instytutpolski.pl/madrid/sobre-el-instituto-polaco-de-cultura/>

Joanna Gdowska Bonnfilm, Project Coordinator (Cinema, Theatre). joanna.gdowska@instytutpolski.pl



CANARY ISLANDS FILM is the Audiovisual Department of the Canary Islands Government. We are able to supply information about tax incentives, locations, and everything you need for your film production. It is the umbrella Company for all Canary Islands Film Commissions, institutions and audiovisual companies. The Canary Islands offer a 50-45% tax rebate (compatible with an income tax rate of 4%). With an average temperature of 23°C in Summer and 19°C in Winter, amazing landscapes and experienced crews, it is the perfect place for your next shoot.

Canary Islands Film, PROEXCA

<https://www.canaryislandsfilm.com/en/>

Javier Hidalgo, Business Development Manager. javier.hidalgo@proexca.es



THE LOWEST CORPORATE TAX RATE IN EUROPE

4% CORPORATE TAX RATE

CANARY ISLANDS SPECIAL ZONE (ZEC)

- New company in the CI
- Admin must be resident
- Invest at least 100.000€ in fixed assets (in 2 years)
- Annual average of 5 jobs

sjagtani@canariaszec.com
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

INCENTIVES FOR VIDEOGAMES DEVELOPMENT

45-75% TAX REBATE

45% to 75% for R&D (engine)

45% for Videogames

How and when is the cost savings realized? 3 ways:

- Deducting the % of the profits generated
- Accumulating the % of deductions for up to 18 years in order to apply it during a profitable year
- Monetizing (receiving) the % in cash from the government at the end of every year

javier.hidalgo@proexca.es
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

The Canary Islands Special Zone (ZEC) is a low tax zone created within the framework of the Canary Islands Economic and Tax Regime (REF) for the promotion of the economic and social development of the Islands and to diversify their production structure. ZEC was authorized by the European Commission in January 2000 and it is regulated in the Law number 19/94 of the 6th of July, 1994.

ZEC — THE CANARY ISLANDS SPECIAL ZONE

<https://canariaszec.com/en/>

Sabita Jagtani, ZEC Senior Technician. sjagtani@canariaszec.com



FINANCING STREAMS

Tax incentives and public loans



- **Technical support via the 'Business Support Service (SAE)'**: consultancy service on specifics, applied tax case for the video games and R&D sector (cross-country tax optimization)
- **Financing information and instruments**: up-to-date information on financing instruments for innovative entities based in Gran Canaria (subject to employment creation):
 - **SPEGc Participative Loan**: up to € 200,000
 - **Others**: regional fund (up to € 500,000); national fund (up to € 300,000)
 - **SPEGc**: public guarantees for audiovisual projects

gquintana@spegc.org
+34 696 170 194

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

GRAN CANARIA

The island for video games



Technological Hub: IT & Audiovisual



Business Environment & Softlanding support



Taxation and financial support



Talent and training

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PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

The Gran Canaria Film Commission is an affiliate of the Corporation for the Economic Promotion of Gran Canaria, which offers support and institutional confidence to audiovisual productions for cinema, television and publicity. At all stages of production we offer stable support and assistance services: free advice regarding locations and permits, meetings with local producers and other professionals; and contact with the administration of Gran Canaria, the Canary Islands and at national level.

GRAN CANARIA FILM COMMISSION

<https://www.grancanariafilm.com/en/>

Guillermo Quintana, Project Development Coordinator 'Best in Gran Canaria'. gquintana@spegc.org



TENERIFE FILM COMMISSION

Tenerife at a glance

- Tenerife provides > 75% of aggregated yearly turnover and > 50% of employed talent in the Canary Islands
- Tenerife hosted **Tenerife Lan Party** from 2007 until 2019, the biggest regional video game event with over 300.000 local attendees
- Tenerife is the main partner and host of the Spain and Latinamerica Animation **Quirino Awards** since 2018 and cohosts **Canarias Game Show** 2021



TENERIFE FILM COMMISSION



Dedicated institutional support

- Public **Employment** Programs for local video game studios
- **Tailor-made** training programs for incoming companies
- Sector-specific **micro events** according to local sector needs: recruitment days, career days, master classes...
- **Inspection visits** available

film@webtenerife.com
+34 922 23 78 70



film@webtenerife.com
+34 922 23 78 70



The Tenerife Film Commission is a department of the SPET- Tenerife Tourism Corporation, created in the year 2000 to promote audiovisual productions on the island by producers from Tenerife and abroad. We also promote Tenerife as a film location by attending trade fairs, presentations and festivals of this sector.

TENERIFE FILM COMMISSION

<https://www.webtenerife.co.uk/tenerifefilm/>

film@webtenerife.com

Cartas de Invitación Remitidas



Canary Islands, Xth of June 2021

Dear XXXXXXX,

PROEXCA-Government of the Canary Islands, on behalf of the Canary Islands Film, is pleased to invite you to an Online Reverse Trade Mission between the Canary Islands and VISEGRAD GROUP to be held on July 8th.

This online commercial action will bring together video games from Visegrad Countries and Canarian companies in the sector, with the objectives of:

- Present the great advantages and incentives of the Canary Islands for the development of audiovisual projects on its islands.
- Provide a better understanding of the Canary's market of video games, showing to the Visegrad Group companies a full vision of the Canary Islands audiovisual industry.
- Show the different opportunities for Visegrad Group companies either to expand their studios to the Canary Islands and/or to collaborate on international productions, services or co-productions.

PROEXCA is part of the **CANARY ISLANDS FILM (CIF)**, an institutional brand whose mission is to support the audiovisual industry of this region worldwide. Through the CIF you can find all the needed information about tax incentives, locations, local partners, facilities, etc... for your audiovisual production. With unbeatable Tax Rebates for Audiovisual Productions (50-45%) and Videogames Development (45%), the Lowest Corporate Tax Rate in Europe (4%) or a 0% VAT, among other advantages such as local industry/talent, infrastructures, connectivity or a unique quality of life, the Canary Islands have become an international hotspot for the audiovisual industry being the perfect place for your next development or for establishing your company.

The development of the activity will be done using the Zoom platform on Thursday, July the 8th, from 10:00 to 13:00 (GMT+1, London Timezone). The Canary Islands institutions (4 maximum) will intervene first with a duration of between 5 and 8 minutes each, followed by the Canarian companies with a short presentation of between 2 and 3 minutes each. After these interventions,

will be the turn of the Visegrad Group Presidency, having an intervention of between 5 and 8 minutes, followed by the Visegrad Group companies, with a short presentation of between 2 and 3 minutes each. The estimated duration of the event is 3 hours maximum with the possibility of further private meetings between institutions and companies.

For more information about the advantages of the Canary Islands see the following link:

[Canary Islands Film](#)

Please confirm participation by sending an email to: animayo@animayo.com

PROEXCA promotes this event in collaboration with Animayo, the organizer of the event and which is also the only animation festival in Spain declared a "Qualifying Festival" by the Academy of Motion Picture Arts and Sciences of Hollywood for the Oscars®.

NEWS:

[Variety 1](#)

[Animation Magazine](#)

[Variety 2](#)

Yours truly,



CANARY ISLANDS FILM are:

PROEXCA

Canarias Cultura en Red

Tenerife Film Commission

Gran Canarias Film Commission

La Gomera Film Commission

La Palma Film Commission

El Hierro Film Commission

Fuerteventura Film Commission

Lanzarote Film Commission

Zona Especial Canaria



Las Palmas de Gran Canaria a XX de junio de 2021

Estimado XXXXXXX,

PROEXCA - Gobierno de Canarias, en nombre de Canary Islands Film, se complace en invitarle a una Misión Comercial Inversa On line entre Canarias y el Grupo Visegrad a desarrollar el día 8 de julio.

Esta acción comercial online, reunirá y presentará a productores y estudios de videojuegos procedentes del Grupo Visegrad (Polonia, República Checa, Hungría y Eslovaquia) y a empresas canarias del sector con los objetivos de:

- Presentar algunas novedades del mercado regional y promocionar las bondades de Canarias para la producción audiovisual.
- Brindar una mejor comprensión del mercado canario de videojuegos, mostrando a las empresas del Grupo Visegrad la calidad de los contenidos de las producciones canarias a través de sus proyectos más recientes.
- Hablar sobre posibles las estrategias de programación, producción y coproducción de las empresas participantes a fin de favorecer posibles colaboraciones.

El desarrollo de la acción tendrá lugar por videoconferencia en la plataforma Zoom el jueves 8 de julio, en horario de 10: a 13:00 (hora insular canaria, GMT+1), interviniendo en primer lugar las instituciones canarias con un máximo de 4 con una duración de entre 5 y 8 minutos cada una, seguidas de las intervenciones de las compañías canarias, que se presentarán brevemente (entre 2 y 3 minutos cada una). Al finalizar estas intervenciones, sería el turno de la Presidencia del Grupo Visegrad, contando con un tiempo de intervención entre 5 y 8 minutos, seguido de las empresas del Grupo, con una presentación breve de entre 2 y 3 minutos cada una. La duración estimada del evento será de 3 horas con posibilidad de encuentros privados entre las instituciones y las empresas.

Para más información sobre las ventajas de Canarias ver el siguiente *link*:

<https://www.canaryislandsfilm.com/en/>

Se ruega confirmar participación enviando un email a: animayo@animayo.com

El Grupo VISEGRAD, o V4, aúna a los países de Polonia, República Checa, Hungría y Eslovaquia, cuyo objetivo es la de impulsar la cooperación entre estos cuatro países a nivel cultural y económico, sin dejar de lado su vinculación con la UE. Actualmente presidido por Polonia, el Grupo Visegrad está siempre a la búsqueda de nuevas oportunidades económicas, destacando en este caso, el interés de

la industria de los videojuegos por expandir sus fronteras, teniendo en consideración ele norme alcance y calidad de sus empresas, con ejemplos como Platige Image, Bloober Team, CD Projekt Red o Bohemia Interactive, por nombrar solo algunos ejemplos.

PROEXCA promociona este evento en colaboración con Animayo, organizar de esta acción y único festival de animación en España declarado «Festival Calificador» por la Academia de Artes y Ciencias Cinematográficas de Hollywood para los Premios Óscar®.

NEWS:

<https://variety.com/2020/film/global/covid-19-pushes-canary-islands-animayo-go-virtual-1234605332/>

<https://www.animationmagazine.net/europe/animayo-wraps-virtual-edition-with-35k-attendees-kapaemahu-wins-grand-prize/>

<https://variety.com/2019/film/festivals/gran-canarias-14th-animayo-summit-fosters-future-spanish-animation-1203218330/>

Atentamente,



CANARY ISLANDS FILM are:

PROEXCA
Canarias Cultura en Red
Tenerife Film Commission
Gran Canarias Film Commission
La Gomera Film Commission
La Palma Film Commission
El Hierro Film Commission
Fuerteventura Film Commission
Lanzarote Film Commission
Zona Especial Canaria

Empresas Invitadas V4 — Total

Compañías invitadas procedentes del Grupo Visegrad

- | | | |
|------------------------|-----------------------|------------------------|
| ❖ Digic Pictures | ❖ Goldknights | ❖ Keen Software House |
| ❖ Charles Games | ❖ Pixune | ❖ Madfinger Games |
| ❖ Platige Image | ❖ Dreamstorm studios | ❖ Trickster Arts |
| ❖ Bloober Team | ❖ Raba Games | ❖ GameDevArea |
| ❖ Amanita design | ❖ Nanobit | ❖ Alda Games |
| ❖ Divr Labs | ❖ AT Games | ❖ Hyperbolic Magnetism |
| ❖ Cypronia | ❖ Orbital Knight | ❖ Beresnev Games |
| ❖ Primal Game Studio | ❖ Vivid Games | ❖ Allodium |
| ❖ Invictus Games | ❖ Flying wild hog | ❖ Charged Monkey |
| ❖ Neocoregames | ❖ Bohemia Interactive | ❖ Geewa |
| ❖ Private Moon Studios | ❖ SCS Software | |
| ❖ CD Projekt Red | ❖ War Horse Studios | |
| ❖ The Farm 51 | ❖ CBE Software | |
| ❖ Tequila Mobile | ❖ Dreadlocks Ltd | |
| ❖ 11 Bit Studios | ❖ Grip Digital | |
| ❖ Infinite Dreams | ❖ Hexage | |
-

Empresas Invitadas Canarias — Total

Compañías invitadas procedentes de las Islas Canarias

- ❖ Rising Pixel
 - ❖ Eteru Studio
 - ❖ Drakhar
 - ❖ Rarepixels
 - ❖ Daydream Software
 - ❖ Playmedusa
 - ❖ Papas con Mojo Games
 - ❖ Qubical Game Studio
 - ❖ Mindiff
 - ❖ No Brake Games
 - ❖ Promineo Studios
 - ❖ Triple O Games
 - ❖ Windfish
 - ❖ RoomVox
 - ❖ Tagai Arts
 - ❖ Isla Oliva Games
-

More information:

produccion@animayo.com

programacion@animayo.com

Promoted by



Online Reverse Trade **Mission**

Japan - Canary Islands



Organized by



damián perea
producciones

Canary Island Film promovió una Misión Comercial Inversa Online entre Canarias y Japón que se desarrolló el pasado 24 de noviembre a las 08:00 h (hora canaria).

Esta acción comercial online, reunió y presentó a estudios de animación procedentes de Japón y a las instituciones canarias con los objetivos de:

- Presentar las novedades del mercado regional y promocionar las bondades de Canarias para la producción audiovisual.
 - Brindar una mejor comprensión del mercado canario en cuanto a la industria de los animación, mostrando a las empresas niponas la calidad de los contenidos de las producciones canarias a través de sus proyectos más recientes.
 - Hablar sobre posibles estrategias de programación, producción y coproducción de las empresas participantes a fin de favorecer posibles colaboraciones.
-

El 4 de noviembre, la Asociación Japonesa de Animación (AJA) lanzó su “Informe de la Industria de la Animación” en el que se compila toda la información referente a la industria del anime en Japón, incluyendo estadísticas del mercado de 2020 así como el estado actual de la industria. En él, queda patente que la industria se está recuperando del pequeño bache que supuso el año 2020, tras la crisis mundial del COVID-19, ya que experimentó un retroceso del 3,5% en comparación con 2019, aunque superó todas las previsiones positivamente visto el clima en todo el Globo.

En el informe, queda de manifiesto que el mercado mundial del anime se ha expandido, sobre todo debido a la enorme demanda y oferta de contenido online, lo que ha facilitado en gran medida que el retroceso apenas se sintiera y que la recuperación haya sido aún más rápida, sobre todo debido a la rápida respuesta de las empresas, que han sabido adaptarse a los nuevos tiempos y a los nuevos métodos de producción en remoto, que agilizan y permiten continuar con las producciones, de hecho, los mayores estudios de animación japonesas tienen sus agendas de producción completa para los próximos años, lo que también se traduce en una enorme demanda de co-producciones y trabajadores tanto en sede como remotos.

Además, se pone de manifiesto que la demanda de contenidos de anime está llegando no solo de manera interna sino también internacional, sobre todo gracias a Netflix y Crunchyroll, que están impulsando e inyectando capital en el mercado. A esto se suma el anuncio de Disney+ en el que avisaba que incluirá anime en su catálogo de streaming, al igual que HBO Max, Peacock+ y Apple TV+.

A medio y largo plazo, queda patente que la producción de anime dejará de estar en manos exclusivas de la industria japonesa, abriéndose un nuevo camino a los mercados internacionales en busca de co-producciones y mano de obra.

Promoted by

PROEXCA
for the Canary Islands



Canary
Islands **FILM**

 **Japan**

Online Reverse Trade Mission

Japan - Canary Islands



Organized by



Link to Access the Main Event via Zoom

* Online Trade Mission Japann - Canary Islands *
Time: 24th nov.. 2021 08:00 a. m. Atlantic/Canary
17:00 a.m. Tokio

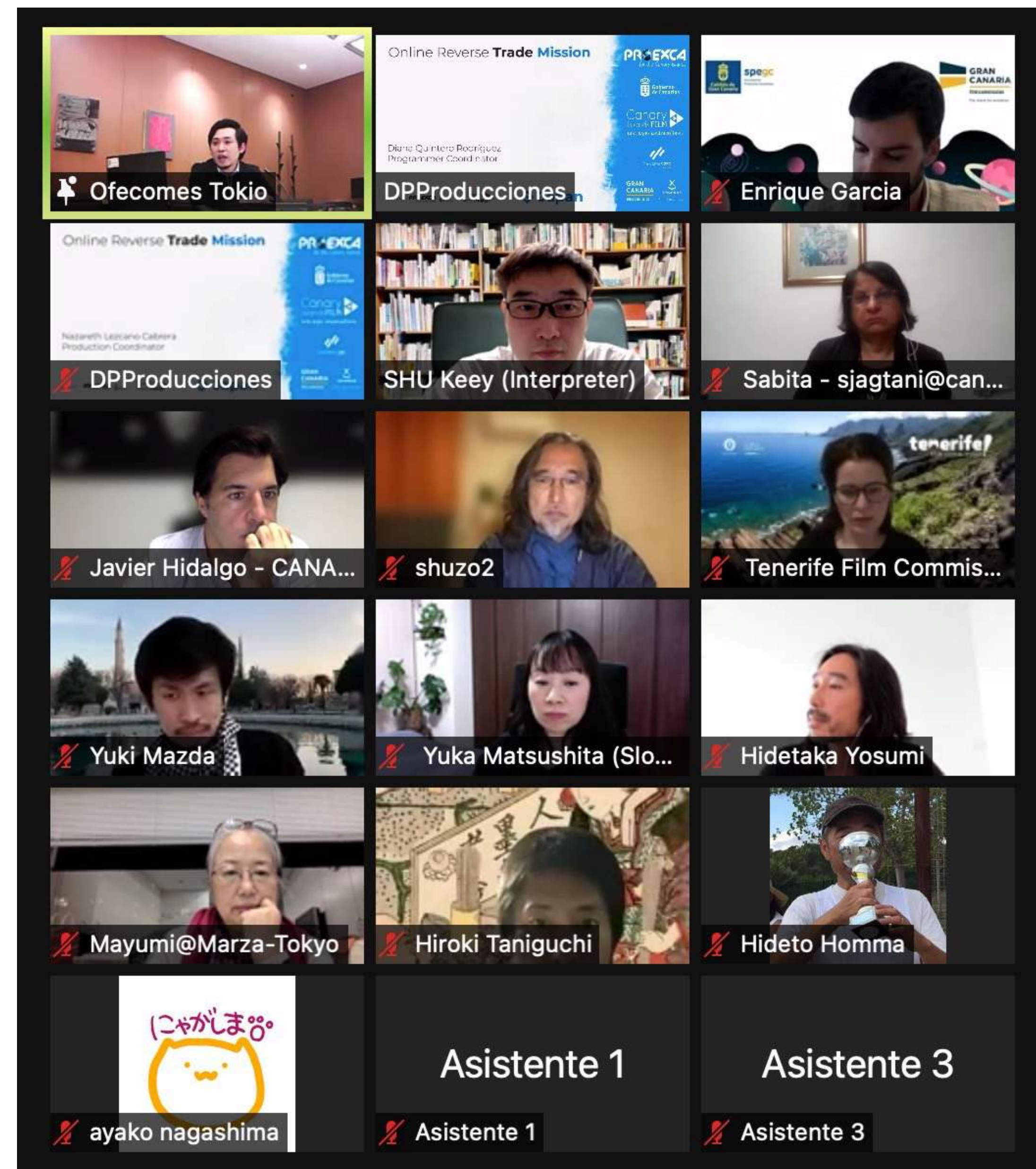
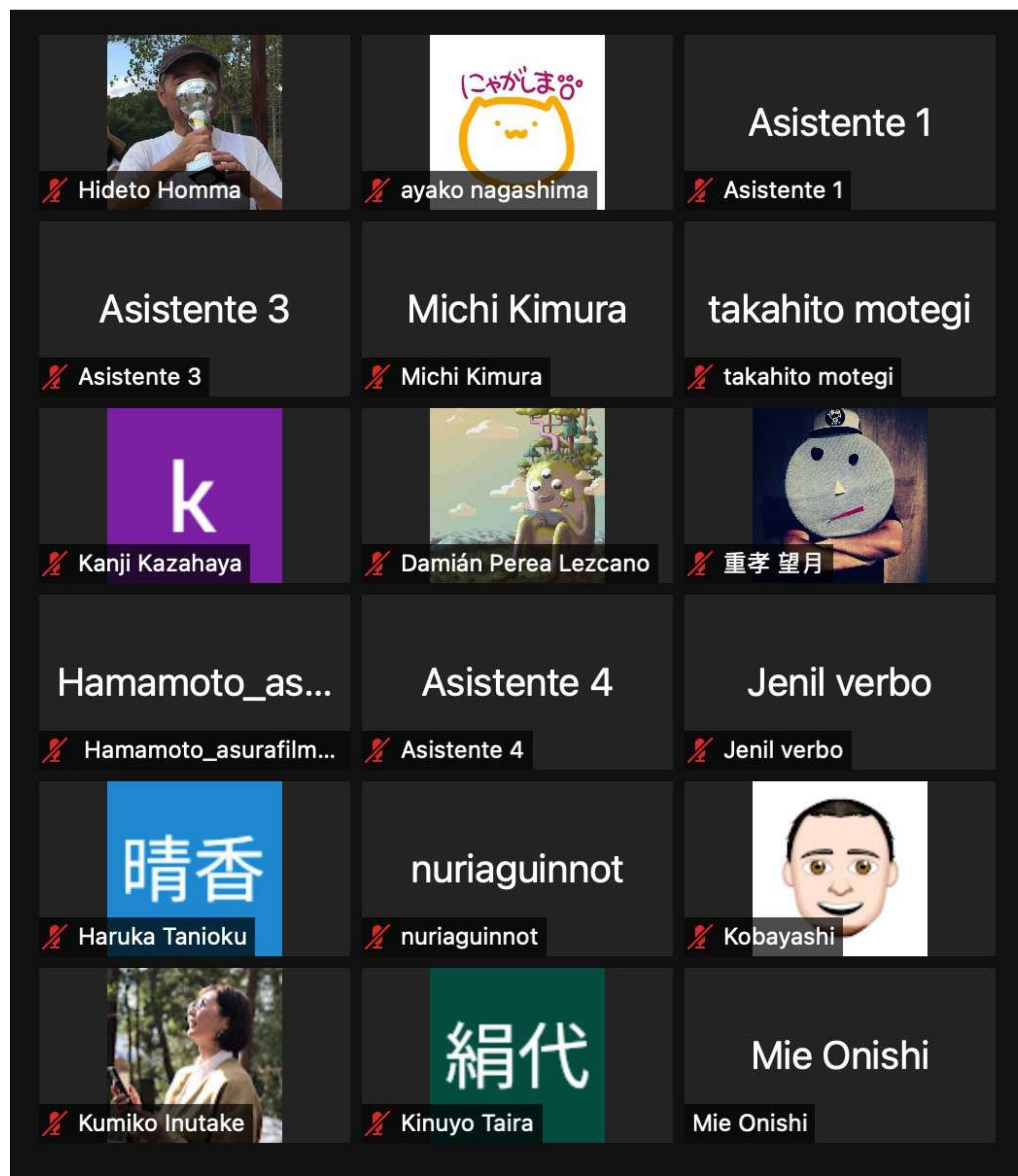
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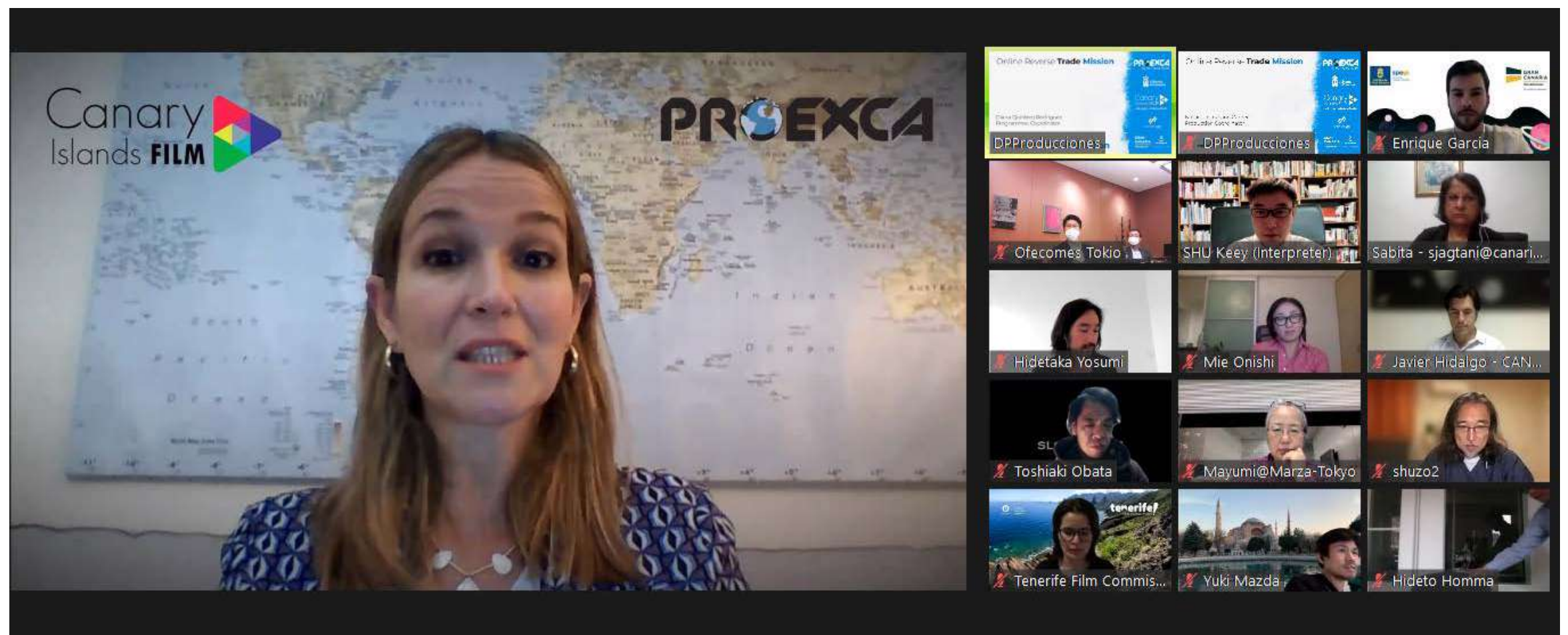
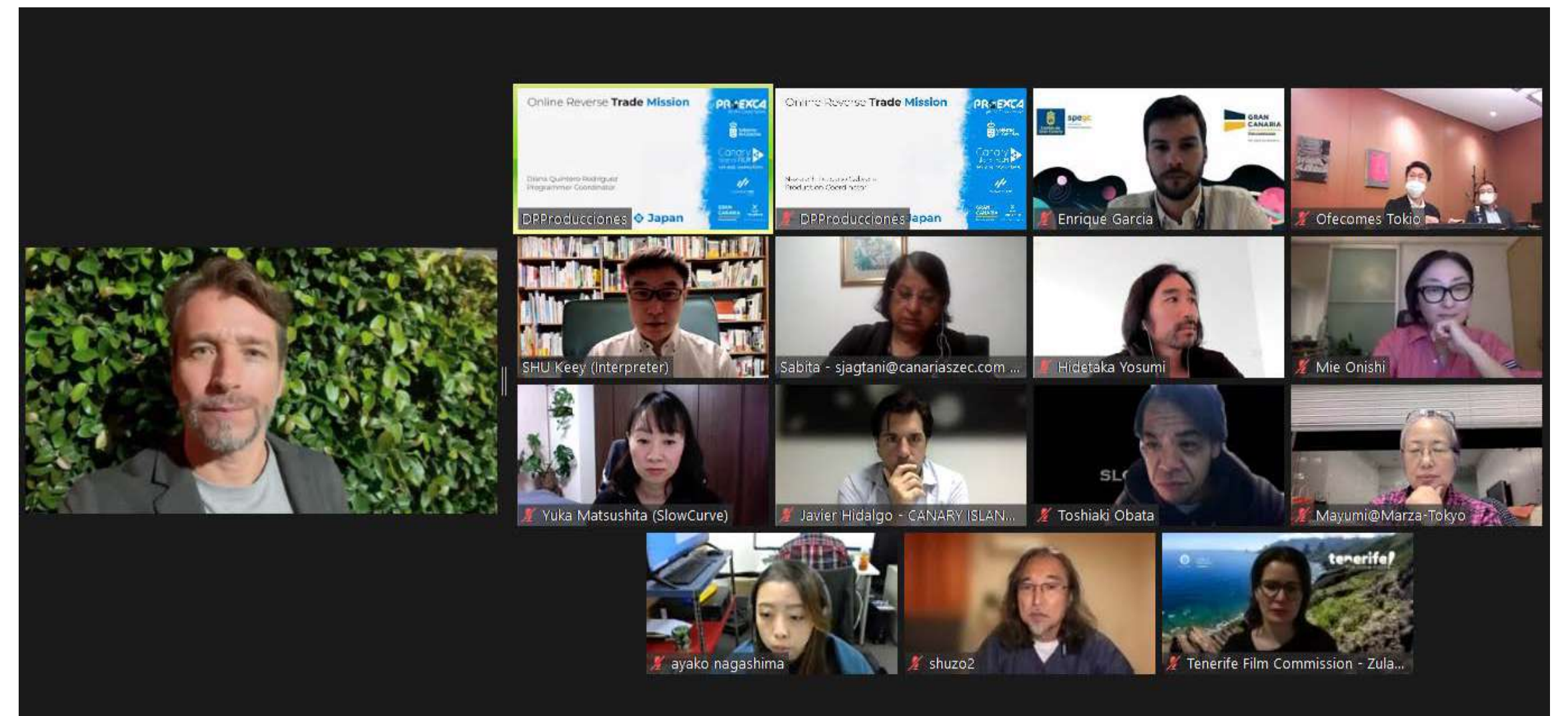
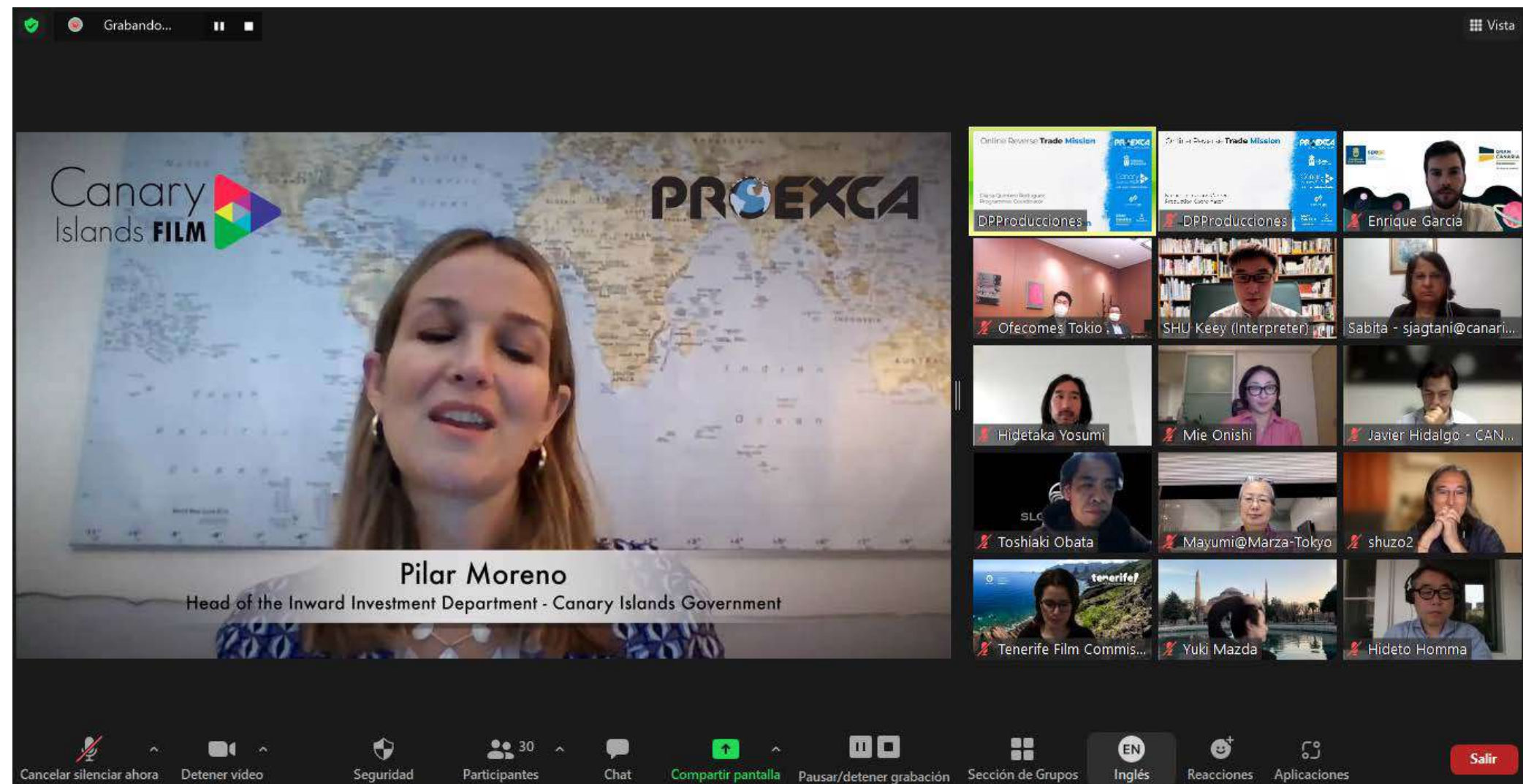
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Código de acceso: 645083

November 24th, 2021

*All intervention must be in English

		
8:00	17:00	Welcome - Event presented by Damián Perea Producciones.
8:01	17:01	Greetings from Pilar Moreno, Inward Investment Head PROEXCA
8:05	17:05	Presentation of the Animation Industry in the Canary Islands. Incentives and advantages. Javier Hidalgo, Head of the Audiovisual Sector of the
8:15	17:15	Presentation of ZEC, Canary Islands Economic Zone. Sabita Jagtani, Technician
8:20	17:20	Gran Canaria Film Commission Presentation. Enrique García, GCF Technician
8:25	17:25	Tenerife Film Commission Presentation. Zulay Rodríguez, TFC Consultant
8:30	17:30	Japanese Companies
8:30	17:30	Toei Animation
8:35	17:35	Nippon TV
8:40	17:40	Omnibus Japan
8:45	17:45	Asura Film
8:50	17:50	Nowake Studio
8:55	17:55	Mago Experience/Mago Production
9:00	18:00	Recommendation
9:05	18:05	Marza Animation Planet
9:10	18:10	Culture Connect Co.
9:15	18:15	Polygon Pictures
9:20	18:20	Slowcurve
9:25	18:25	Q&A (optional)
9:35	18:35	Closing by Canary Island Film - Proexca





Online Reverse Trade Mission

PR-EXCA

Diana Quintero Rodríguez
Programmer Coordinator

DPProducciones Japan

Online Reverse Trade Mission

PR-EXCA

Nazario Luján García
Executive Coordinator

DPProducciones Japan

specc

GRAN CANARIA

Enrique García

Ofecomes Tokio

SHU Keey (Interpreter)

Sabita - sjagtani@canariaszec.com Té...

Javier Hidalgo - CANARY ISLANDS HUB

shuzo2

tenerife!

Tenerife Film Commission - Zulay Rod...

Yuki Mazda

Yuka Matsushita (SlowCurve)

Hidetaka Yosumi

Mayumi@Marza-Tokyo

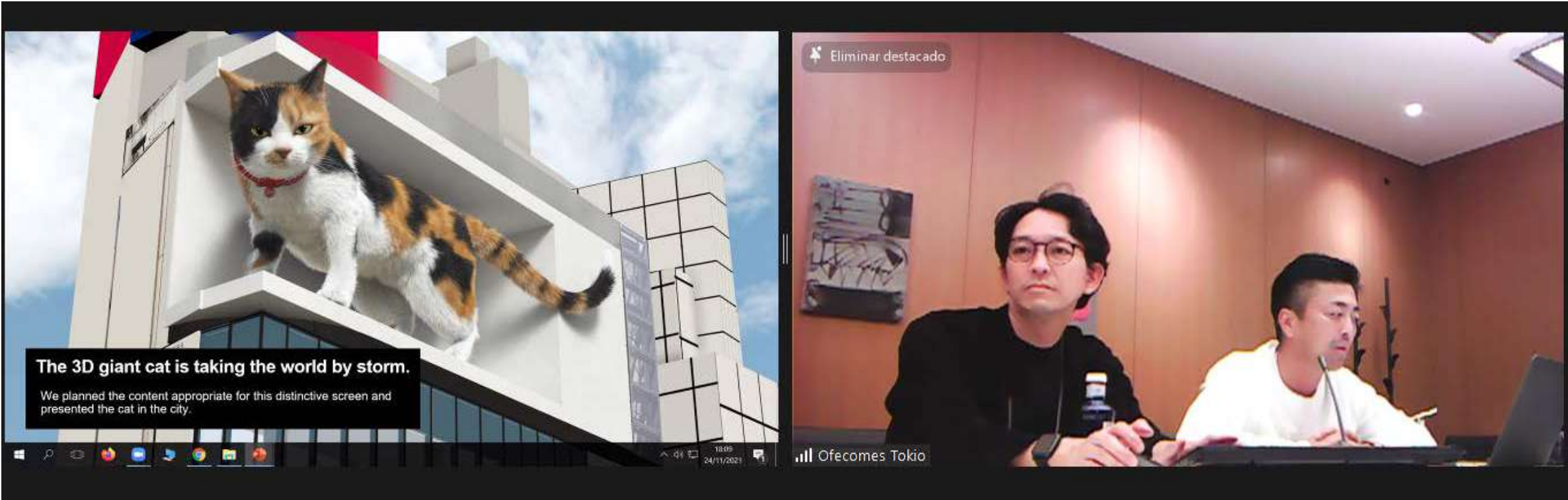
Empresas japonesas



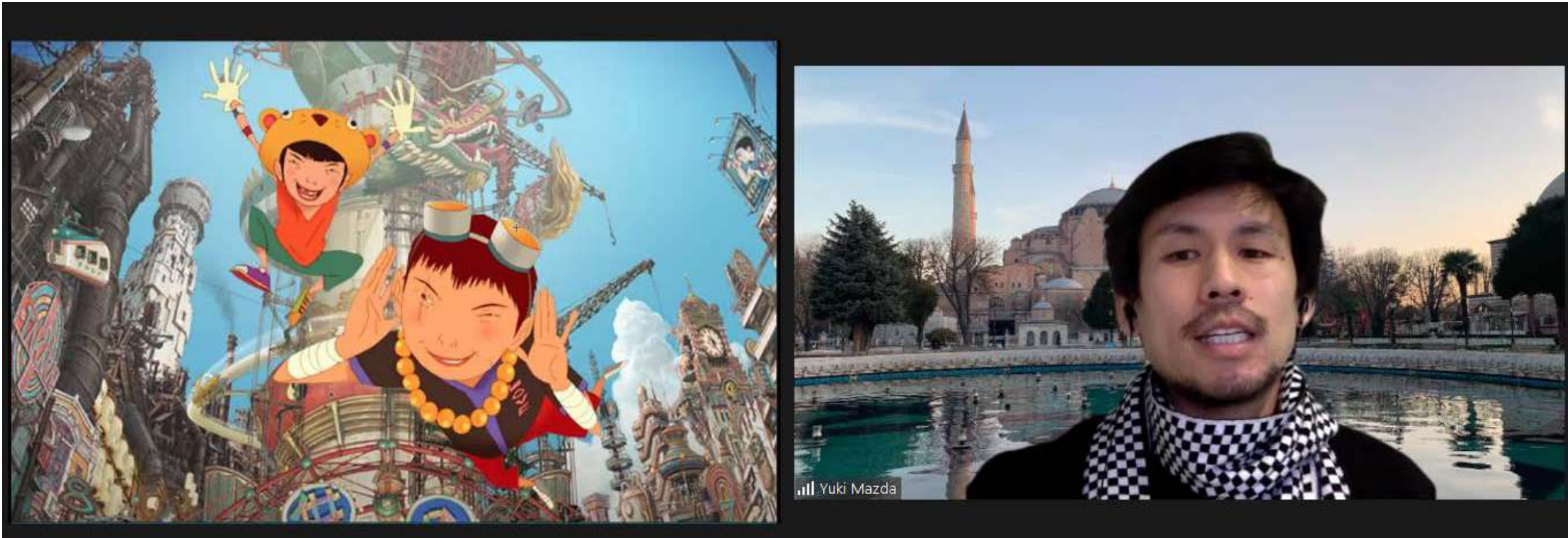
Sr. Yosuke Asama (Chief Producer, International Co-Production Division, Planning Department, Sales & Planning Heaquarter).
TOEI



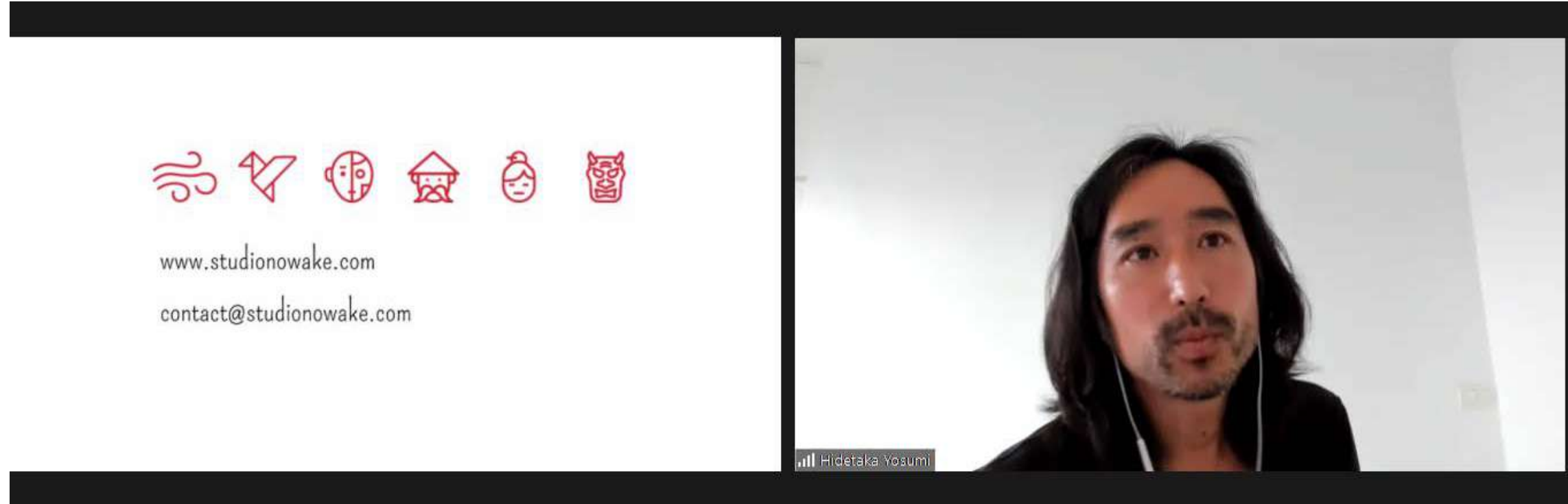
Sr. Ryo Ishikawa (Global Business Department). Nippon TV.



Sr. Kenji Sakoda (Executive Vice President Member of the Board
PRODUCER / CG SUPERVISOR). Omnibus Japan.



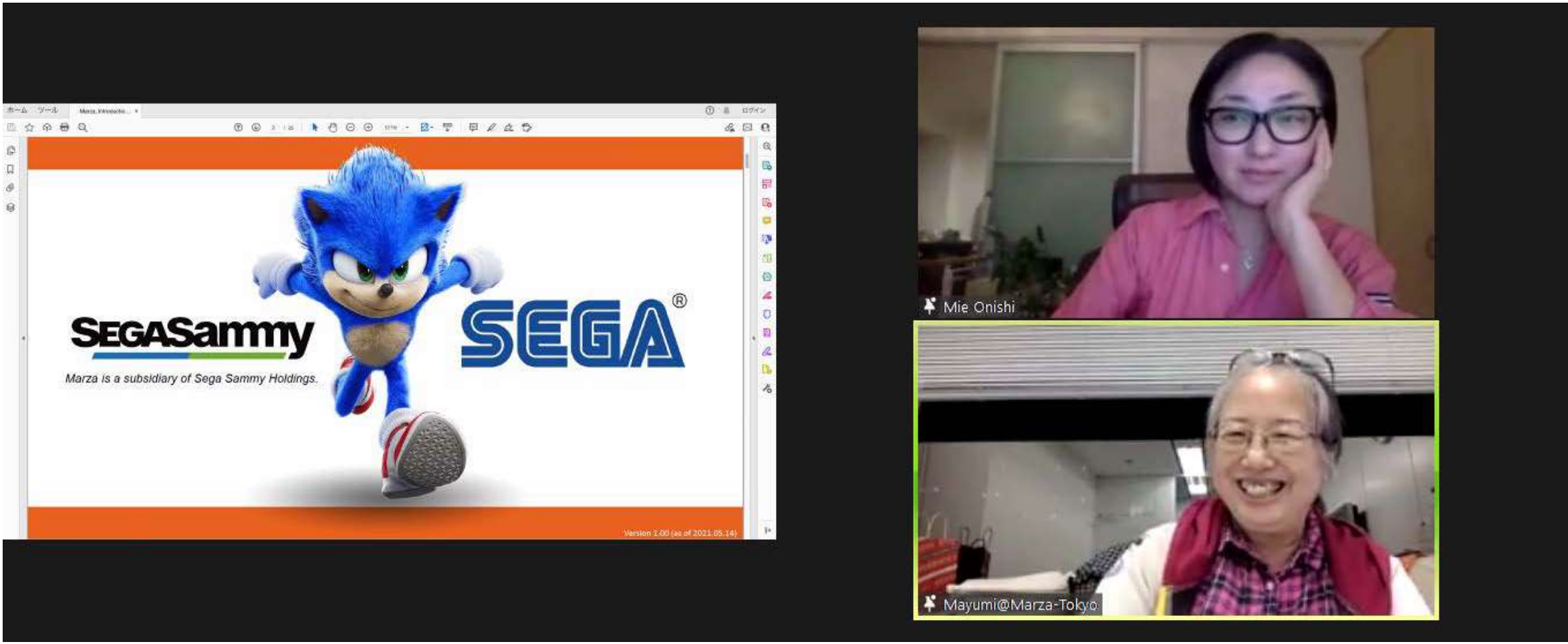
Sr. Yuki Matsuda, Asura Film



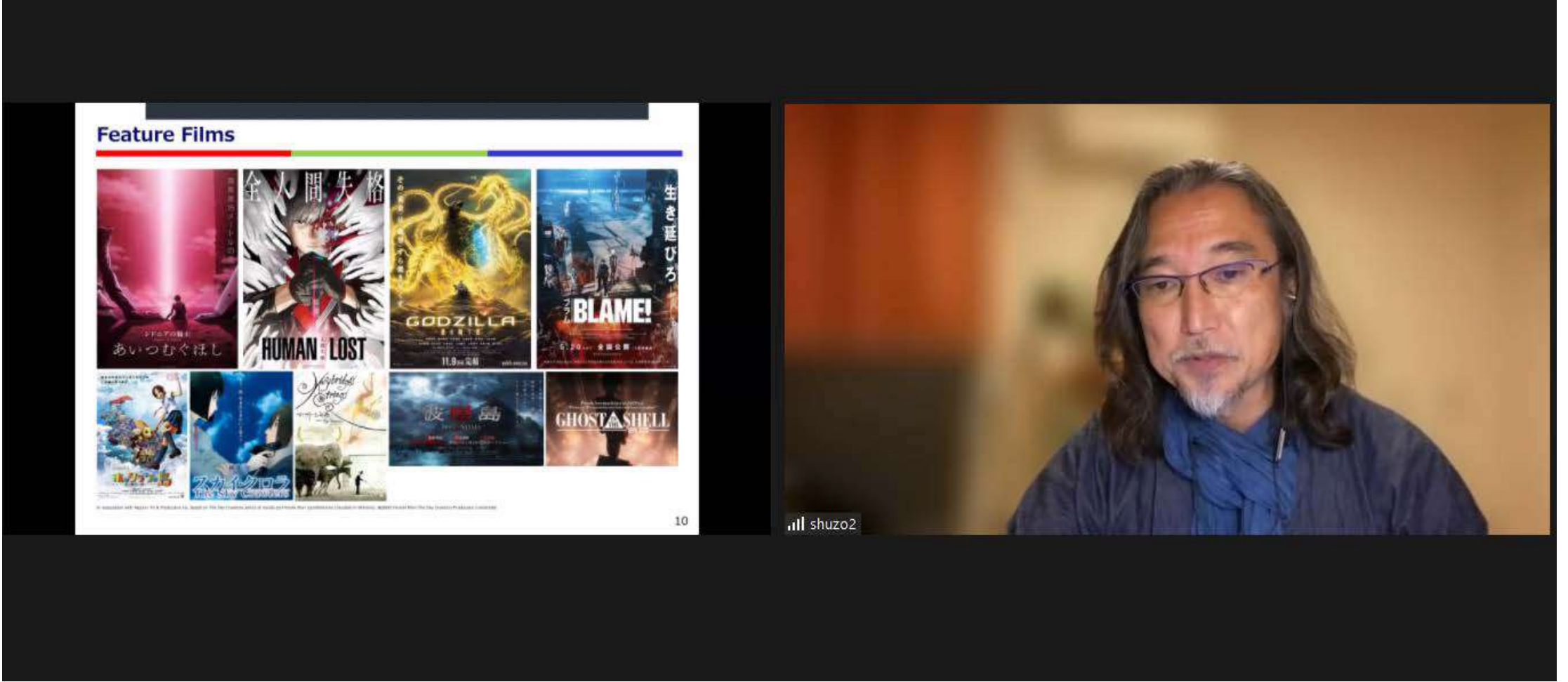
Sr. Hidetaka Yosumi (CEO). Studio Nowake



Sr. Hideto Homma. Mago Production



Mie Onishi, SVP, Head of International Co-Production. Maza.



Shuzo Shiota, President. Polygon Pictures



TOEI ANIMATION

Toei Animation

<https://corp.toei-anim.co.jp/en/index.html>

Toei Animation produced anime versions of works from manga series by manga artists, including Go Nagai (*Mazinger Z*), Eiichiro Oda (*One Piece*), Shotaro Ishinomori (*Cyborg 009*), Mitsutoshi Shimabukuro (*Toriko*), Takehiko Inoue (*Slam Dunk*), Mitsuteru Yokoyama (*Sally the Witch*), Masami Kurumada (*Saint Seiya*), Akira Toriyama (*Dragon Ball* and *Dr. Slump*), Leiji Matsumoto (*Galaxy Express 999*), and Naoko Takeuchi (*Sailor Moon*). The studio helped propel the popularity of the Magical Girl and *Super Robot* genres of anime; Toei's TV series include the first magical-girl anime series, *Mahoutsukai Sally* (an adaptation of Mitsuteru Yokoyama's manga of the same name), and Go Nagai's *Mazinger Z*, an adaptation of his manga which set the standard for Super Robot anime. Although the Toei Company usually allows Toei Animation to handle its animation, they occasionally hire other companies to provide animation; although the Toei Company produced the *Robot Romance Trilogy*, Sunrise (then known as Nippon Sunrise) provided the animation. Toei Company would also enlist the help of other studios such as hiring Academy Productions to produce the animation for *Space Emperor God Sigma*, rather than use their own studio.

Sr. Yosuke Asama (Chief Producer, International Co-Production Division, Planning Department, Sales & Planning Headquarter)
asama@toei-anim.co.jp





Madhouse Inc. is a Japanese animation studio founded in 1972 by ex-Mushi Pro animators, including Masao Maruyama, Osamu Dezaki, Rintaro and Yoshiaki Kawajiri.

Madhouse has created and helped to produce many well-known shows, OVAs and films, starting with TV anime series *Ace o Nerae!* (produced by Tokyo Movie Shinsha) in 1973, and including *Wicked City*, *Ninja Scroll*, *Perfect Blue*, *Vampire Hunter D: Bloodlust*, *Trigun*, *Di Gi Charat*, *Black Lagoon*, *Death Note*, *Paprika*, *Wolf Children*, *Parasyte: The Maxim* and the first season of *One-Punch Man*. Unlike other studios founded at this time such as AIC and J.C.Staff, their strength was and is primarily in TV shows and theatrical features. Expanding from the initial Mushi Pro staff, Madhouse recruited important directors such as Morio Asaka, Masayuki Kojima, and Satoshi Kon during the 1990s. Their staff roster expanded in the 2000s to include Mamoru Hosoda, Takeshi Koike, and Mitsuo Iso, as well as many younger television directors. The studio was also responsible for the first *Beyblade* anime series as well as the *Dragon Drive* anime and the 2011 anime adaptation of *Hunter x Hunter*.

The studio often collaborates with known manga artists, including Naoki Urasawa and Clamp. Madhouse produced adaptations of Urasawa's *Yawara!*, *Master Keaton* and *Monster*, with Masayuki Kojima helming the later two. The company has animated a number of CLAMP's titles, including *Tokyo Babylon*, two versions of *X* (a theatrical movie and a TV series), *Cardcaptor Sakura* and its sequel *Clear Card*, and *Chobits*).



Madhouse

<https://madhouse.co.jp/>

NIPPON TV

Sr. Ryo Ishikawa (Global Business Department). ryo-ishikawa.stf@ntv.co.jp





Tatsunoko

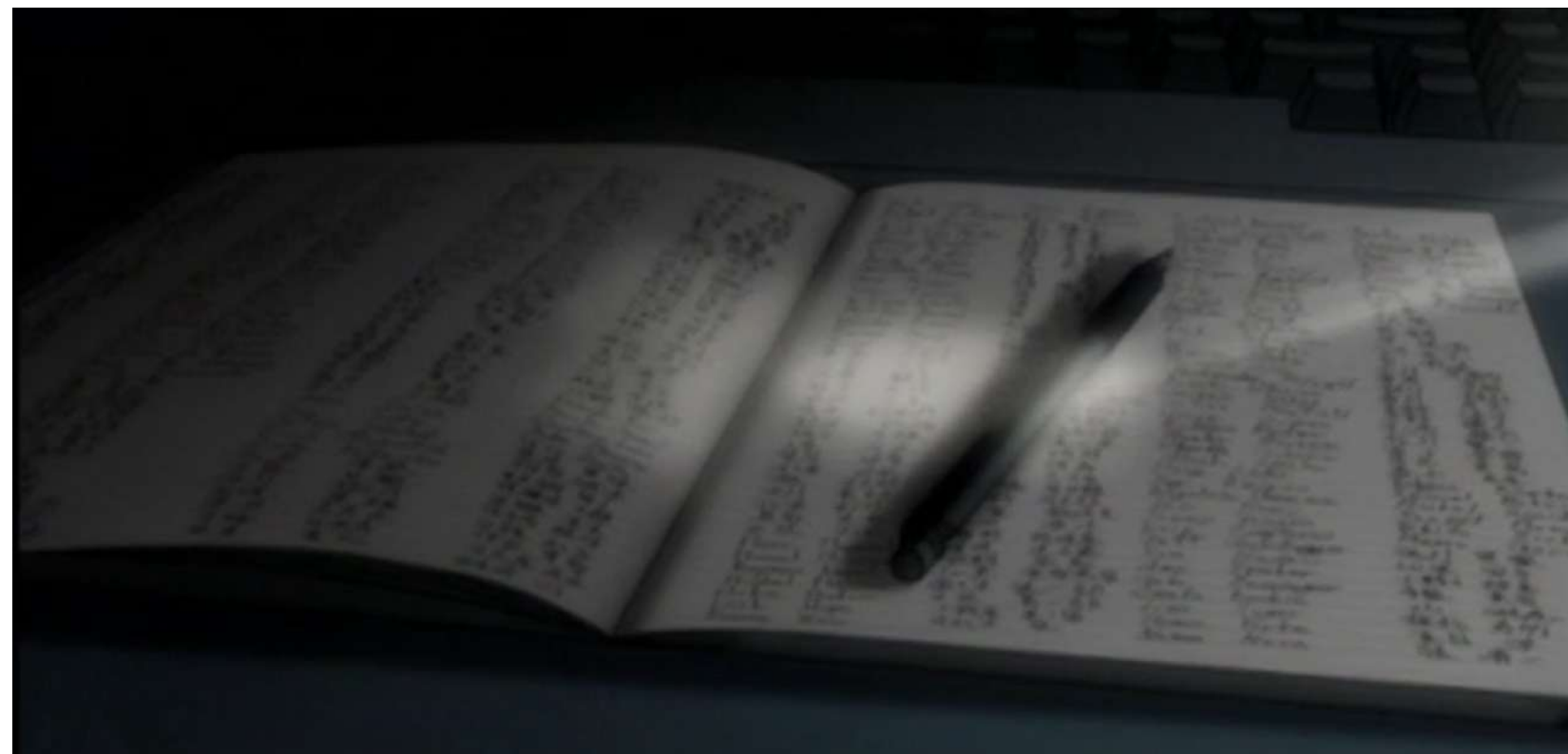
<https://tatsunoko.co.jp/>

Tatsunoko Production Co., Ltd. and often shortened to **Tatsunoko Pro**, is a Japanese animation company. The studio's name has a double meaning in Japanese: "Tatsu's child" (Tatsu is a nickname for Tatsuo) and "sea dragon", the inspiration for its seahorse logo. Tatsunoko's headquarters are in Musashino, Tokyo. In 2009, Tatsunoko announced that it would collaborate with Marvel Comics on a joint television project and other ventures. IG Port announced on June 2, 2010 that its subsidiary, Production I.G, had purchased an 11.2 percent stake in Tatsunoko. Production I.G president Mitsuhsa Ishikawa became a part-time director of the studio. Talent agency Horipro announced on February 23, 2013 that it had acquired a 13.5 percent stake in Tatsunoko. At Anime Expo 2013, Sentai Filmworks announced a deal to license and release some of Tatsunoko's titles, including *Gatchaman* and *Casshan*. Nippon TV announced on January 29, 2014 that it had purchased a 54.3 percent stake in Tatsunoko and adopted the company as its subsidiary

NIPPON TV

Sr. Ryo Ishikawa (Global Business Department). ryo-ishikawa.stf@ntv.co.jp





OMNIBUS JAPAN

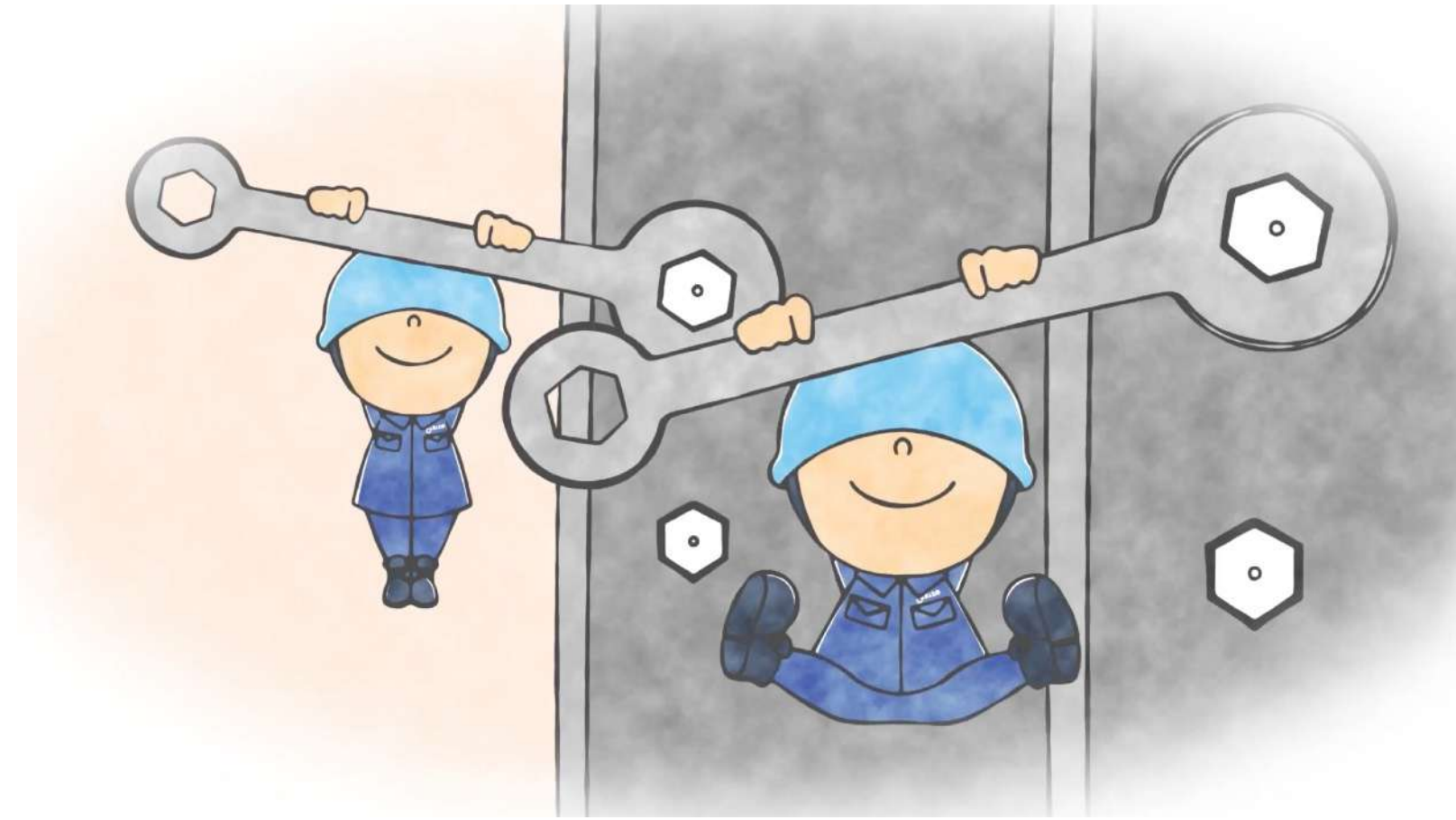
We are a group of professionals creating new values of VFX production and post-production which brings your imaginations and dreams into life with state-of-the-art technologies.

Omnibus Japan

<https://www.omnibusjp.com/>

Sr. Kenji Sakoda (Executive Vice President Member of the Board PRODUCER / CG SUPERVISOR). sakoda@omni.co.jp





Description of Business

Digital Animation Filming (TV, Commercials, Films & Movies)

Animation Planning, Production and Filming (Production shooting and Animated Line Drawing)

Motion Graphics Production

Web Designing

Image Delivery and Broadcast

Advertisement Consultation

Aromatherapy business



Asurafilm

<https://asurafilm.com/en/>

Sr. Yuki Matsuda. mazdayuki1628@gmail.com





We believe the combination of art and technology generate characters with the greatest appealing. Technology is the bridge to connect human and art. We will develop cutting-edge technology to create unique characters for your art project.

We develop characters, rig characters and provide our NowakeRig software for your production.

Nowake Studio

<https://studionowake.com/>

Sr. Hidetaka Yosumi (CEO). hidetaka.yosumi@gmail.com





MAGOPRODUCTION

We believe in a unique way of creating; a way that is diverse, multicultural and intersectional. This is who we are and how we see the world. Every idea needs a great team to become a reality. We bring stories to life thanks to all the people who collaborate on each project. We're just a big professional family that never stops growing. They worked on Polinopolis, The Flying Squirrels, Doctor W. Currently working on their next project, The Light of Aisha.

Mago Production

<https://www.magoproduction.com/>

Sr. Hideto Homma. hideto@magoexperience.com





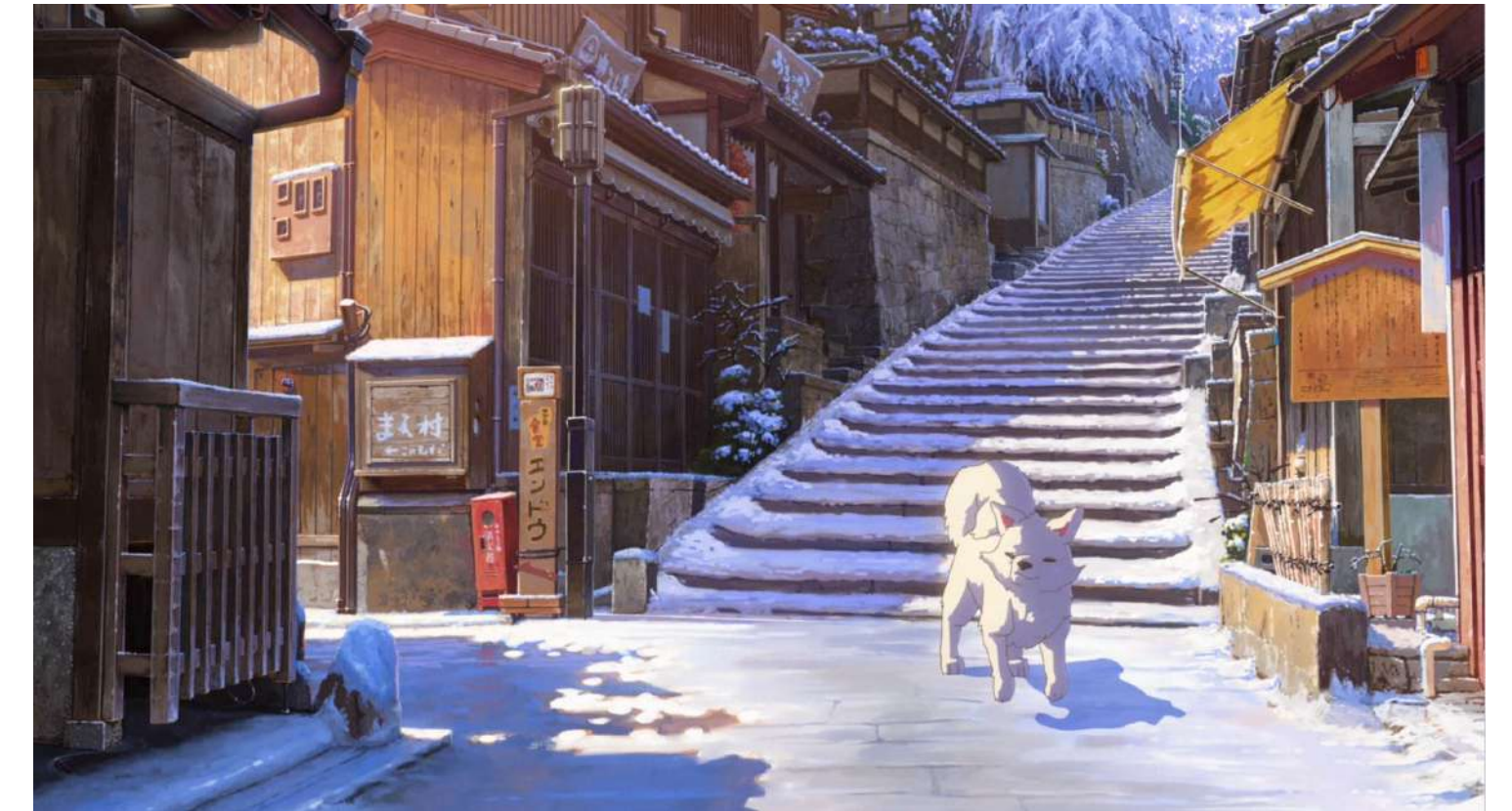
Polygon Pictures, established in 1983, is one of the oldest and most recognized digital animation studios in the world. Our production studio brings together over 300 creators from around the world, who devote their days to producing cutting-edge digital content. In addition to long-form, fully CG television series such as the Emmy Award-winning Transformers Prime and Star Wars: The Clone Wars, PPI creates digital animation for films, video games, VR experiences and more; and in 2013, we established a joint-venture studio in Malaysia, Silver Ant PPI Sdn. Bhd., in order to increase our production capabilities even further. PPI also manages licensing for titles we have funded and produced such as Knights of Sidonia, Ajin: Demi-Human, and Pingu in the City. By fusing our unrivaled production know-how with the internationally recognized quality of Japanese animation, PPI aims to become a leading company in the content business.

Polygon Pictures

<https://www.ppi.co.jp/>

Shuzo Shiota, President. shuzo@ppi.co.jp





Target: Family

Format: 110-minute animated 2D movie
(background 3D)

Genre: Adventure (Road movie)

Theme: Trust and friendship

Tagline: The travel for trust



Recommendation

<https://furoku-web.wixsite.com/fu-roku/pv>

Sr. Masaki Taniguchi. gukoukun@gmail.com





The studio was founded in 2003, later becoming formally incorporated in 2006 by former employees of Gonzo, and has contributed to various anime series and films. Its name is derived from the Japanese word for "three-dimensional" (三次元, sanzigen). Sanzigen joined the Japanese joint holding company Ultra Super Pictures with studios Ordet and Trigger, that would later be joined by Liden Films.

On December 13, 2019, Bushiroad announced that it had acquired 8.2% of Sanzigen. Ultra Super Pictures now owns 75.4% of Sanzigen and studio president Hiroaki Matsuraa owns 16.4% of the company.

On February 10, 2020, it was announced that Sanzigen had formed a partnership with Millepensee to form a new CG studio IXIXI.

Sanzigen Animation Studio

<https://www.sanzigen.co.jp/>





We, MARZA ANIMATION PLANET delivers the best entertainment through the world as the animation studio making CG animation filled with authentic characters and original stories to make an impression and offer delight to our customer with cutting-edge technologies and top class quality. It is belong to SEGA Sammy Holdings Inc., SEGA Corporation, TMS Entertainment Co.



Marza Animation Planet

<https://www.marza.com/en/>

Mie Onishi, SVP, Head of International Co-Production. onishi@marza.com





Anime production company with titles such as Chain Chronichle, Listeners, Revisions, Night Head 2041, Chain Chronicle: Haecceitas no Hikari, Human Lost: Ningen Shikkaku, Ozma, Copihan, to name just a few of their work.

Slowcurve Studio

<https://www.slowcurve.co.jp>

Toshiaki Obata, Marketing. obata@slowcurve.co.jp





TMS is one of the oldest and most famous anime studios in Japan, best known for numerous anime franchises such as *Lupin the Third*, *The Rose of Versailles*, *Anpanman*, *Detective Conan*, *Monster Rancher*, *Hamtaro*, *Sonic X*, *D.Gray-man*, *Kenichi: The Mightiest Disciple*, *Obake no Q-Taro* (until 1972), and *Bakugan Battle Brawlers* and feature-length films *Golgo 13: The Professional*, *Akira* and *Little Nemo: Adventures in Slumberland*, alongside animation works for Western animation such as *Adventures of Sonic the Hedgehog*, *Inspector Gadget*, *The Real Ghostbusters*, *Rainbow Brite*, *DuckTales*, *The New Adventures of Winnie the Pooh*, *Tiny Toon Adventures*, *Batman: The Animated Series*, *Animaniacs*, and *Spider-Man: The Animated Series*. In 2010, TMS Entertainment became a wholly owned subsidiary of Sega Sammy Holdings.

TMS Entertainment, Ltd.

<http://tmsanime.com>





Culture Connect is a Japanese base company to connect Japanese ip to the global market or vise versa.

Kanji has more than 15 years of experiences in media industry, especially international licensing business, including the board member of one of the top Japanese animation studio, toei animation from 2004 till 2012. As the head of toei animation's international business, He has also lead TOEI Animation's global growth strategy for the company's key propertiessuch as "DRAGONBALL Z", "ONE PIECE", "DIGIMON", "PRETTY CURE". Most recently, Kanji is an advisor for Tokyo Metropolitan Government's Tokyo Animation Business Accelerator Program since 2016. He is also an advisor for a Japanese government supporting organization, VIPO (Visual Industry Promotion Organization) to promote Japanese visual industry.

Culture Connect

<http://cultureconnect.co.jp/en/index.html>

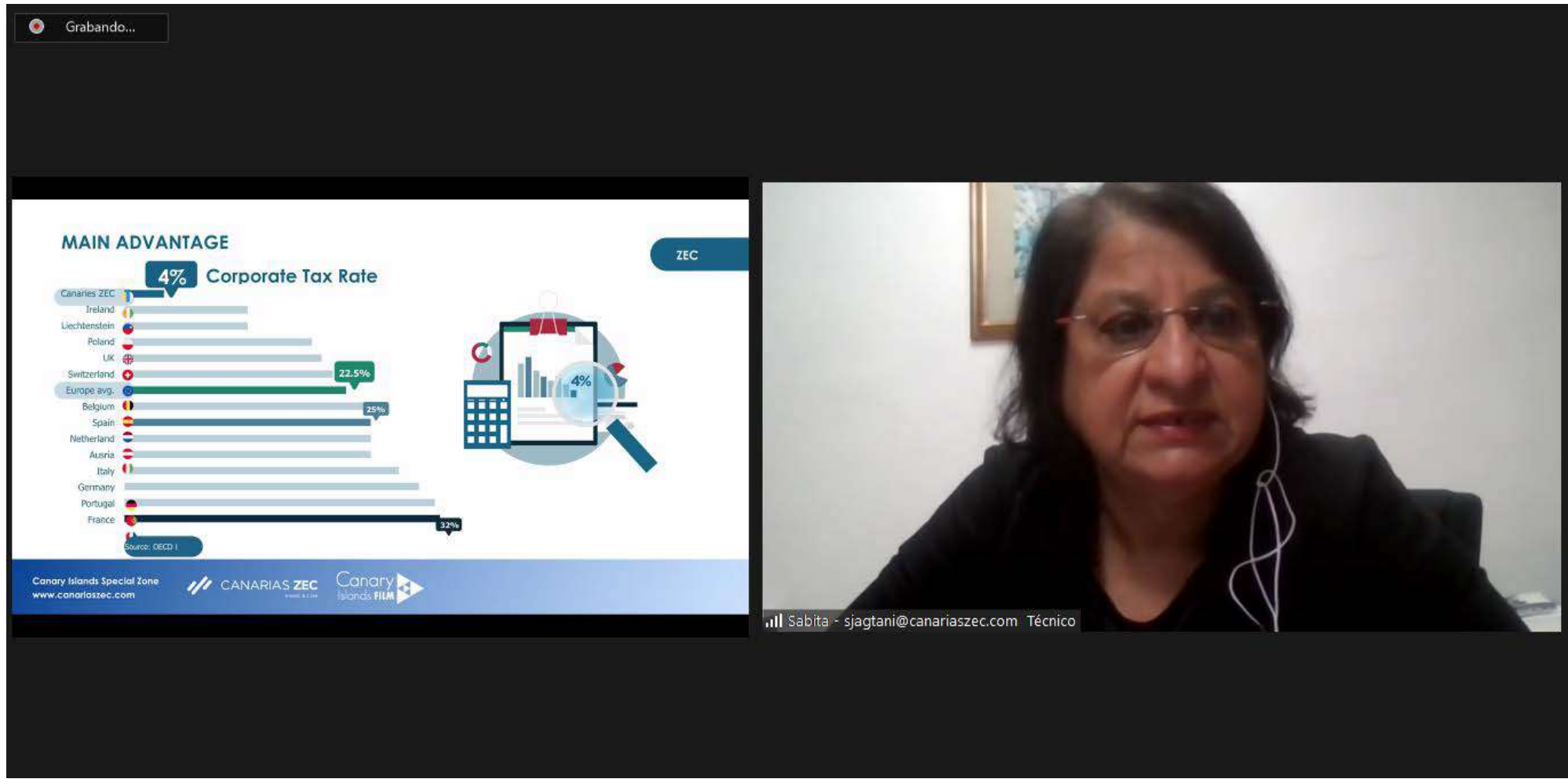
Kanji Kazahaya. CEO. kanji@swipe.net



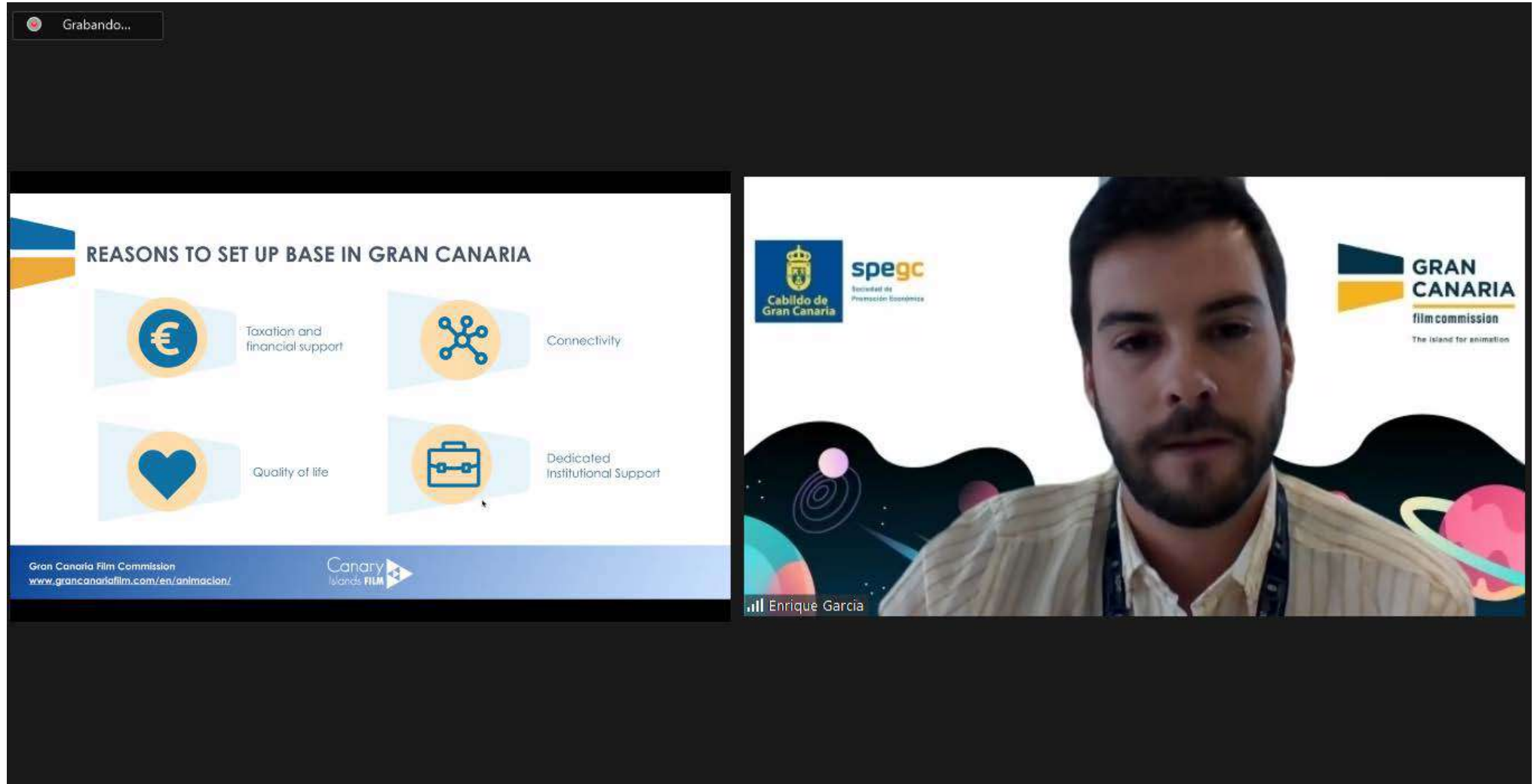
Instituciones Canarias



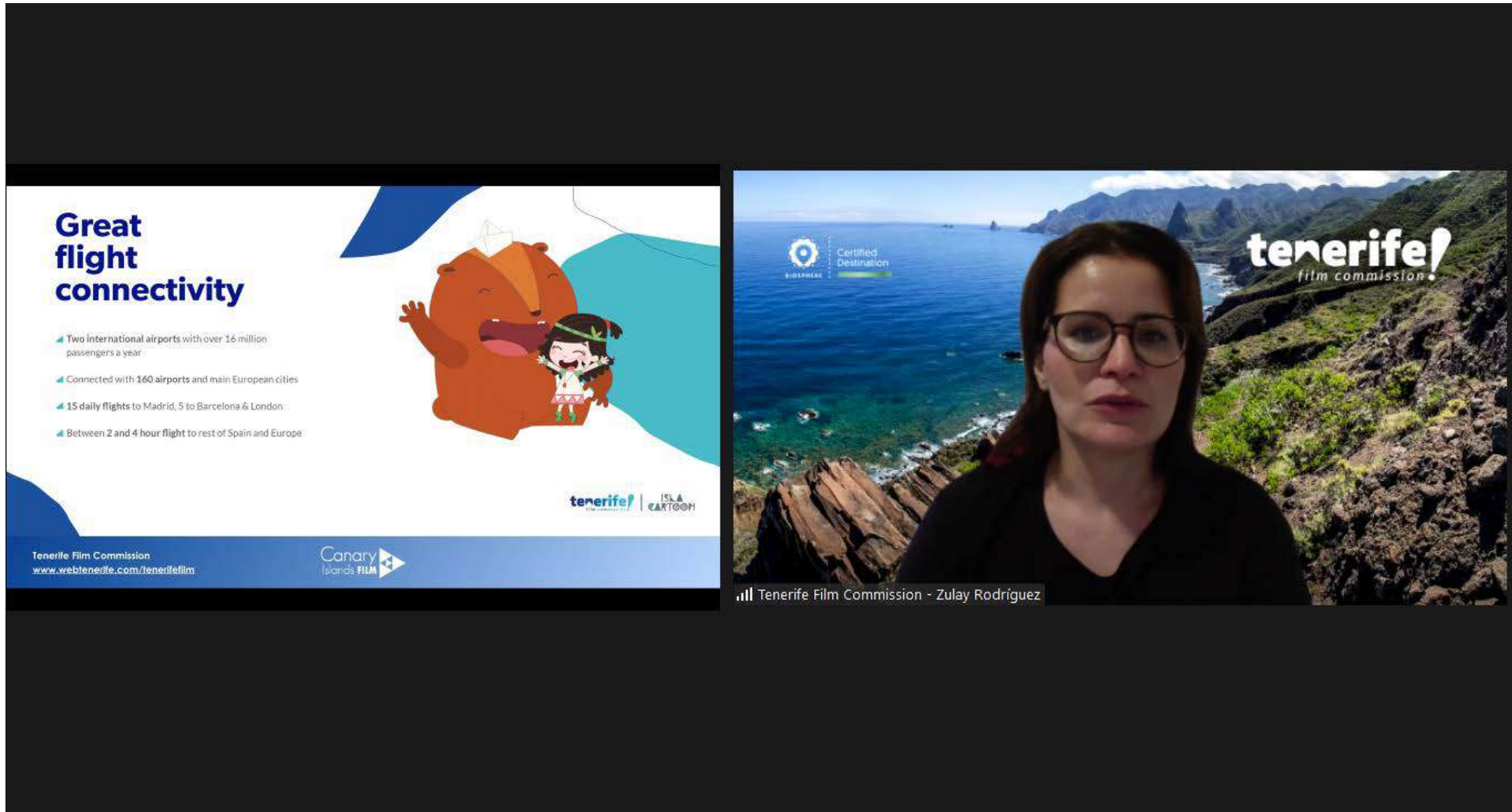
Javier Hidalgo, Head of the Audiovisual Sector of the Canary Islands



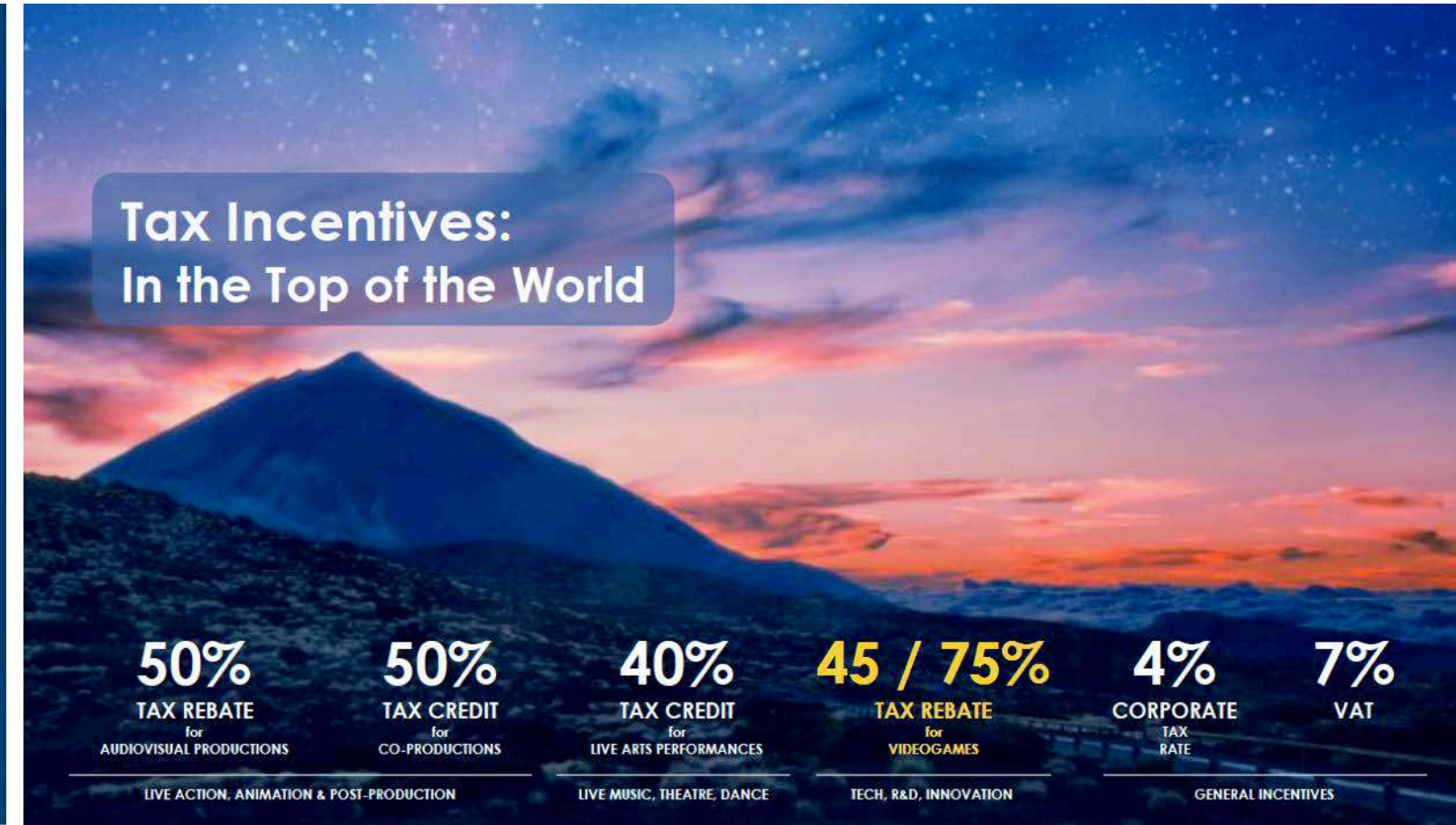
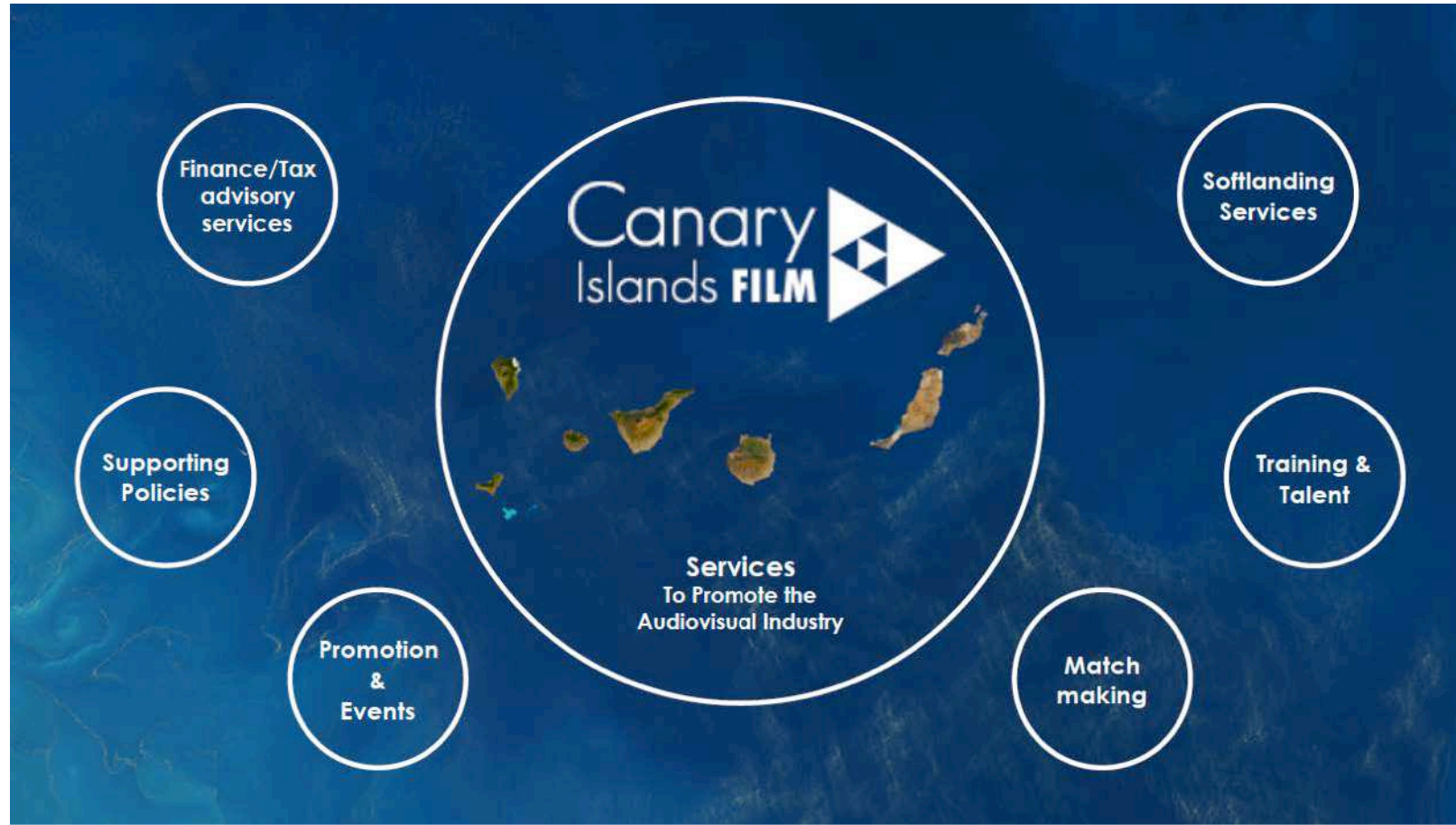
Sabita Jagtani, ZEC Senior Technician.



Enrique García, GCF Technician



Zulay Rodríguez, Consultant



CANARY ISLANDS FILM is the Audiovisual Department of the Canary Islands Government. We are able to supply information about tax incentives, locations, and everything you need for your film production. It is the umbrella Company for all Canary Islands Film Commissions, institutions and audiovisual companies. The Canary Islands offer a 50-45% tax rebate (compatible with an income tax rate of 4%). With an average temperature of 23°C in Summer and 19° in Winter, amazing landscapes and experienced crews, it is the perfect place for your next shoot.

[ANIMATION FISCAL GUIDE](#)

[LIST FOR ELEGIBLE COSTS](#)

[VIDEO OF THE CANARY ISLANDS AUDIOVISUAL HUB](#)

Government of the Canary Islands

<https://www.canaryislandsfilm.com/en/>

Javier Hidalgo, Head of the Audiovisual Sector of the Canary Islands. javier.hidalgo@proexca.es



THE LOWEST CORPORATE TAX RATE IN EUROPE

4% CORPORATE TAX RATE

CANARY ISLANDS SPECIAL ZONE (ZEC)

- New company in the CI
- Admin must be resident
- Invest at least 100.000€ in fixed assets (in 2 years)
- Annual average of 5 jobs

sjagtani@canariaszec.com
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

INCENTIVES FOR VIDEOGAMES DEVELOPMENT

45-75% TAX REBATE

45% to 75% for R&D (engine)

45% for Videogames

How and when is the cost savings realized? 3 ways:

- Deducting the % of the profits generated
- Accumulating the % of deductions for up to 18 years in order to apply it during a profitable year
- Monetizing (receiving) the % in cash from the government at the end of every year

javier.hidalgo@proexca.es
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

The Canary Islands Special Zone (ZEC) is a low tax zone created within the framework of the Canary Islands Economic and Tax Regime (REF) for the promotion of the economic and social development of the Islands and to diversify their production structure. ZEC was authorized by the European Commission in January 2000 and it is regulated in the Law number 19/94 of the 6th of July, 1994.

ZEC 4% CIT Rate (Canary Islands Special Zone)

ZEC — THE CANARY ISLANDS SPECIAL ZONE

<https://canariaszec.com/en/>

Sabita Jagtani, ZEC Senior Technician. sjagtani@canariaszec.com



TENERIFE FILM COMMISSION

Tenerife at a glance

- Tenerife provides > 75% of aggregated yearly turnover and > 50% of employed talent in the Canary Islands
- Tenerife hosted **Tenerife Lan Party** from 2007 until 2019, the biggest regional video game event with over 300.000 local attendees
- Tenerife is the main partner and host of the Spain and Latinamerica Animation **Quirino Awards** since 2018 and cohosts **Canarias Game Show** 2021



TENERIFE FILM COMMISSION



Dedicated institutional support

- Public **Employment** Programs for local video game studios
- **Tailor-made** training programs for incoming companies
- Sector-specific **micro events** according to local sector needs: recruitment days, career days, master classes...
- **Inspection visits** available

film@webtenerife.com
+34 922 23 78 70



film@webtenerife.com
+34 922 23 78 70



The Tenerife Film Commission is a department of the SPET- Tenerife Tourism Corporation, created in the year 2000 to promote audiovisual productions on the island by producers from Tenerife and abroad. We also promote Tenerife as a film location by attending trade fairs, presentations and festivals of this sector.

TENERIFE PROFESSIONAL DIRECTORY

TENERIFE FILM COMMISSION

<https://www.tenerifefilm.com/animation>

Zulay Rodríguez, Consultant: hello@zulayrodriguez.eu



FINANCING STREAMS

Tax incentives and public loans



- **Technical support via the 'Business Support Service (SAE)'**: consultancy service on specifics, applied tax case for the video games and R&D sector (cross-country tax optimization)
- **Financing information and instruments**: up-to-date information on financing instruments for innovative entities based in Gran Canaria (subject to employment creation):
 - **SPEGC Participative Loan**: up to € 200,000
 - **Others**: regional fund (up to € 500,000); national fund (up to € 300,000)
 - **SPEGC**: public guarantees for audiovisual projects

gquintana@spegc.org
+34 696 170 194

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

GRAN CANARIA

The island for video games



Technological Hub: IT & Audiovisual



Business Environment & Softlanding support



Taxation and financial support



Talent and training

gquintana@spegc.org
+34 696 170 194

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

The Gran Canaria Film Commission is an affiliate of the Corporation for the Economic Promotion of Gran Canaria, which offers support and institutional confidence to audiovisual productions for cinema, television and publicity. At all stages of production we offer stable support and assistance services: free advice regarding locations and permits, meetings with local producers and other professionals; and contact with the administration of Gran Canaria, the Canary Islands and at national level.

GRAN CANARIA PROFESSIONAL DIRECTORY

GRAN CANARIA FILM COMMISSION

<https://www.grancanariafilm.com/en/>

Enrique García, GCF Technician: animation@spegc.org, egarcia@spegc.org

Empresas japonesas invitadas

Compañías invitadas procedentes de Japón

✧	Marvelous INC	✧	Ghibli Studio	✧	Khara INC
✧	ABC Animation	✧	Science	✧	Gaina CO
✧	Asmik Ace	✧	Sunrise INC	✧	Gallop CO LTD
✧	Bloober Team	✧	TMS Entertainment	✧	Graphinia INC
✧	Bonus CO Japan	✧	A1 Pictures	✧	Gonzo K.K.
✧	Netflix Japan	✧	Madhouse	✧	Satelight INC
✧	Sky Perfect Jsat Corporation	✧	Ufotable	✧	Sunrise INV
✧	WowMax	✧	Studio Trigger	✧	Shogakukan-Shueisha Production CO LTD
✧	Flying Ship Studio	✧	Wit Studio	✧	Shirogumin INC
✧	Forrest Schlage	✧	Ashi Production CO LTD	✧	Shin-Ei Animation Co LTD
✧	Maria Animation Planet	✧	Eiken CO LTD	✧	JC Satff CO LTD
✧	Picona Studio	✧	81 Produce CO LTD	✧	Genco INC
✧	Studio 4C	✧	Avex Pictures INC	✧	Studio Comet CO LTD
✧	Nowake Studio	✧	NBC Universal Entertainment Japan	✧	Studio Deen CO LTD
✧	Toei Animation	✧	OLM INC	✧	Studio 4°C
✧	Polygon Pictures INC	✧	Kadokawakadokawa Corporation	✧	Tatsunoko Produccion CO LTD

Compañías invitadas procedentes de Japón

- ❖ Tezuka Production CO LTD
- ❖ Toei Animation
- ❖ Toho Company
- ❖ TMS Entertainment
- ❖ Nippon Animation CO LTD
- ❖ Nihon Ad System INC
- ❖ Bandai Namco INC
- ❖ Pierrot CO LTD
- ❖ Production I.G. INC
- ❖ Bones INC
- ❖ Maho Filmmaho Film CO LTD
- ❖ JC Staff
- ❖ Studio DEEN
- ❖ Kyoto Animation
- ❖

- ❖ Onmibus Japan
- ❖ 2 Meter
- ❖ Recommendation
- ❖ Mago Production
- ❖ Aura Film
- ❖

Cartas de invitación



Dear Ladies and Gentlemen

PROEXCA-Government of the Canary Islands (Spain), on behalf of the [CANARY ISLANDS FILM](#)¹, is pleased to invite you to participate in our "Online Reverse Trade Mission Japan/Canary Islands", to be held on November 24th.

This event will connect producers and studios from Animation industry of JAPAN with the leading Canarian Institutions in this sector, with the objectives of:

- Present the great advantages and incentives of the Canary Islands for audiovisual projects, such as our 50% tax rebate or our 4% Corporate Tax Rate, among others.
- Provide a complete understanding of the Canary's market of Animation and VFX, showing to the JAPAN companies a full vision of its audiovisual industry.
- Show the different opportunities for JAPANESE companies either to expand their studios to the Canary Islands and/or to collaborate on international productions, services or co-productions.

This event will take place on November 24th, 17:00 (Tokio Time) using the Zoom platform, and it will have an estimated duration of 2 hours following this general program:

- Canary Islands Animation Industry Presentation (25-30 minutes)
- Japanese Companies Presentations (2-3 minutes per studio)
- Q&A (5-10 minutes)

In order to save your seat, please confirm your participation by sending an email to animayo@animayo.com ²

Yours truly,

1

CANARY ISLANDS FILM are: PROEXCA, Instituto Canario de Desarrollo Cultural, Zona Especial Canaria and the Film Commissions of each island (Tenerife, Gran Canaria, La Gomera, La Palma, El Hierro, Fuerteventura, Lanzarote)

2

PROEXCA promotes this event in collaboration with Animayo, the only animation festival in Spain declared a "Qualifying Festival" by the Academy of Motion Picture Arts and Sciences of Hollywood for the Oscars (see News: [Variety 1](#), [Animation Magazine](#), [Variety 2](#))



More information:
produccion@animayo.com
programacion@animayo.com
eventos@animayo.com

Promoted by



Online Reverse Trade **Mission**

Russia - Canary Islands



Organized by



damián perea
producciones

PROEXCA- Gobierno de Canarias, en nombre de Canary Islands Film, **ha celebrado a una Misión Comercial Inversa On line entre Canarias y Rusia el pasado 20 de octubre.**

Esta acción comercial online, reunirá y presentará a productores y estudios de animación y VFX procedentes de Rusia y a empresas canarias del sector **con los objetivos** de:

- **Presentar** algunas novedades del mercado regional y promocionar las bondades de Canarias para la producción audiovisual.
 - **Brindar** una mejor comprensión del mercado canario de animación y efectos visuales mostrando a las empresas de Rusia la calidad de los contenidos de las producciones canarias a través de sus proyectos más recientes.
 - **Hablar** sobre posibles las estrategias de programación, producción y coproducción de las empresas participantes a fin de favorecer posibles colaboraciones.
-

Promoted by

PROEXCA
for the Canary Islands



Canary
Islands **FILM**

 **Russia**

Online Reverse Trade Mission

Russia - Canary Islands



Link to Access the Main Event via Zoom

* Online Trade Mission Russia - Canary Islands *

Time: 20 oct. 2021 09:00 a. m. Atlantic/Canary

11:00 a.m. Moscow

<https://us02web.zoom.us/j/86033898268?pwd=MmV3RzBTV3hkQ1I1dmlrTXRZa0NJQT09>



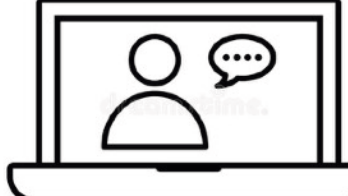

ID: 860 3389 8268

Access Code: 524331

October 20th, 2021

*All intervention must be in English

		
9:00	11:00	Welcome - Event presented by Damián Perea Producciones.
9:01	11:01	Greetings from Pilar Moreno, Inward Investment Head PROEXCA
9:05	11:05	Presentation of the Animation Industry in the Canary Islands. Incentives and advantages. Javier Hidalgo, Head of the Audiovisual Sector of the Canary Islands
9:15	11:15	Presentation of ZEC, Canary Islands Economic Zone. Sabita Jagtani, Technician
9:20	11:20	Tenerife Film Commission Presentation. Zulay Rodríguez, TFC Consultant
09:20	11:20	Gran Canaria Film Commission Presentation. Enrique García, GCF Technician
9:30	11:30	Spanish Companies
9:30	11:30	Iro Pictures
9:35	11:35	3 Double Producciones
9:45	11:45	In Efecto
9:50	11:50	Tomavision
10:00	12:00	Koyi Talent

		
10:00	12:00	
10:05	12:05	Russian Companies
10:10	12:10	Studion AA
10:15	12:15	Wizart Animation
10:20	12:25	Soyuzmultfilm
10:25	12:25	Main Road Post
10:30	12:35	Q&A
10:40	12:45	Closing by Canary Island Film - Proexca



Tax Incentives: In the Top of the World!



50%

TAX REBATE
for
AUDIOVISUAL PRODUCTIONS

50%

TAX CREDIT
for
CO-PRODUCTIONS

40%

TAX CREDIT
for
LIVE ARTS PERFORMANCES

45%

TAX REBATE
for
R&D ACTIVITIES
AND INNOVATION

4%

CORPORATE
TAX
RATE

0%

VAT

Eliminar destacado





JAVIER HIDALGO

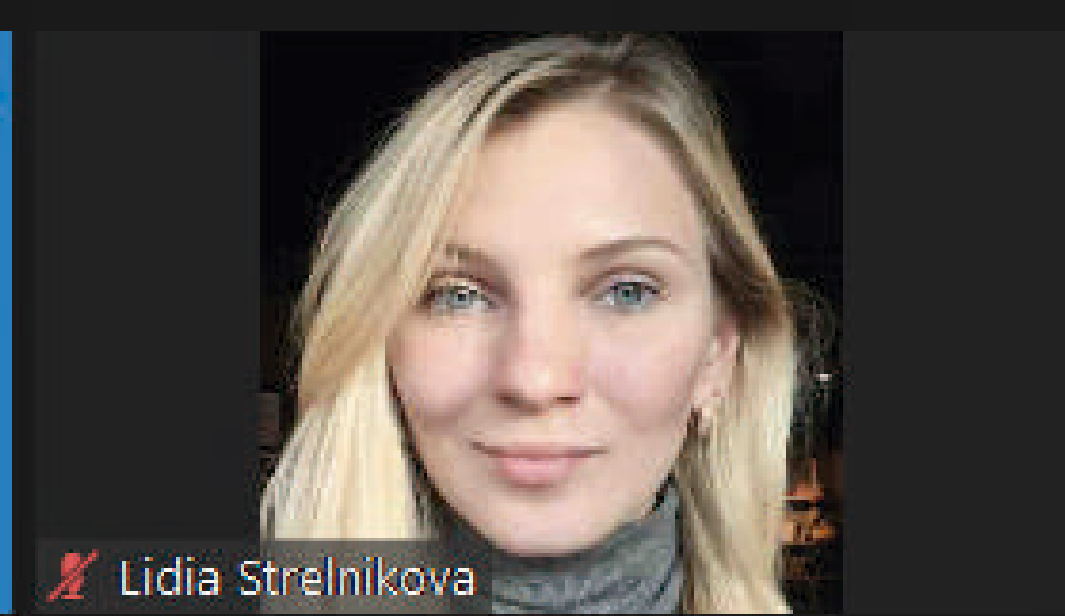
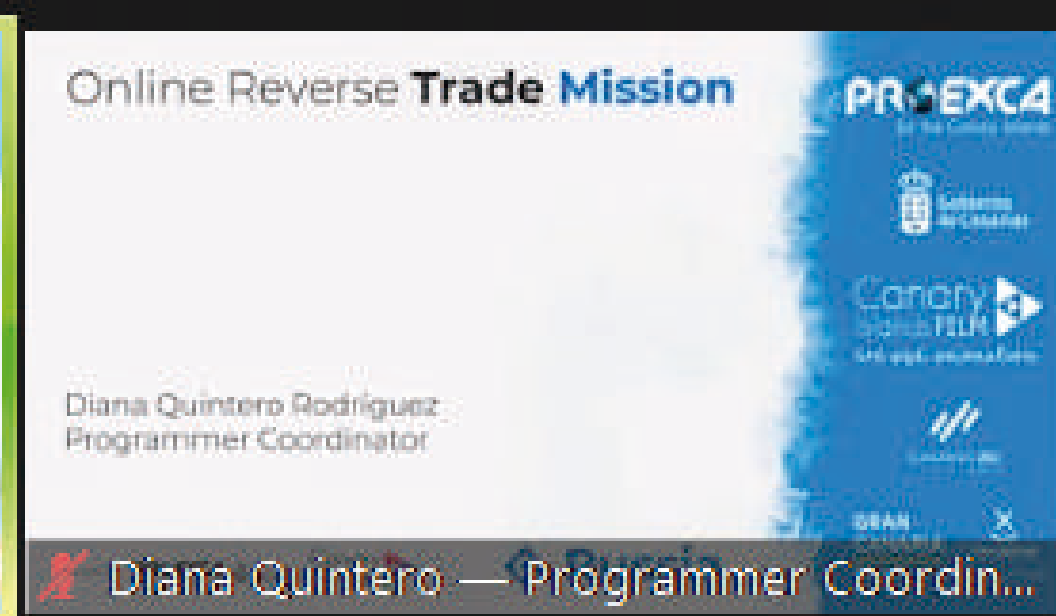
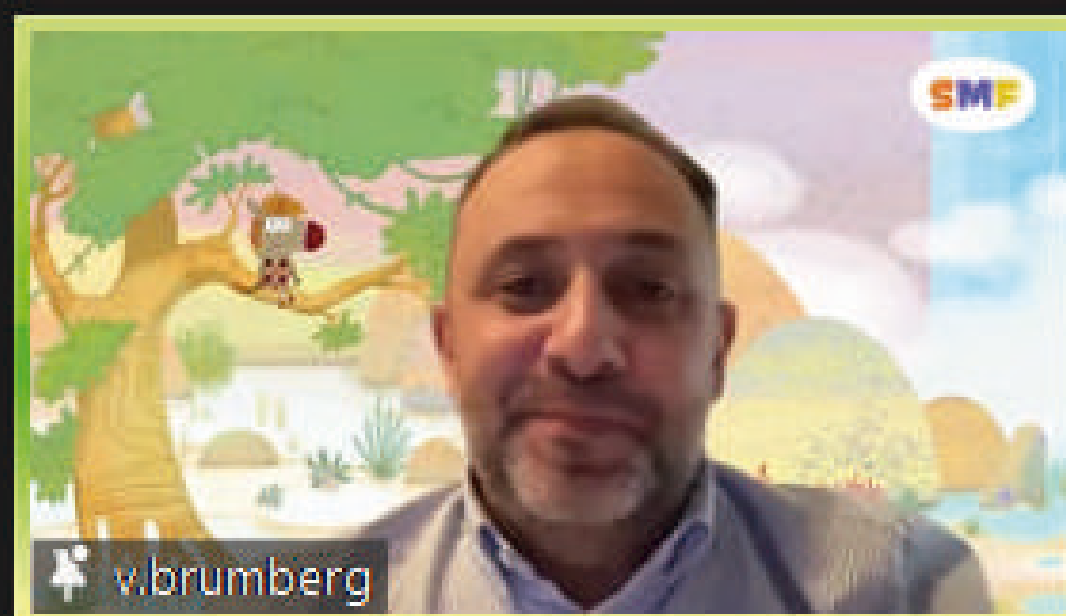
javier.hidalgo@proexca.es



Javier Hidalgo - CANARY ISLANDS FILM



 Lidia Strelnikova



Ruben Gyuzalyan

Israel Tamayo_K...

Blanca_Tomavisi...

Raúl Carbó — In...

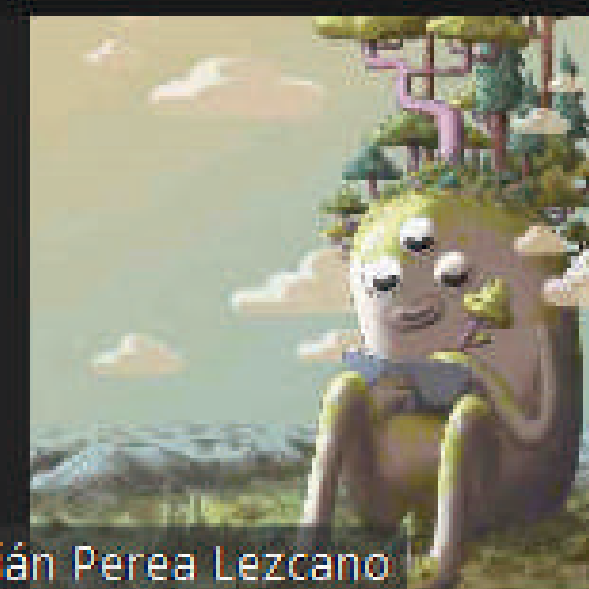
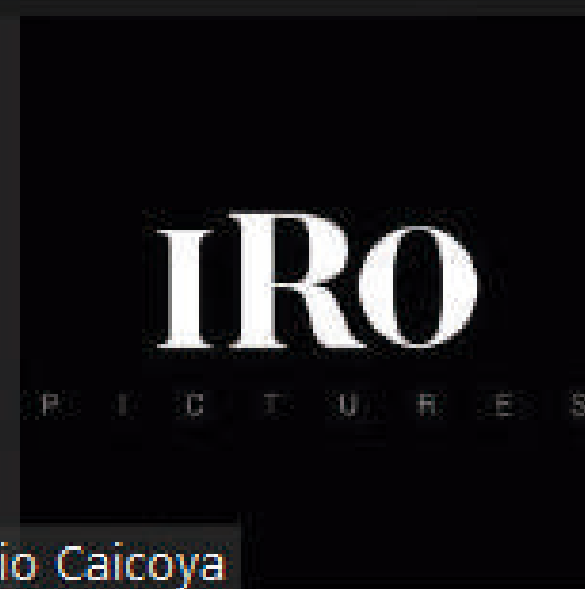
Ruben Gyuzalyan

Israel Tamayo_KOVI Talent

Blanca_Tomavision

Raúl Carbó — In Efecto Studio

Dario Sanchez -...



Enrique Garcia...

Dario Sanchez - 3 Doubles Producciones

Ignacio Caicoya

Damián Perea Lezcano

Enrique Garcia — Gran Canaria Film Co...

Sabita Jagtani —...



Olga Kashirina

Gala

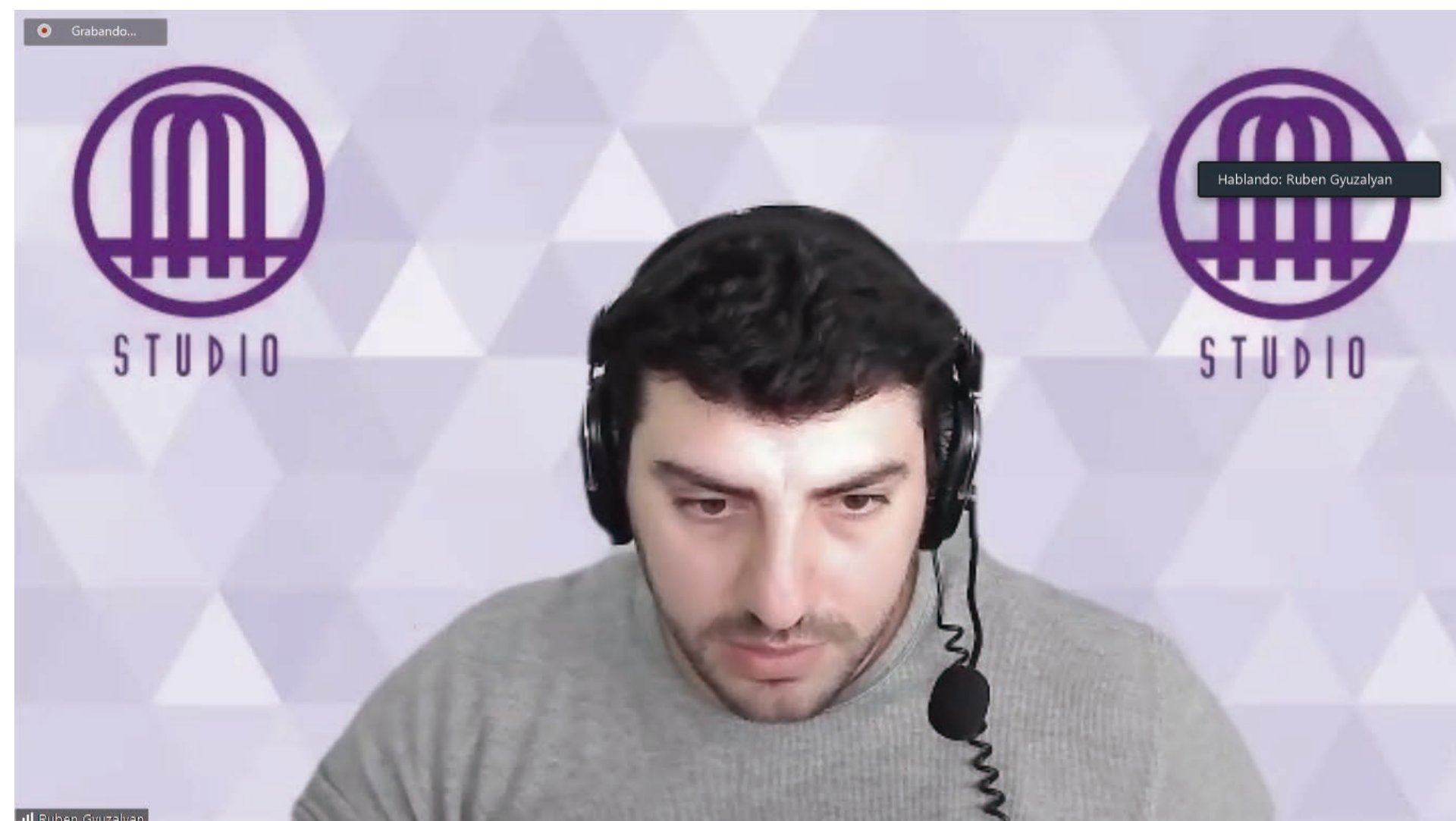
Sabita Jagtani — ZEC Canarias

Javier Hidalgo - CANARY ISLANDS FILM

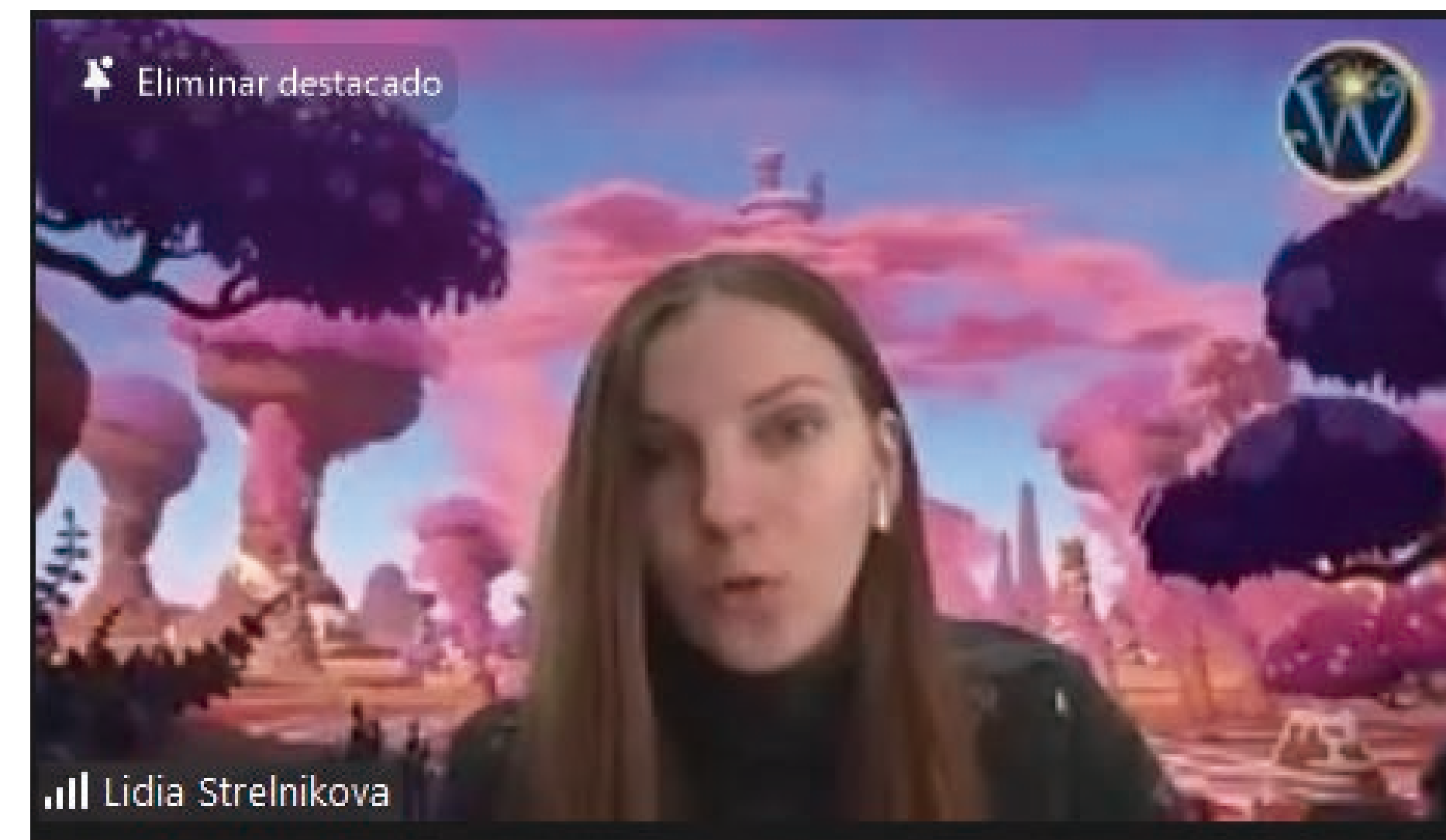
Olga Kashirina

Gala

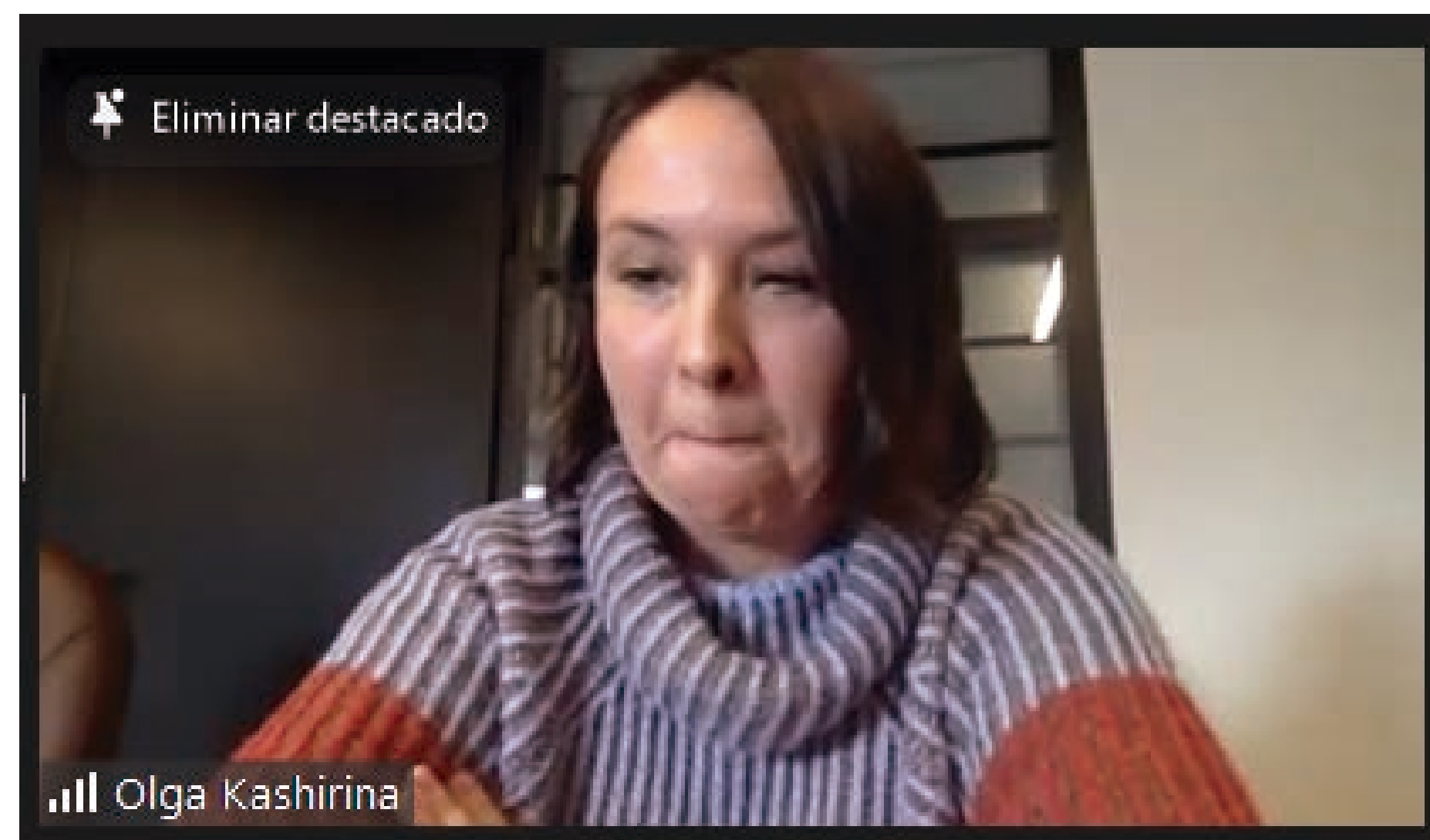
Empresas Rusas



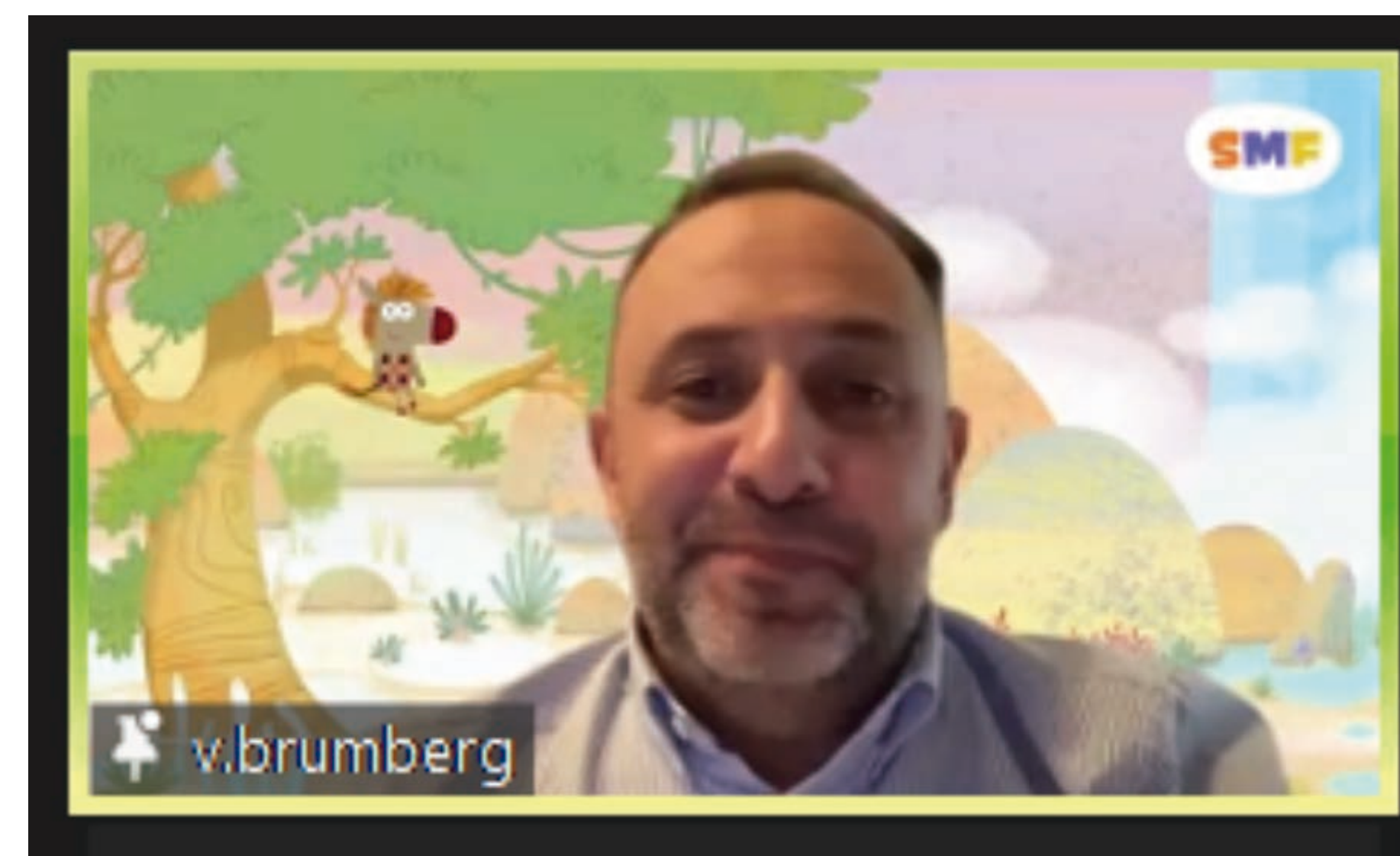
Rubén Gyuzalyan, Executive Producer



Lidia Strelnikova, VP - International Sales & Co-productions



Olga Kashirina, Head of International Business Development



Vladimir Brumberg, Head of International Media Distribution



AA Studio is one of the biggest 3D animation studios in Russia. Since 2010, we have worked on various commercial projects for children and family audiences.

Our goal is to create interesting stories, new animation worlds, and memorable characters that spark interest amongst our young viewers, and teach them universal human values.

Our company mainly focuses on co-productions. We invite other studios to co-produce our projects and we participate in the production of our partner studios' projects.

Studio AA

<https://studio-aa.ru>

Russia

Rubén Gyuzalyan, Executive Producer: r.gyuzalyan@studio-aa.ru



Wizart Animation is a unique full-cycle company, founded in 2007 in Russia and the fastest in its growth since then.

We are developing, producing, and distributing high-quality family animated feature films and series for children's and family's viewing.

Our portfolio includes projects highly acclaimed in international markets: The Snow Queen franchise, Sheep&Wolves, Yoko TV Series, The Tales of Wonder Keepers TV Series, as well as brand new franchises Secret Magic Control Agency and The Warrior Princess. Our projects have been released in 190 countries, acquired by major global streaming services, and selected for various programs of international festivals.

Wizart Animation

<http://www.wizartanimation.com/>

Russia

Vladimir Nikolaev, General Producer: vn@wizartanimation.com

Lidia Strelnikova, VP - International Sales & Co-productions: lstrelnikova@wizartanimation.com



Soyuzmultfilm

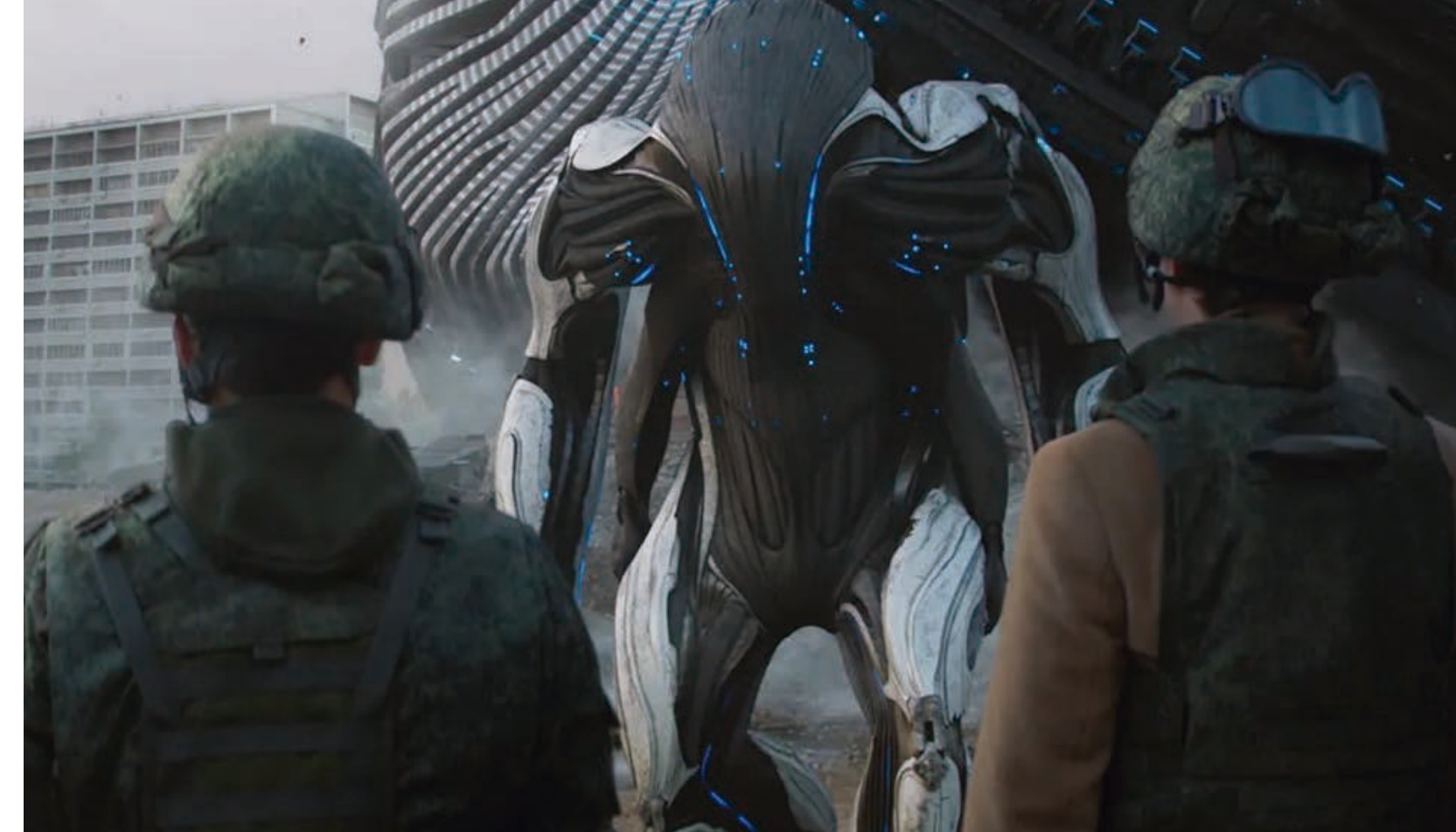
<https://b2b.souzmult.com/programs>

Presentation [HERE](#)

Russia

Vladimir Brumberg, Head of International Media Distribution: v.brumberg@souzmult.com

SMF Studio (Soyuzmultfilm), is one of Russia's largest and oldest animation companies, celebrating 85 years of business this year. Founded in 1936, SMF studio has always been on the forefront of innovation in Russian animation. The studio delivers projects in a variety of genres, using stop-motion, clay and hand-drawn techniques along with 2D and 3D animation. SMF Studio has created over 1500 animated movies, gaining international recognition for its projects. Many of them are considered among the classics of the animation world. The "Golden Collection" of SMF is recognized for its world-renowned directors, production designers and animators. Today, the studio is comprised of a production company, licensing and educational facilities, which includes an animation studio, animation technology park, educational and recreational centers for kids, as well as a licensing agency. SMF also continues to expand its international reach, broadcasting and streaming films in over 50 countries, including: France, UK, Germany Israel, China, Indonesia and many others



Main Road Post

<http://www.mainroadpost.com/>

Presentation [HERE](#)

Russia

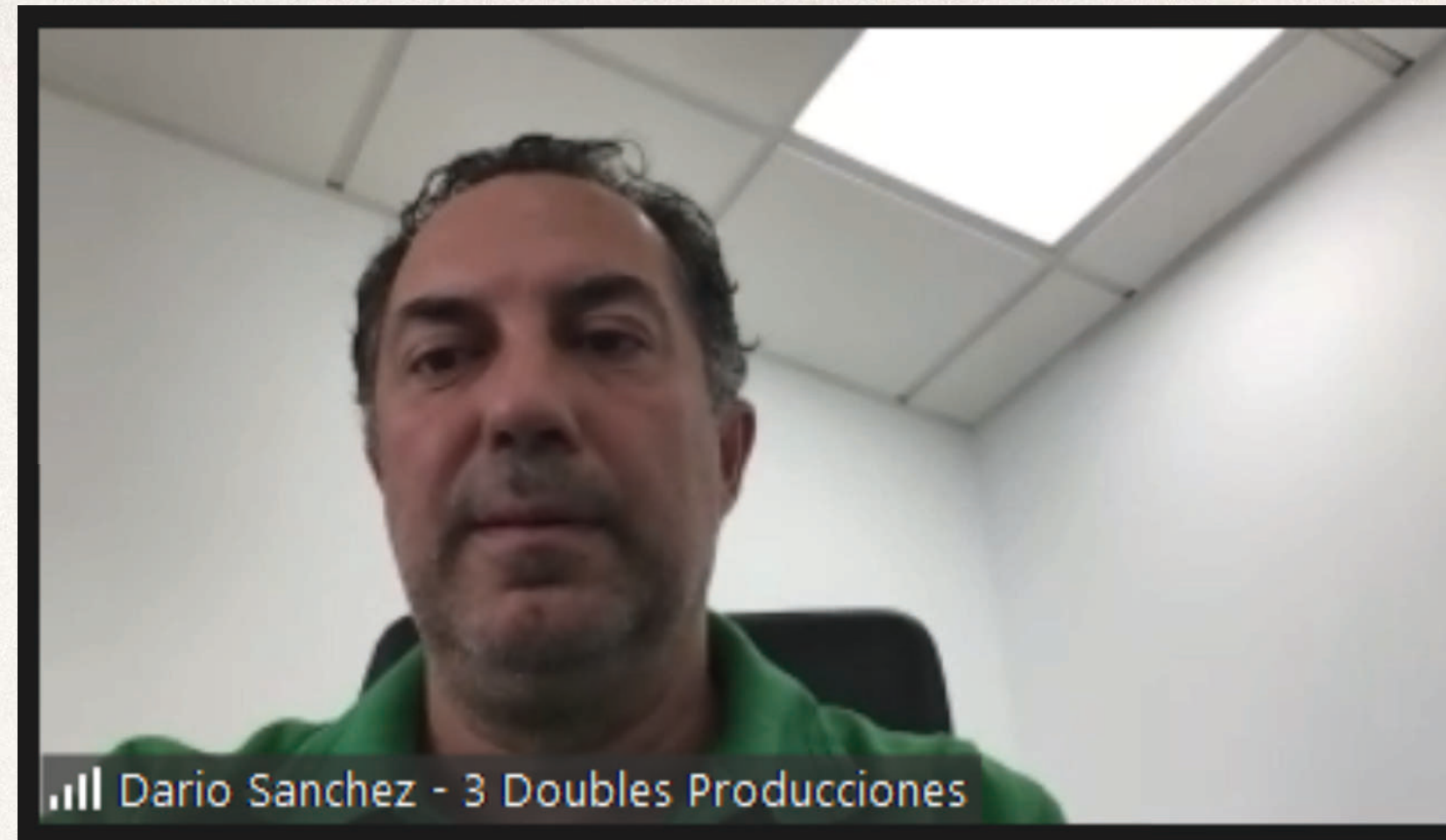
Olga Kashirina, Head of International Business Development: okashirina@mrpost.ru

Main Road Post, a visual effects and computer graphics production studio, was established in 2006 in Moscow. It offers visual effects services for Feature films, Commercials and Video Games. Studio creates imagery and concept art, previsualization and animatics, photorealistic and magical environments, effects and creatures. More than 100 professional visual effects artists are employed at MRP. MRP portfolio encompasses more than 50 titles, including some of the most significant Russian blockbusters, such as Stalingrad, Attraction, Sputnik, as well as the international projects Wanted (USA), The Seventh Son (USA), and Warriors of Future (Hong Kong). The Studio also developed and produced the visual effects for the opening film of the Sochi Winter Olympic Games in 2014. In 2020, MRP joined the Russian Animated Film Association and began active development of its own animated content. Company CEO, Arman Yahin, is a member of the international Visual Effects Society (VES) and American Academy of Motion Pictures Arts and Sciences (AMPAS).

Empresas Canarias



Ignacio Caicoya, VFX Supervisor



Dario Sánchez, CEO



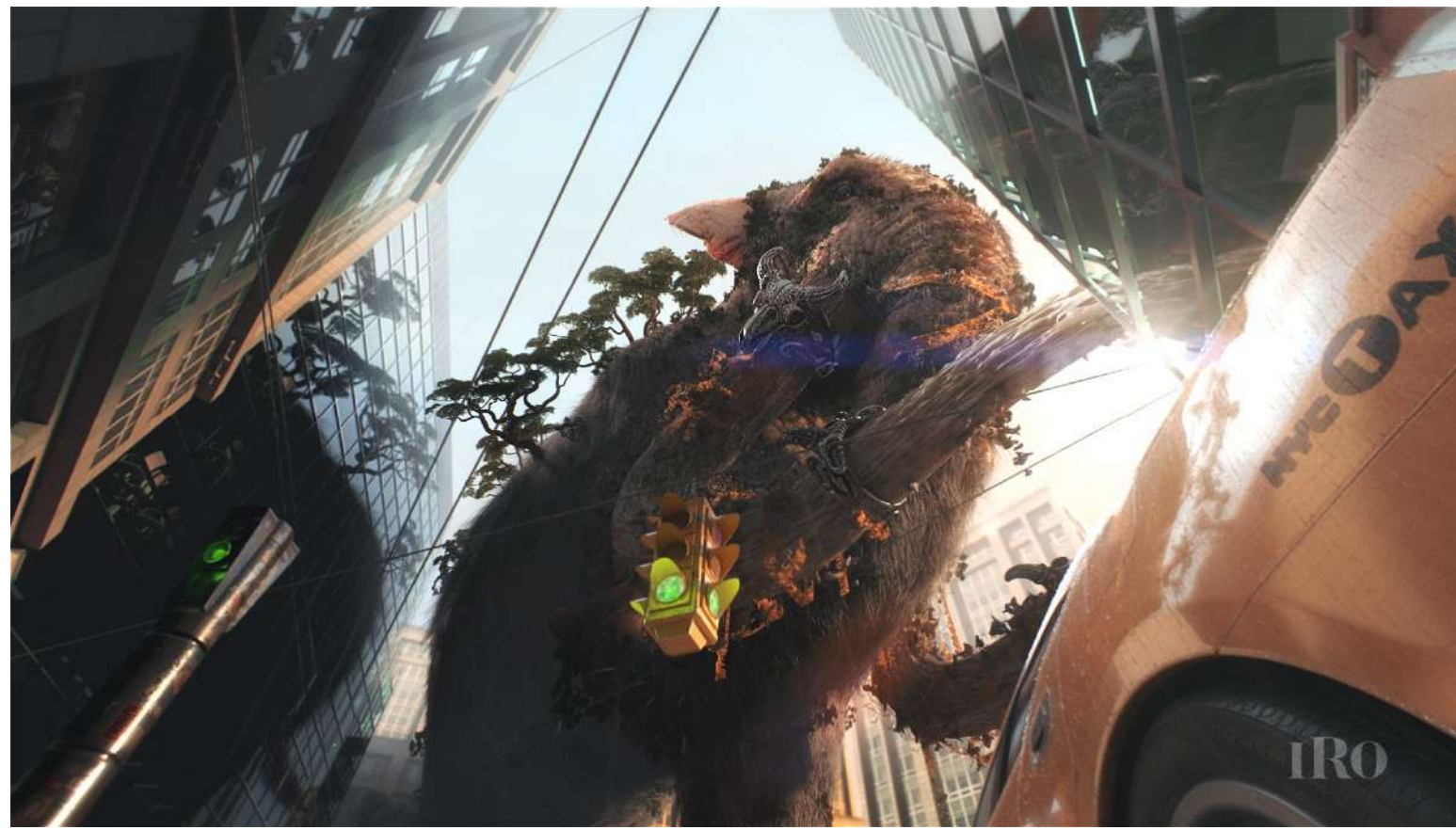
Raúl Carbó, CEO



Blanca Vivas, Marketing & Communication



Israel Tamayo, Business Development Manager & Production Consultant



Iro Pictures is a VFX and Animation company based in the Canary Islands that has been founded by Ignacio Caicoya (that have been working in more than 30 films such as Interstellar, Godzilla or Avengers, besides others) and Vijesh Rajwani.

Iro Pictures

<https://iropictures.com/>

Canary Islands

Ignacio Caicoya, Founder & VFX Supervisor: ignacio@iropictures.com



3 DOUBLES PRODUCCIONES is a 3D animation and VFX studio created in Tenerife (Spain). We have a highly qualified team with experience in pipelines design and 3d production design. Capable of carry out any type of audiovisual project in which 3D animation and digital effects have a notable presence.

Professionals have been working in 3D animation and VFX films such as “Planet 51”, “Tad the lost explorer”, “Capture the Flag”, “Richard, the stork”, “Animal Crackers”, “Deep”, “The Impossible”, “The Jungle Book” and much more. We produce entertainment projects that are characterized by their creativity, technological development and quality to position ourselves as a leading company in Europe.

Our journey starts from production, pipeline, IT, modelling, animation, layout and post production. We focus on the development of high quality international animation feature films, as well as cooperating as producers, co-producers and service providers with other leading animation companies in the world.



3 Doubles Producciones

<https://www.3doubles.com>

Presentation [HERE](#)

Canary Islands

Dario Sánchez, CEO: dario.sanchez@3doubles.com



IN EFECTO is a 3D animation studio based in South France and Tenerife, Spain, which provides creative and innovative content for TV series and feature films since 2005. Both a winning combination of creative talents and in-house production tools allows IN EFECTO to offer a comprehensive range of services, from preproduction to full color grading and final delivery.

In Efecto

<https://inefecto.com/home/>

Canary Islands

Raúl Carbó, CEO: raul@inefecto.com



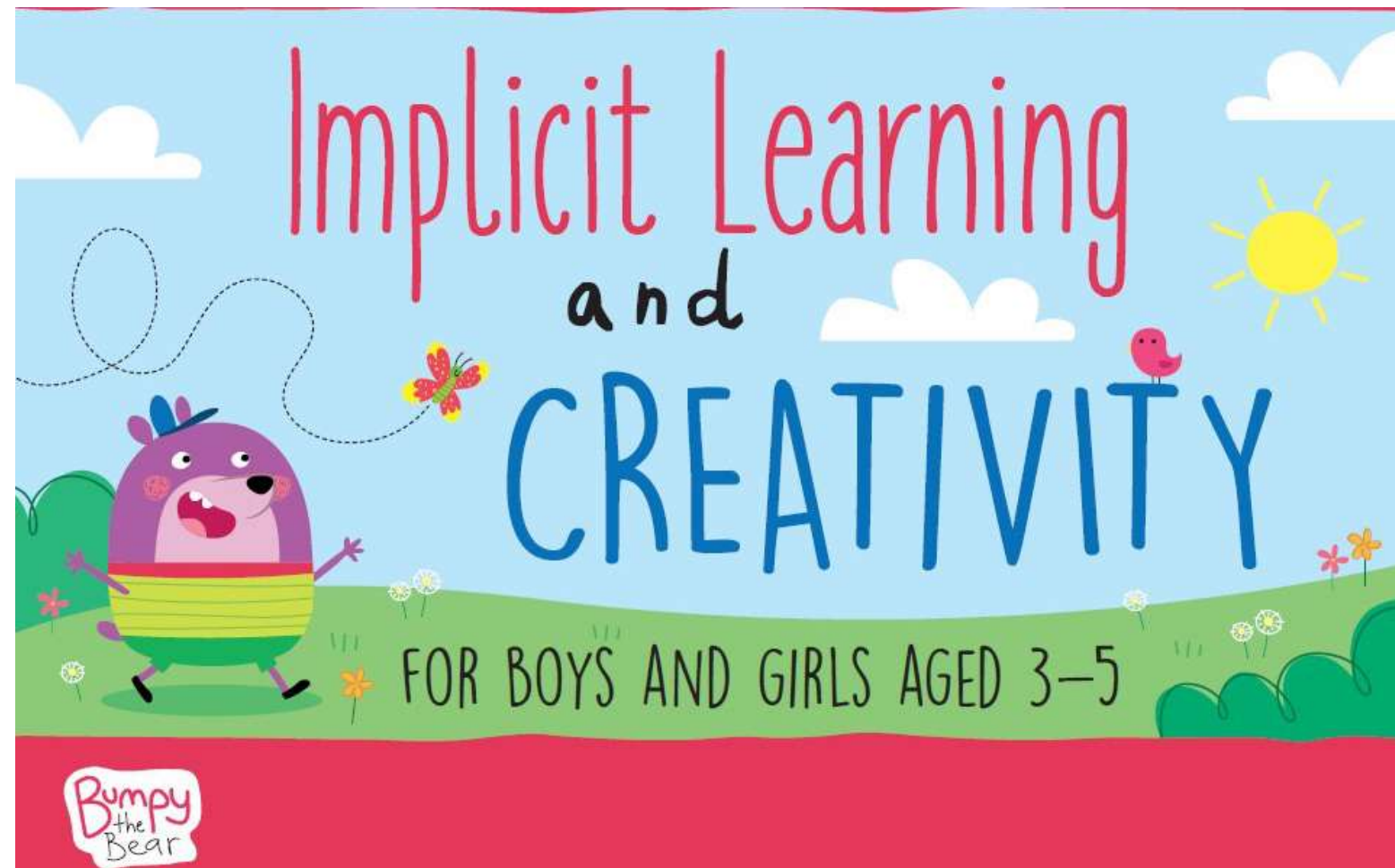
Narratives that connect with all kind of audiences, from a little girl and her huggable creature, who live in a magical forest, to a preteenager trying to deal with day-to-day challenges. With over 15 years' experience in the 2D & 3D animation industry, Tomavision Studio is a leading and fast-growing production company, dedicated to develop and produce premium content for the International Kids Market. With recognized experience in the animation industry, director Mercedes Marro and executive producer Pierre Nothman manage Tomavision Studio, with multiple IPs across a wide range of styles and requirements. Based in Barcelona and more recently on the magnificent island of Tenerife (Spain), we offer co-production opportunities and service work under the Canary Islands' attractive Tax Incentives Scheme. We are currently working on new and very exciting properties. We will be happy to answer any further questions you may have, and we would like to have the pleasure to work together in the near future.

<https://www.tomavision.net/>

Presentation [HERE](#)

Canary Islands

Blanca Vivas, Marketing & Communication, blanca@tomavision.net



Koyi Talent

<https://www.koyi.tv>

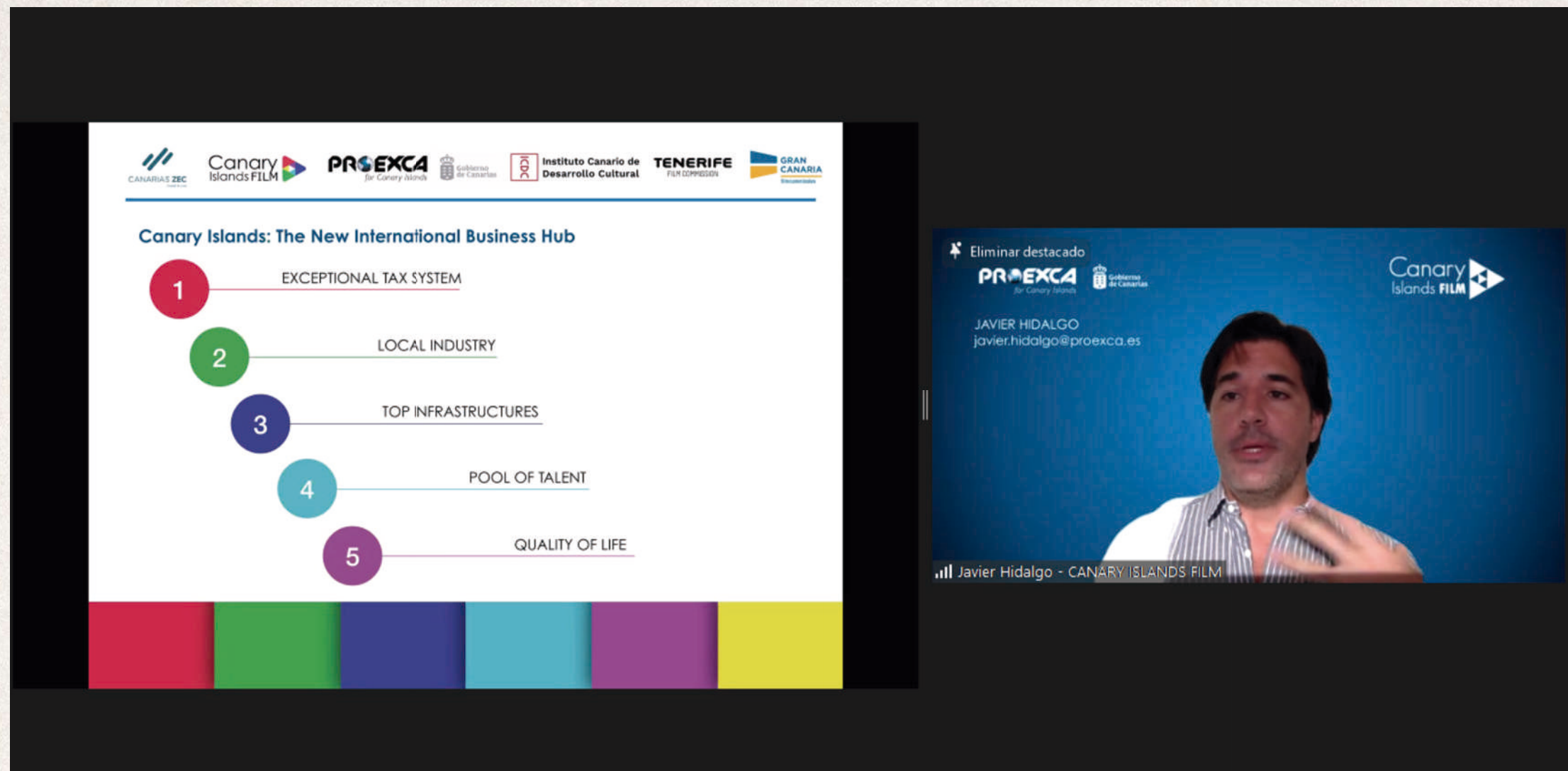
Amongst other things our parents told us to stop drawing all over book pages, to not waste our time playing videogames, and above all things to think about our future and focus on doing useful things... and yes we did follow their recommendations! We covered a hobby into our work.. and now we focus on drawing, animating, playing and do all the things we like most while surrounded of talented people. And with this crew we learn things everyday and have fun at the same time. Since time has passed and we have become older (we mean, more experienced 12) this is the output of our work so far. KOYI has a production pipeline that offers services from the pre-production stage all the way to 3D and 2D animation.

Currently, the company is developing the new Pocoyo's season. In addition, we are financing and developing three new IPs:

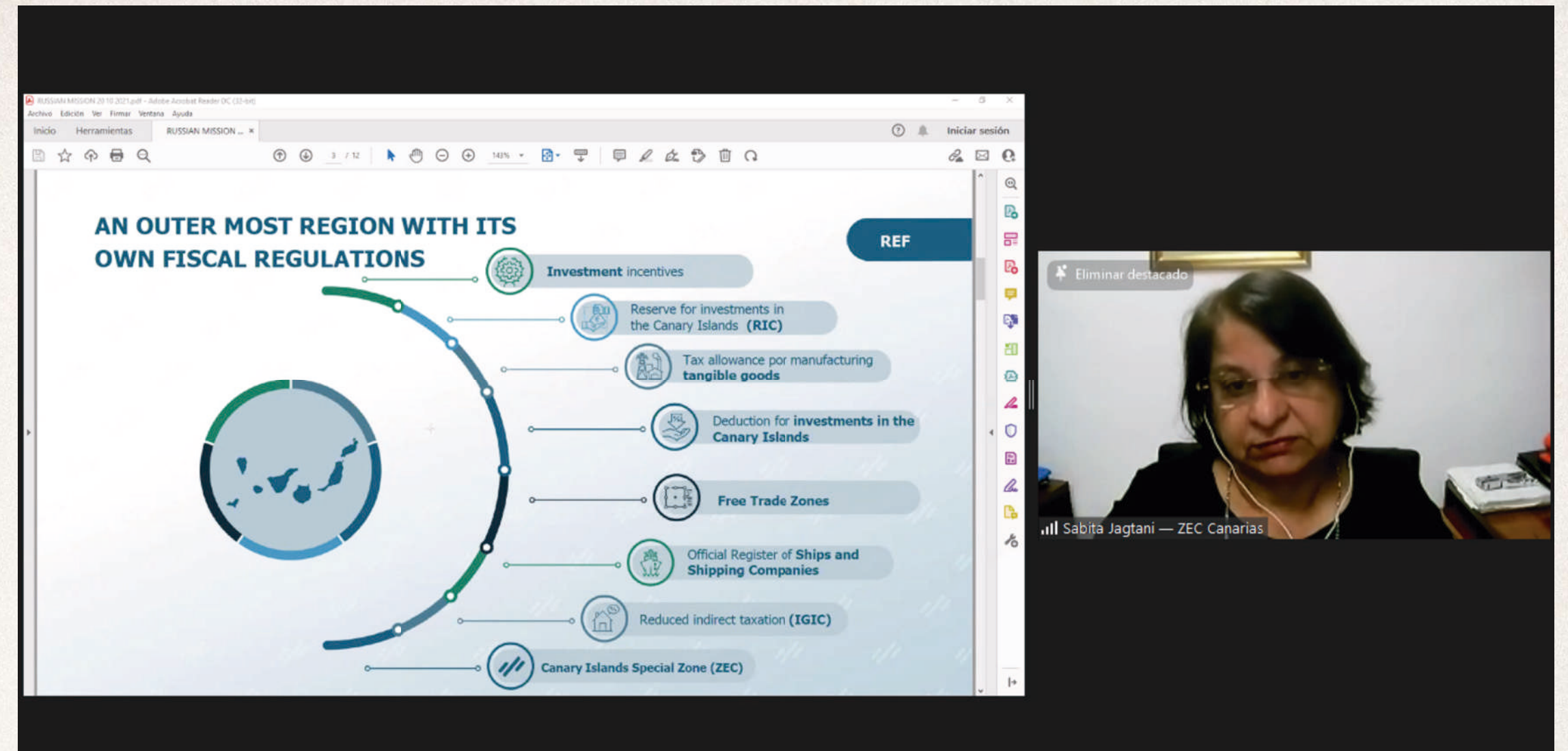
- Bumpy the Bear: a 2D preschool show,
- Busgsted: 3D and 2D teen-show,
- GhostBros: 2D 7 to 11 years,
- Confidential: we are working on our on our first animation feature film.

Canary Islands

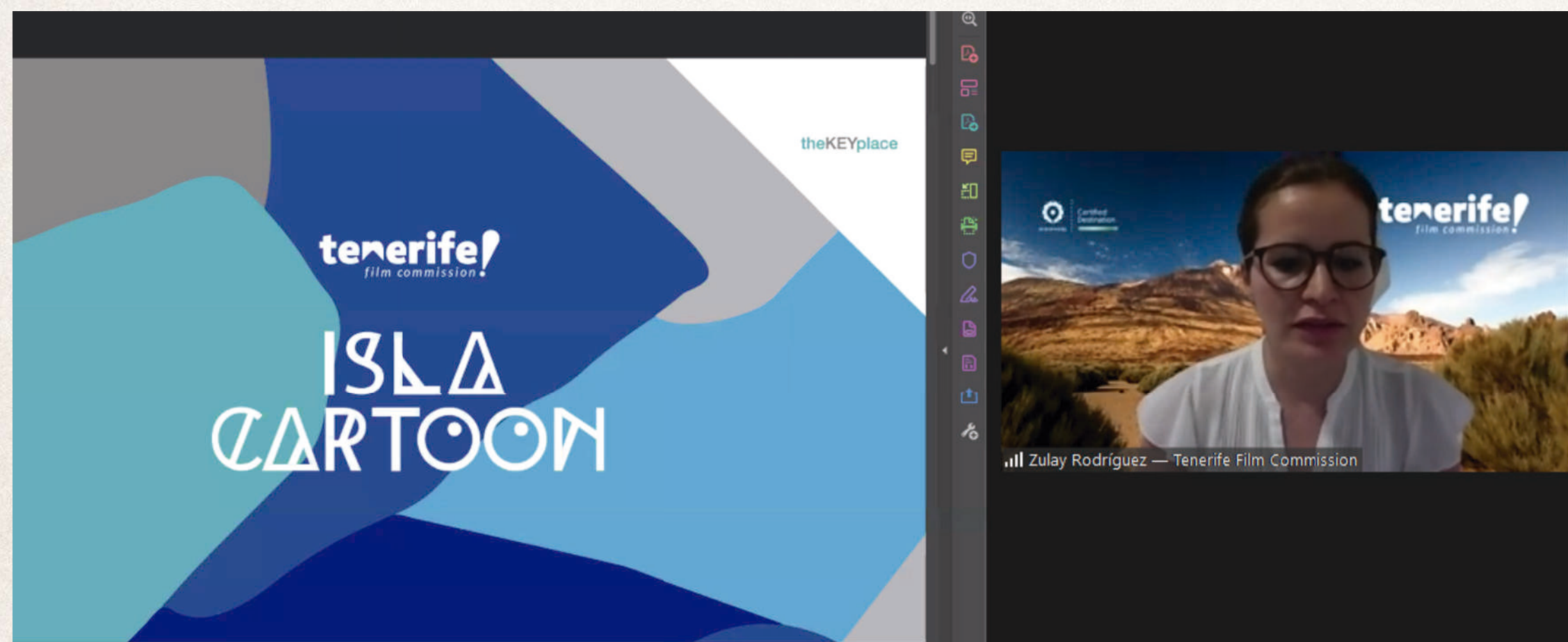
Instituciones



Javier Hidalgo, Business Development Manager



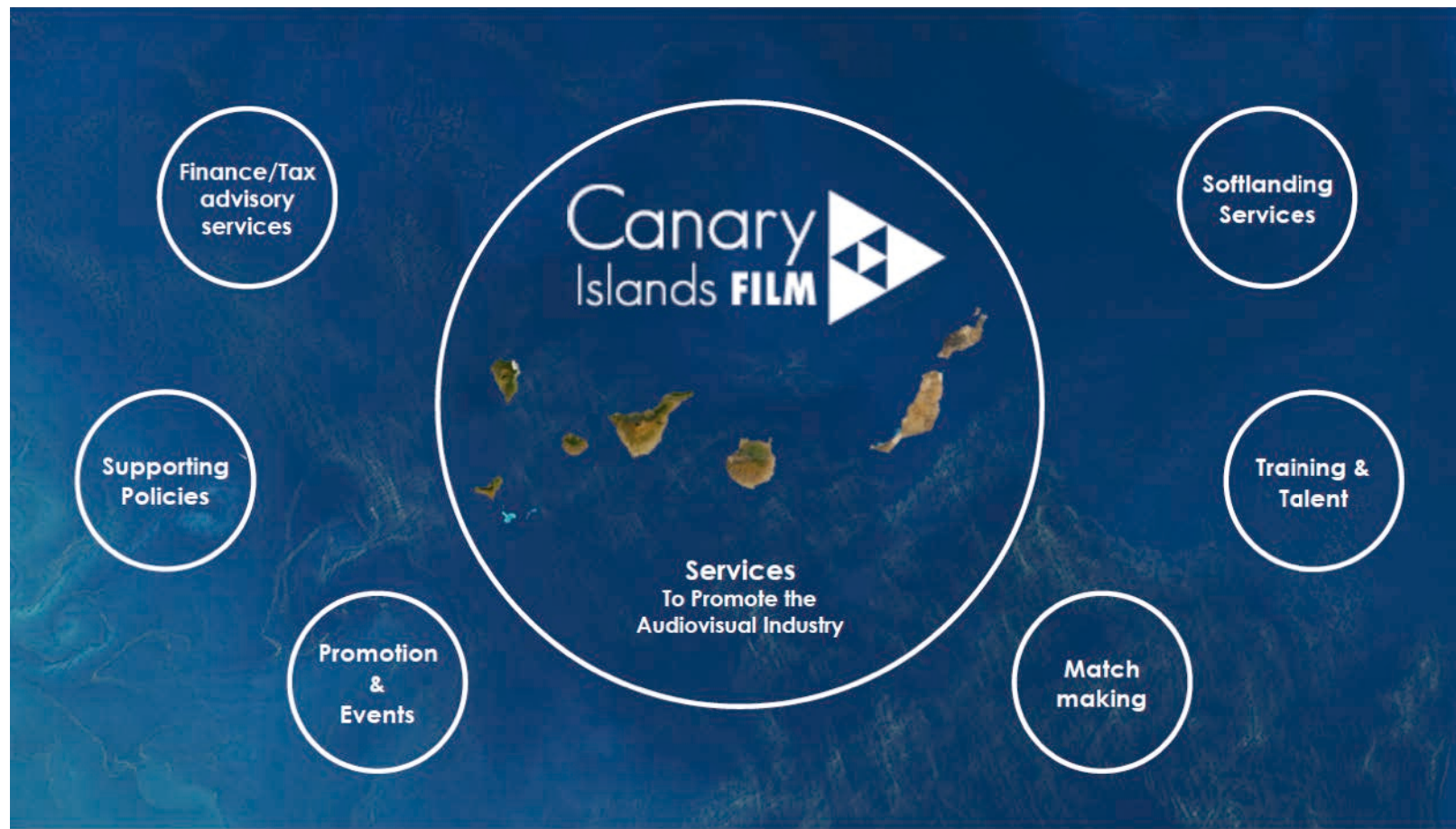
Sabita Jagtani, ZEC Senior Technician



Zulay Rodríguez, Consultant



Enrique García, GCF Technician



CANARY ISLANDS FILM is the Audiovisual Department of the Canary Islands Government. We are able to supply information about tax incentives, locations, and everything you need for your film production. It is the umbrella Company for all Canary Islands Film Commissions, institutions and audiovisual companies. The Canary Islands offer a 50-45% tax rebate (compatible with an income tax rate of 4%). With an average temperature of 23°C in Summer and 19° in Winter, amazing landscapes and experienced crews, it is the perfect place for your next shoot.

[ANIMATION FISCAL GUIDE](#)

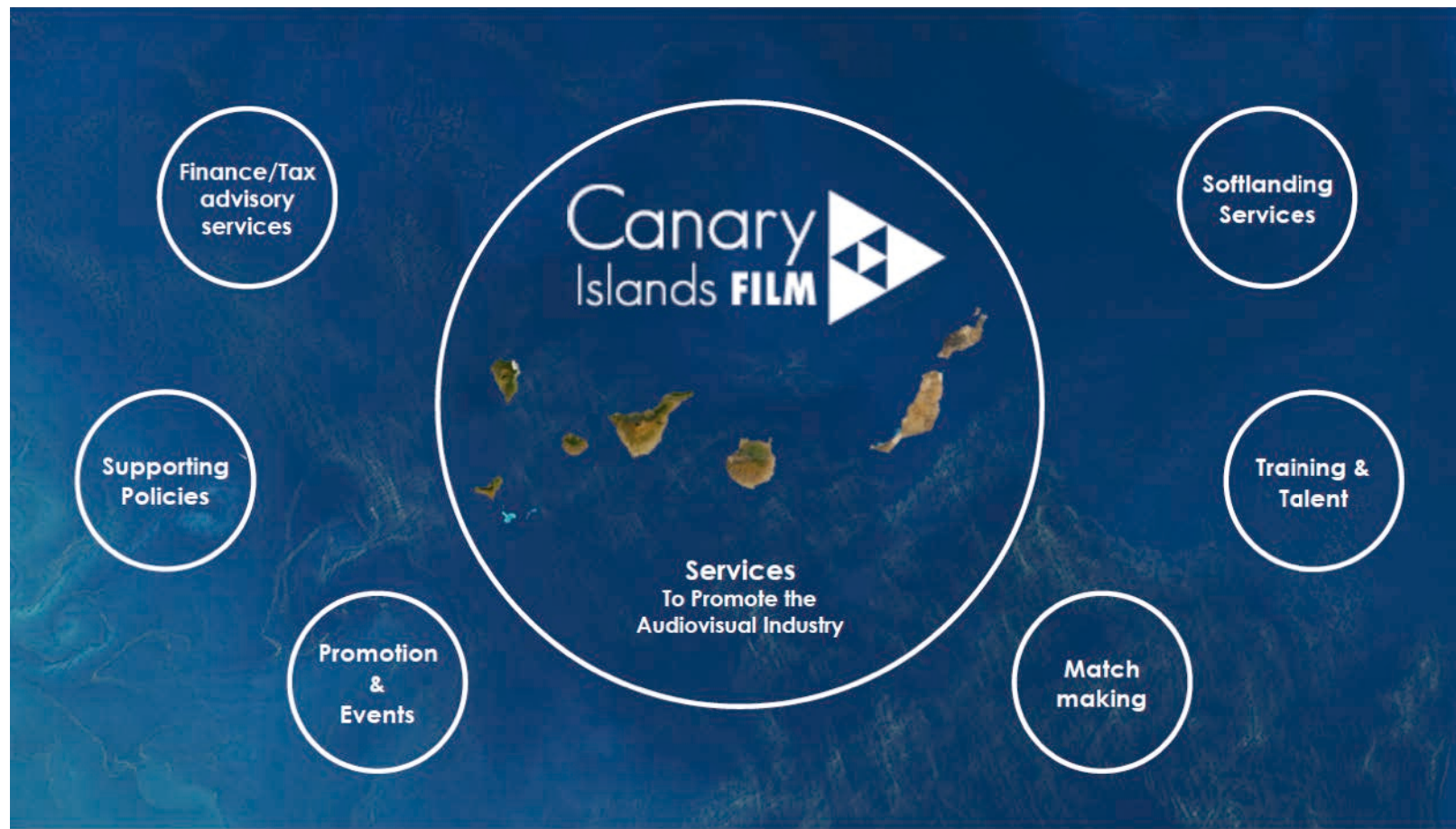
[LIST FOR ELEGIBLE COSTS](#)

[VIDEO OF THE CANARY ISLANDS AUDIOVISUAL HUB](#)

Government of the Canary Islands

<https://www.canaryislandsfilm.com/en/>

Javier Hidalgo, Head of the Audiovisual Sector of the Canary Islands. javier.hidalgo@proexca.es



THE LOWEST CORPORATE TAX RATE IN EUROPE

4% CORPORATE TAX RATE

CANARY ISLANDS SPECIAL ZONE (ZEC)

- New company in the CI
- Admin must be resident
- Invest at least 100.000€ in fixed assets (in 2 years)
- Annual average of 5 jobs

sjagtani@canariaszec.com
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

INCENTIVES FOR VIDEOGAMES DEVELOPMENT

45-75% TAX REBATE

45% to 75% for R&D (engine)

45% for Videogames

How and when is the cost savings realized? 3 ways:

- Deducting the % of the profits generated
- Accumulating the % of deductions for up to 18 years in order to apply it during a profitable year
- Monetizing (receiving) the % in cash from the government at the end of every year

javier.hidalgo@proexca.es
+34 922 470 450

PROEXCA
for Canary Islands

Gobierno de Canarias

Canary Islands FILM

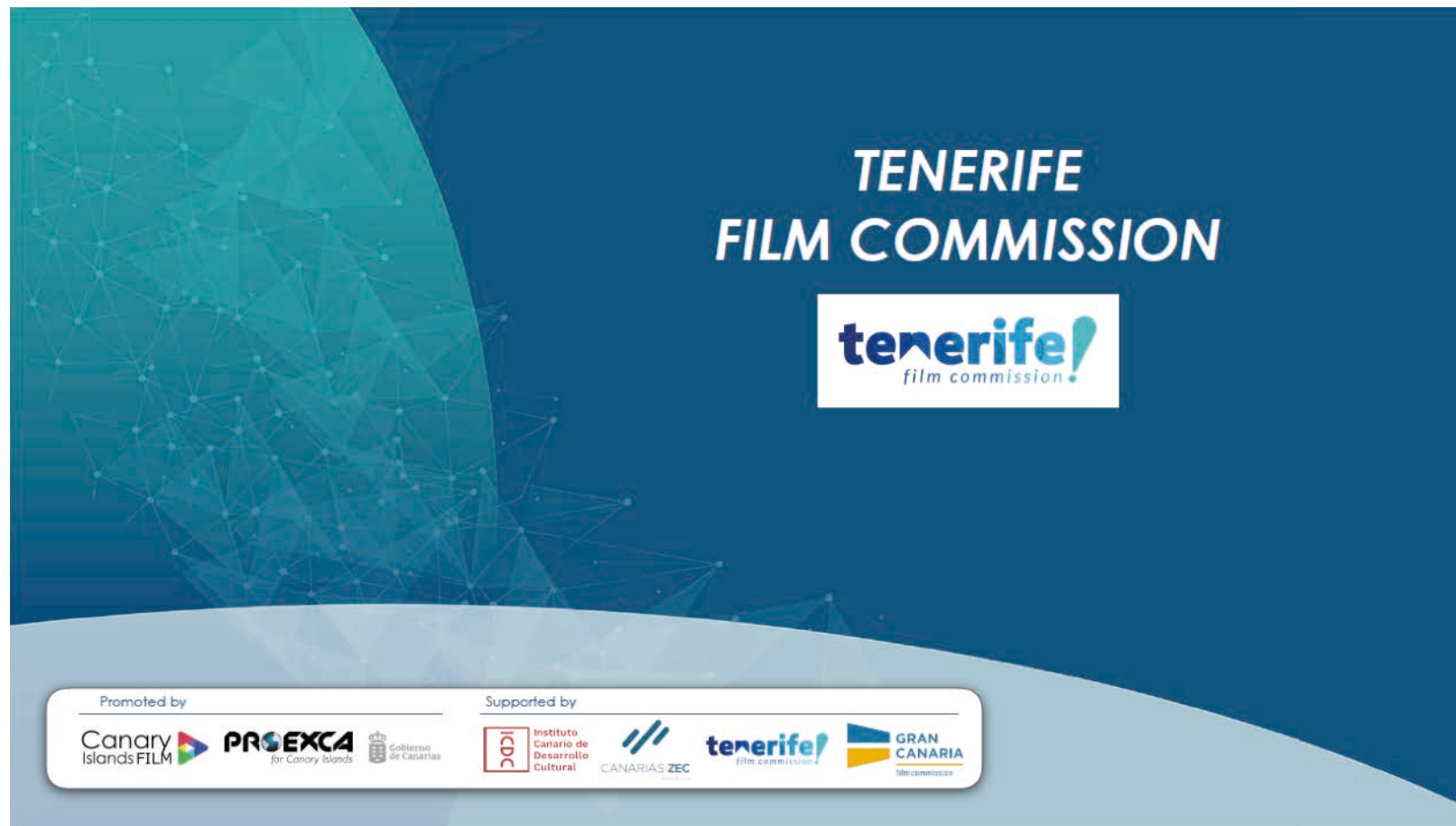
The Canary Islands Special Zone (ZEC) is a low tax zone created within the framework of the Canary Islands Economic and Tax Regime (REF) for the promotion of the economic and social development of the Islands and to diversify their production structure. ZEC was authorized by the European Commission in January 2000 and it is regulated in the Law number 19/94 of the 6th of July, 1994.

ZEC 4% CIT Rate (Canary Islands Special Zone)

ZEC — THE CANARY ISLANDS SPECIAL ZONE

<https://canariaszec.com/en/>

Sabita Jagtani, ZEC Senior Technician. sjagtani@canariaszec.com



TENERIFE FILM COMMISSION

Tenerife at a glance

- Tenerife provides > 75% of aggregated yearly turnover and > 50% of employed talent in the Canary Islands
- Tenerife hosted **Tenerife Lan Party** from 2007 until 2019, the biggest regional video game event with over 300.000 local attendees
- Tenerife is the main partner and host of the Spain and Latinamerica Animation **Quirino Awards** since 2018 and cohosts **Canarias Game Show 2021**



TENERIFE FILM COMMISSION



Dedicated institutional support

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- **Tailor-made** training programs for incoming companies
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- **Inspection visits** available

film@webtenerife.com
+34 922 23 78 70



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+34 922 23 78 70



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TENERIFE PROFESSIONAL DIRECTORY

TENERIFE FILM COMMISSION

<https://www.tenerifefilm.com/animation>

Zulay Rodríguez, Consultant: hello@zulayrodriguez.eu



FINANCING STREAMS

Tax incentives and public loans




- **Technical support via the 'Business Support Service (SAE)'**: consultancy service on specifics, applied tax case for the video games and R&D sector (cross-country tax optimization)
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GRAN CANARIA

The island for video games




Technological Hub: IT & Audiovisual



Business Environment & Softlanding support



Taxation and financial support



Talent and training



The Gran Canaria Film Commission is an affiliate of the Corporation for the Economic Promotion of Gran Canaria, which offers support and institutional confidence to audiovisual productions for cinema, television and publicity. At all stages of production we offer stable support and assistance services: free advice regarding locations and permits, meetings with local producers and other professionals; and contact with the administration of Gran Canaria, the Canary Islands and at national level.

GRAN CANARIA PROFESSIONAL DIRECTORY

GRAN CANARIA FILM COMMISSION

<https://www.grancanariafilm.com/en/>

Enrique García, GCF Technician: animation@spegc.org, egarcia@spegc.org

Cartas de Invitación Remitidas

Promoted by



Russia Online Reverse Trade Mission

Russia - Canary Islands



Dear XXXXXXX,

PROEXCA-Government of the Canary Islands (Spain), on behalf of the [CANARY ISLANDS FILM](#)¹, is pleased to invite you to participate in our "Online Reverse Trade Mission Russia/Canary Islands", to be held **on October 20th at 11:00 (Moscow time)**.

This event will connect producers and studios from Animation industry of RUSSIA with the leading Canary Islands companies and Canarian Institutions in this sector, with the objectives of:

- Present the great advantages and incentives of the Canary Islands for audiovisual projects, such as our 50% tax rebate or our 4% Corporate Tax Rate, among others.
- Provide a complete understanding of the Canary's market of Animation and VFX, showing to the Russian companies a full vision of its audiovisual industry.
- Show the different opportunities for Russian companies either to expand their studios to the Canary Islands and/or to collaborate on international productions, services or co-productions.

This event will take place on October 20th at 11:00 (Moscow time) using the Zoom platform, and it will have an estimated duration of 2 hours following this general program:

- Canary Islands Animation Industry Presentation (25-30 minutes)
- Canary Island and Russian Companies Presentations (2-3 minutes per studio)
- Q&A (5-10 minutes)

In order to save your seat, please confirm your participation by sending an email to animayo@animayo.com²

Yours truly,

1

CANARY ISLANDS FILM are: PROEXCA, Instituto Canario de Desarrollo Cultural, Zona Especial Canaria and the Film Commissions of each island (Tenerife, Gran Canaria, La Gomera, La Palma, El Hierro, Fuerteventura, Lanzarote)

2

PROEXCA promotes this event in collaboration with Animayo, the only animation festival in Spain declared a "Qualifying Festival" by the Academy of Motion Picture Arts and Sciences of Hollywood for the Oscars (see News: [Variety 1](#), [Animation Magazine](#), [Variety 2](#))



Empresas Invitadas Total

	Studio AA	Hayk	Gyuzalyan	Marketing Director
	3D Sparrow	Nikolay	Okorokov	CEO
	Open Alliance Media	Eugene	Venkovsky	Sales Director
	Parovoz	Marie	Lida	Producer
	Riki Group	Valeria	Korotina	Head of Sales
	Studio AA	Khachatur	Yeritsyan	Business Developer
	Wizart	Anna	Pokorskaya	Co-Production Manager
	Story Time	Olesya	Myasnikova	Executive Producer
	Project First	Vladimir	Nabatov	Head of Business Development
	Red Carpet Studio	Natalia	Ivanova	VP Animation
	100 Kilowatt	Olga	Golubkova	International Sales & Development
	100 Kilowatt	Elena	Malenkina	Producer
	Aeroplane JSC	Michael	MENNIES	Director of International Productions
	Animaccord	Vladimir	GORBULYA	CEO
	Animaccord	Alexey	MERKULOV	Chief Commercial Officer
	Animation Studio Petersburg	Nadezda	KUZNETSOVA	CEO
	Open Alliance Media	Liudmila	VAVILOVA	COO
	ALLEGRO FILM Russia	Alexander	NAAS	Production Manager

	METRAFILMS Studio	Artem	VASILYEV	CEO
	Rocket Fox Animation Studio	Dmitry	GORBUNOV	CEO
	Rocket Fox Animation Studio			CMO and Business Development
	Riki Group	Ilya	POPOV	Founder, General producer
	CTB Film Company	Lucy	TSOY	Head of business development
	Wizart Animation	Regina	VALEEVA	Marketing and PR department
	Wizart Animation	Lidia	Strelnikova	
	Netflix	Tomasz	EBBIG	Marketing Director - Central and Eastern Europe & Russia
	Parovoz Animation Studio	Marie	LIFA	Head of International Production
	Petersburg Animation Studio	Ekaterina	KLUEVA	Project Manager
	Art Pictures Distribution	Anna	STRUNEVSKAYA	Head Of International Sales
	Art Pictures Distribution	Dmitry	Rudovxkiy	Productor
	Dago	Olga	LARIONOVA	Executive Producer
	Big Boom	Roman	BATAWV	Producer
	Platoshka Animation Studio	Anna	Shelegina	CEO
	Melnitsa Animation Studio	Konstantin	Bronzit	Creative Director
	Yarche!	Irina	VEREVKINA	General Producer, owner
	Agama Film	Ilona	BELOUS	Head of marketing
	Iyuno-SDI			Equipo de desarrollo empresarial



CGFWW

Diana

Salahova

Animation Production Coordinator

CGF Animation

Lyubov

GAYDUKOVA

Producer

Cinemagrad

Vasily

YAKOVLEV

General producer

2A Pictures

Alexander

Kuznetsv

Producer

Cinelab Ltd.

Alexander

OREKHOV

Executive Director

Cinelab Ltd.

Olga

RAZMYSLOVA

Director of Development

Hoodyakov Production

Simon

SAPRICHYAN

PP Chief, Producer, Director,
Hoodyakov production

KINOATIS

Vadim Sotskov

Sotskov

CEO

PpVFX

Kir

SKALETSKI

Chief Operations Officer and
Managing Partner

Animation Production Center

Elena

SHCHICHKINA

Executive Producer

Toonbox Studio

Pavel

Muntyan

Head of Studio

Soyuzmutfilm

Tatiana

MELNIKOVA

Marketing Director

Soyuzmutfilm

Vladimir Brumberg

Head of International Media
Distribution

Parovoz

Victoria

Bolotova

Head of Media International Sales

Parovoz

Vagan

SARKISYAN

Co-Founder

Papaton Studio

Anton

TEN

CEO & Founder



Lakota Motion & Desing

Ekaterina Sukhanova

directora de asociaciones
internacionales

Playd Team

Paul Shtyler

CEO

100 Kilowatt

Elena

MALENKINA

Chief producer

Aeroplane Studio

Ekaterina

Vedernikova

Head of the studio

Animos Film Company

Eugene

Savin

Producer

Blik Production Center

Sergei

Borodin

Head of the studio

Brand4rent

Nika

Ovcharova

Brand manager

Caramel & Co Animation Studio

Irina

Soldatenkova

Chief Commercial Officer

DA Animation Studio

Nadya

Fedyaevskaya

Head of the studio

DA Animation Studio

Evgeniy

Potashnik

Head of the studio

Great Frame

Elena

Moreva

Director of Marketing and Strategic
Development

Production Center
Kaprizzka

Denis

Sopegin

Creative Director

Klaxon Production

Dmitry

Parshin

Head of the studio

Magic Factory Animation

Sergei

Demchev

Head of the studio

Mercator Animation

Alexander

Mitroshenkov

Head of the studio

Paranoid Animation Studio

Alena

Sycheva

Head of the studio

Animation Studio Petersburg

Daria

DAVIDOVA

Head of the studio

Skazka
Animation Studio

Maria

Matveeva

Toyroy Media

Albina

Mukhametzyanova

				
	X-Media Digital	Natalia	Voevodina	
	Baltic TV	Vadim	Kreinin	Head of the studio
	BFM Studio	Dmitry	Shlepnev	Head of the studio
	Frodo animation studio	Dmitry	Mosyagin	Head of the studio
	SHAR	Olga	Granovskaya	
	Studio M.I.R.	Irina	Margolina	General Producer
	Studio M.I.R.		Brancsome-Morrisey,	president and executive producer, BRANCsome INTERNATIONAL,
	Main Road Post	Arman	Yahin	Head of the studio
	Kaprizzka	Dennis	Sopegin	Business Development
	Melnitsa Animation Studio	Svetlana	Barabanchiko	Business Development
	Melnitsa Animation Studio	Natalia	Zakharova	Business Development

	3 Doubles Producciones	Iliana Martínez, Elena Alfonso
	B Water Animation Studios	Angelica
	Drakhar Studio	Luis Torres
	In efecto	Delphine Berdagué, Raúl
	La Casa Animada	Macarena, Dir. Miguel Miranda
	La Crème Films	Dayda, Animación Alex Gil
	Mondo TV	Carlota
	Tomavision	Blanca
	Anima Kitchen	Rocio
	Birdland Entertainment	Rubén Zarauza, RRHH, Cristian
	Future Kids	Francis Fitzpatrick
	KOYI Talent / Audiovisual	Luis Armengol
	BMCAFF STUDIO	Brendan McCaffrey
	Perruncho Studio	Enrique Diego
	Orca Studios	Gerardo Álvarez
	Iro Pictures	Ignacio Caicoya
	Minimo VFX (Werk)	Felix Balbas
	Fortiche Productions	Emmanuelle Aubeau / Amelie Houpline
	El reino infantil	Ylka Tilapia

Para más información:

produccion@animayo.com

programacion@animayo.com
