

Del 2 al 14 de Mayo



```
10 //METODO CONSTRUCTOR
11 function Nave() {
12     xinicial = Stage.width/2;
13     xvelocidad = 0;
14     numDisparo = 0
15     conjunto_disparos = []
16     tiempo_disparo = 0
    explotando = false
    stop();
}
//METODOS
function onEnterFrame() {
    //tiempo disparo
    tiempo_disparo++
    if(!explotando){
```

LOOP 2006

festival latinoamericano de animación & videojuegos



2nd Latin American Animation Contest



3rd International Conference of Animation & Videogames



International Selection of Animation Films



Statistics & Audience of LOOP Festival

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20 //METODO
21 funcio
22 //
23
24 if(!explotando){
```



2nd Latin American Animation
Contest

The 2nd Latinamerican Animation Contest, part of the 2006 LOOP Festival, opens December 15th 2005 and closes March 28th 2006. The Contest receives animation films and videos in any technique (3d, 2d, stop motion, collage...) Animation works may be submitted in two categories:

Less than 8 minutes

\$ 1000 US Dollar in prizes

More than 8 minutes

\$ 2000 US Dollar in prizes





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Jaime Carbajal
Alpamayo Entertainment
PERU

Alpamayo is the first latinamerican company that produces a 3D film feature for the big screen. "Piratas en el callao" was produced entirely in Peru, and its box office revenues permitted Alpamayo to began its second feature film.



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Enrique Navarrete
Los hijos de su madre
MÉXICO

Navarrete, a mexican animator, worked for several years at Pacific Data Images contributing to successful film feature such as Madagascar and Shrek. Now from Mexico, he runs his own company which produces 3D & 2D commercial animation.



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Germán Jiménez & Alejandro
Galindo
Zero Fractal
COLOMBIA

Zero Fractal, colombian
company with Toronto and
Miami subsidiaries, produced at
its Bogota office the tv-ads for
the "X-Factor" reality show. In its
lecture they will explain the
process which lead to these
high-quality character animation
results.



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Oscar Andrade &
Karolina Villarraga
Jaguar Taller Digital
COLOMBIA

Jaguar has collected and produced the first colombian independent tv-series, based on the works that colombian animators have sent to the LOOP contest. The tv-series will benefit authors with a 50% of its profit.



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José Ricardo Gaitán y
Demetrio Alexiades
Inmotion Studios
COLOMBIA

Inmotion produced the short film "Imhotep, pyramid builder" for the 35mm theaters, one of the most ambitious 3D projects in its country. During their lecture they will show the technology and art involved in this production.



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Ernesto Andrés Gálvez
Inmersion Software &
Graphics
CALI - COLOMBIA

Inmersion, in association with Artificial Studios, has produced the first multiplayer 3D game for XBOX 360 developed in Colombia. Within Parquesoft company cluster, they have created a project which seemed unreachable before.

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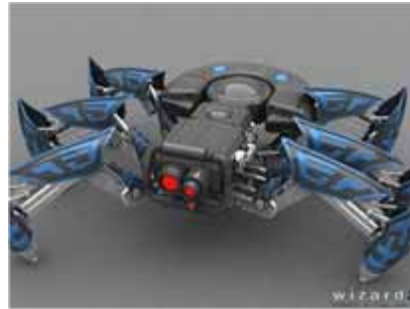
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Leopoldo Arango &
Natalia Alvarez
Wizard 3D
MEDELLIN - COLOMBIA

Wizard 3D, a company formed by computer science alumni of the Eafit University at Medellin, has developed a 3D real-time simulation engine for governmental and educational products.



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Juan Agathón - Erick López
RCN - Virtual Studios
COLOMBIA

RCN one of the most
important private tv channels
from Colombia has
produced, in association
with Virtual Studios, the first
tv-series for children, that
shows real time 3D
characters which respond to
live audiences



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Martín Cabrera
Estudio4D
COLOMBIA

Martin has been certified as Softimage XSI Senior Instructor, the highest level of educational degree at Softimage. In its lecture Martin will demonstrate the benefits of one of the most important applications of the 3D industry.



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Carlo Guillot & Pablo Arrieta
MONITOR
COLOMBIA

Monitor is a company that teaches multimedia software skills. Last year it produced the "Superfucker" videoclip for the Venezuelan funk band "Los Amigos Invisibles"



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Álvaro Sanabria
Universidad Nacional de
Colombia
COLOMBIA

Álvaro leads the Animation
Specialization which will be
soon offered by the
Universidad Nacional de
Colombia. It will be the first
post-graduate curriculum in
the field offered by a
colombian university.



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Andrés Barrientos
COLOMBIA

Andrés, illustrator and animator won the first prize of the LOOP 2004 contest in the "less than 8 minutes" category. In his conference he will also talk about his earlier filmography and his artistic work.



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conference fees

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Conference Registration Fees

Early Bid:

Conference at Bogota: From March 28th
to April 25th

Students : 25 US

Professionals : 31US

Regular Bid:

Conference at Bogota : From April 26th
to May 8th

Students : 31 US

Professionals : 40 US



International Selection
of Animation Films



**Universitat Pompeu Fabra
SPAIN**

**Selection of the best
works of the Animation
Master at the Pompeu
Fabra University at
Barcelona, winners of
several prizes in european
animation film festivals.**

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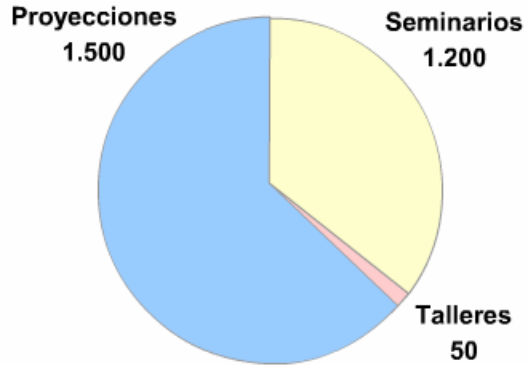


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LOOP Festival will reach directly 2,750 attendants, 1,200 during the international conference, 1,500 during the international film selection, and 50 in practical workshops. Indirectly it will reach 100,000 people through newspapers, radio networks, tv and internet in the cities of Bogotá, Cali and Bucaramanga.



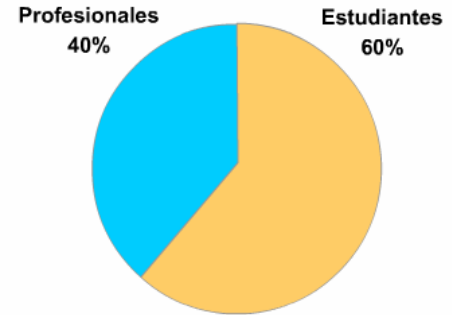
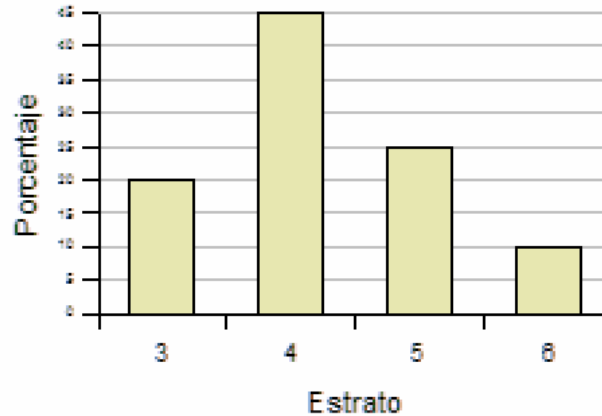
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of LOOP Festival



The LOOP festival targets university students (60%) from Arts and Computer Science careers, along with professionals of the animation industry and university teachers (40%) whose ages go from 19 to 35 years, from middle-income to high-income.



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The LOOP official web site registers 100,000 page hits and 3,000 animation film downloads per month (average), which makes it the most important on-line animation film publishing of Colombia & Latin America..



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