The CTN Animation Expo brings together the top professionals from both the traditional and digital worlds of animation. Hosted by the Creative Talent Network, this now eight-year event has captured both the industry and local community’s attention as a resource for education, employment, inspiration and business opportunities.

I spent 3 days at this event and explored all three components: the exhibition hall, the live presentations and the workshops. The exhibition halls includes over 300 artist and industry exhibitors including technology educational institutions, and production studios like Sony Pictures Animation, BlueSky Animation Studios, Animation Magazine, DreamWorks Animation, Walt Disney Animation Studios, and Wacom. I was introduced to new softwares and applications that could be very helpful to teaching, such as online feedback providing, file collection and resource allocation and digital tutoring. I gained a lot of information regarding receiving the education and starting a career in digital and traditional animation which I could provide to our students. I also had the opportunity to talk to some of the providers of the softwares we are currently using in our department to discover the industrial usage, new features and possibilities. By going through the booths of the artists, some of which are very famous in the field, I learned a lot from their successful business models that will be very useful information to the students. There are many different paths to become an illustrator, designer or animator that our students can be inspired to explore.

The live presentations feature over 40 presenters who are contributors from some of the highest grossing films or games in the history of animation including those artists who have
inspired them. From Newcomer, to Professional to Legend, attendees come from Egypt, New Zealand, Brazil, Japan, Europe and more with over 50% coming from outside the Burbank / Glendale area to connect with this community once a year. I attended presentations about pre-production and post-production of recent animated films and movies, which introduced new technologies, methods and opportunities for animators. Presentations from legendary animators working at Disney and Pixar were very inspiring and will be very useful information to the students.

The workshops feature live demonstrations performed by various illustrators, painters and designers. While demonstrating speed painting, illustration and painting, the artists introduced their concepts, methods and special techniques, which are worthwhile to be delivered to the classroom. The knowledge I have learned from this conference will be very practical and inspiring for my teaching, the students and our department.