



Media Backgrounder
THE LEGO MOVIE 2: THE SECOND PART
Animal Logic Studios

Animal Logic Studios

Founded in 1991 and driven by a simple philosophy – ‘to create GREAT WORK with GREAT PEOPLE’, Animal Logic is recognized as one of the world’s leading independent creative digital studios, producing award winning design, visual effects and animation for over 25 years.

From creating mischievous bunnies in *Peter Rabbit*, building heroic minifigs in *The LEGO Movies*, battling fierce fighting owls in *The Legend of the Guardians: The Owls of Ga’Hoole* to teaching prancing penguins how to dance in *Happy Feet*, Animal Logic inspires audiences around the world with great stories, breathtaking visuals, compelling characters, memorable performances, and groundbreaking technology.

With teams in Sydney, Los Angeles and Vancouver, Animal Logic has never wavered from its core mission – ‘to CREATE, to INNOVATE, to ENGAGE’ and to captivate audiences across the globe, producing great screen content with our incredible creative partners.

www.animallogic.com

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Movie Synopsis

The much-anticipated sequel to the critically acclaimed, global box office phenomenon that started it all, *The LEGO® Movie 2: The Second Part* reunites the heroes of Bricksburg in an all new action-packed adventure to save their beloved city. It’s been five years since everything was awesome and the citizens are now facing a huge new threat: LEGO DUPLO® invaders from outer space, wrecking everything faster than it can be rebuilt. The battle to defeat the invaders and restore harmony to the LEGO universe will take Emmet, Lucy, Batman and their friends to faraway, unexplored worlds, including a galaxy filled with fantastic planets, strange characters and catchy new songs, including *The Catchy Song*.

View trailer here: https://www.youtube.com/watch?v=SEDpUTfM_0

Movie Fun Facts

- Total number of unique characters in the film: 523
- Unique LEGO brick types used in the film: 3433
- Total number of days spent animating the film: 6600
- It would take 1 animator 18 years, working every day of the year or 25 years working Mon-Fri
- Biggest LEGO Character (largest number of bricks): Metalbeard (251)
- Biggest number of polygons in a shot: 1,248,968,392,251
- Biggest number of Bricks in a shot: 161,737,777
- Number of crew from the Vancouver Studio that worked on the film: 316
- Number of glitter pieces in Balthazar’s cape: 3,993
- How many hairs on Unikitty’s boa: 143,109
- Lbs of espresso bean consumed in the Vancouver studio during production: 3,057

Bios / Key Talent

Zareh Nalbandian, Executive Producer – Zareh, Animal Logic’s Co-Founder and CEO, has been managing, developing and producing large-scale screen projects for over 25 years. He has collaborated with iconic directors, producers and artists on some of the most successful feature films of our time. Since leading Animal Logic’s expansion into feature film visual effects in 1996 and feature animation in 2006, Zareh has guided one of the most respected and admired artistic and technical cultures in the industry, earning his reputation as a world leader in the fields of animation, VFX, film development and production.

Sharon Taylor, COO – Sharon is currently the Group Chief Operating Officer of the Animal Logic Group, where she is responsible for the leadership and management of the production and operational activities of the studio across all three of its locations – Sydney, Vancouver and Los Angeles. Prior to becoming COO, Sharon took the helm at Animal Logic Vancouver as Executive Vice President and General Manager, overseeing the start-up and rapid growth of the new studio. Sharon is closely connected to Vancouver’s digital and entertainment industries, and currently sits on the boards of DigiBC and the Motion Picture Production Industry Association.



Marc Matthews, Head of Production – Marc joined Animal Logic in 2016 as the Head of Production of the Vancouver studio. In this role Marc is responsible for developing the overall production execution strategy in Vancouver and leading the production teams on a variety of projects. Working closely with the Head of Production in Sydney and studio wide leadership, Marc ensures all production plans at the studio are effective, that processes are streamlined and workflow is maintained.

Dave Burgess, Animation Supervisor – Dave has almost three decades of experience in the animation industry, working on some of the most iconic 2D and CGI animated films of our time. Dave is currently the Animation Supervisor at Animal Logic's Vancouver studio and has recently wrapped on *The LEGO Movie 2: The Second Part*. In 1991, Dave started at Walt Disney Feature Animation where he was an Animator and Supervising Animator on many of their most successful 2D films including *Beauty & The Beast*, *Aladdin*, *The Lion King* and *Tarzan*.

Kristen Anderson, Art Director – Kristen has over 15 years experience in Film and TV. She has worked as a set designer and art director for live action TV and film, and more recently, as digital set designer and art director on animated features. Kristen first joined Animal Logic's Sydney Studio in 2012 as a Concept Artist and Designer on *The LEGO Movie*. She was Set Designer on *The LEGO Batman Movie* and Digital Set Designer on *The LEGO Ninjago Movie*. In 2016, Kristen moved to Vancouver to take on the role of Art Director on *The LEGO Movie 2: The Second Part* where she worked closely with the Director and Production Designer to develop and execute the look of the film.

John Rix, CG Supervisor – John has over 20 years experience in the animation and visual effects industry with a background in Design & Photography, and is passionate about the productive collaboration between art, technology and business in all aspects of production, artist tools and pipelines. John was the CG Supervisor on *The LEGO Ninjago Movie* and most recently served as the CG Supervisor on *The Lego Movie 2: The Second Part*.

Patrick Hanenberger, Production Designer – Patrick has over 15 years experience in the animation industry and has worked with a range of major studios across the world. Patrick joined Animal Logic's Vancouver studio in 2016 as the Production Designer on *The LEGO Movie 2: The Second Part*, working closely with the Director and Art Director to develop and execute the look of the film.

Emmanuel Basset, CG Supervisor – Emmanuel joined Animal Logic in 2000 as a trainee, initially working as a 3D artist on a number of high-end film and television projects, including *Farscape* (seasons 2 & 3) for the Sci-Fi Channel, the feature film *The Man Who Sued God* and Andy and Lana Wachowski's 2003 hit film *Matrix: Reloaded*. Emmanuel then went on to serve as Lead Technical Director and Lighting Lead for the Academy Award® winning animated feature film *Happy Feet*. Emmanuel and his team of lighters were responsible for developing the look and techniques that helped achieve photo realistic characters and environments for the film.

Regis Schuller, Layout Supervisor – Regis has over 10 years experience in the animation industry, specializing in directing, camera framing and layout animation, picture composition, staging, and cinematography. Regis joined Animal Logic in 2016 as the Layout Supervisor on *The LEGO Movie 2: The Second Part*.