



MIPCOM 2008: Something... Anything... Positive?

Shuzo John Shiota, President/CEO, Polygon Pictures, Inc.

The lunch meeting I had with friends from the wonderful French 3D CGI animation studio, TeamTO, was by far most creatively stimulating, and thus uplifting. Having traveled to three foreign cities within a period of a month -- Taipei, Ottawa and Cannes -- and having seen a ton of animation during that period -- a market, a festival and four animation juries -- I had a conviction that for 3D CGI animation to have any sort of future, we must stop trying to create like Pixar. Only Pixar can be Pixar. Rather we -- independent 3D CGI animation studios -- should look to embrace the wide and varied styles of art that other mediums, including 2D and puppet animation, have nurtured over the years.

The project that TeamTO has been developing, *Occho Kochoi*, seems like a perfect testament to my new-found conviction. It excites me that we may be able to work on it together! It was also interesting to find that many people are enamored of Japanese creativity, but are quite clueless as to how to access, or work with, them. This puts us in quite an advantageous position, as we understand both sides well. I've known this all along but am further convinced through MIPCOM that animation and karaoke transcend all differences in nationalities or upbringing, and make this world a better place.



TeamTO's project Occho Kochoi excited Shuzo John Shiota of Polygon Pictures and could be a project the two companies will work on together.

© Occho Kochoi 2008-Team TO.