



## TEEPEE TIME BIO'S

### THE STUDIO JERRYCO ANIMATION



As North America's first aboriginal owned and operated animation studio, we take our responsibility for producing world-class animation seriously. As such, all our productions are not only available in an indigenous language and reflect the indigenous experience, they are designed to appeal to both aboriginals and non-aboriginals alike.

With recent productions, THE DEERSKINS and TEEPEE TIME, having been compared to BOB'S BURGERS and DANIEL TIGER respectively, we produce top-knotch content for mainstream audiences.

Avant-garde, the studio recently worked with Cannes Film Festival winners Zacharias Kunuk and Norman Cohn on a culturally rich series entitled STORIES OF OUR ELDERS; and with Toon Boom Animation in the development of a comprehensive native language game entitled TEE-PEE-TOC.

A small, but experienced studio, whereby most of the productions are written by, directed by and star aboriginal people, JerryCo Animation is defying racial stereotypes and producing some of the most compelling and entertaining animated content available.

### VOICE OVER ARTIST ANNE MARCHAND (MI'KMAQ)



Anne Marchand, Top row, right

Currently the Principal of Mi'kmawey School on the Potlotek First Nations Reserve in Nova Scotia, Anne is a Mi'kmaq language specialist and the principal voice over artist for the Mi'kmaq language animated series Teepee Time, Season 1 and 2.

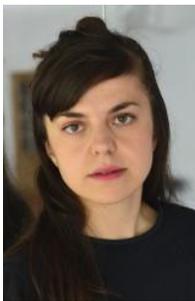
### VOICE OVER ARTIST EVE BOUCHARD (FRENCH)



Eve Bouchard is an experienced and talented voice over artist who has worked with just about everyone. Here are just some of her clients:

Revlon, Sony Music, Rogers, Les Francofolies, Danone, Renaud-Bray, Lego, Kellogg's, Herbal Essences, Warner Music, Lindt, 20th Century Fox, Victoria's Secret, Nintendo, Universal Music, Juste pour rire, Walmart, Future Shop, EMI Music, Garnier, Hasbro, Meubles Léon, Équipe Spectra, Chevrolet, Les Rendez-vous du cinéma québécois, Tim Hortons, La Voix, Audiogram, Pampers, Yellow, Neutrogena, SAQ, Florence K, Jeans Levi's, Groupe Spectacles Gillett, Office du tourisme de Québec, Second Cup, Jean Coutu, Olay, Suzuki, Benjamin Moore, Éditions Les Malins, Star Académie, Tampax, Le Magazine Véro, La Tribune, Disney, Alesse, Stingray, SAQ Origine Québec, (...)\*  
\*liste complète disponible sur demande (1994 à ce jour...)

### VOICE OVER ARTIST LAURA TOMA (ENGLISH)



Laura was born in Romania and moved to Canada before the age of five. Her initial performing arts training was in the realm of theatre, primarily in Shakespeare and bouffon. She is currently a professional, world renown contemporary dancer and voice over artist.

### OUR ANIMATORS and ILLUSTRATORS CHRIS, ERIC, DAN, RICK, ZABELLE, ALEX, DENIS, LUC, WAYNE, NOA and MATHIEU

Rather than go through an extensive list of credits for each of the members of our animation team, here is a short list of just some of the productions they have worked on:



Caillou, Arthur, Daniel Tiger's Neighborhood and Franklin.

WRITER, DIRECTOR and PRODUCER  
**JERRY THEVENET**



Jerry Thevenet was born in Northwest River, Labrador. Of both European and Aboriginal descent, Jerry has always had a profound interest in his indigenous heritage. In 2001, after 15 years as a marketing communication director, Jerry decided to pursue his lifelong ambition and launched a career in animation. Through creative storytelling, colourful Aboriginal characters and settings, Jerry

introduces Canadians to one another, celebrating our similarities rather than our differences.

Most of the following productions were written, produced and directed by Jerry Thevenet:

### **Teepee Time (Season I and II)**

Teepee Time is a light-hearted, animated pre-school series about a curious little tipi discovering the meaning of life one new adventure at a time (26 X 25 minutes, Mi'kmaq, English and French).

### **Turtle Tale (Executive Producer)**

Live-action feature inspired by the events that took place at the George C. McGough Nature Park in Largo, Florida. The story of JR the OWL as witnessed and told by the nature park's first inhabitants, 'THE TURTLES'.

### **Stories of Our Elders (Season I)**

An animated television series that recounts the legends of the Inuit as told in their own words. Currently in post-production, the series showcases traditional Inuit culture, language and characters (28 X 5.5 minutes, Inuktitut, English and French language).

### **The Deerskins (Season I and II)**

An animated television series about a native family that moves off the reserve and into a racially charged community. Currently airing in Canada, the US, Australia and New Zealand, the series showcases contemporary aboriginal characters (26 x 30', Mohawk, English and French language).

### **Tee-Pee-Toc (Game)**

An interactive language game that uses voice recognition technology to manipulate animated characters on screen. Immersed in Aboriginal content, the game reinforces cultural identity and language by providing native children (4-11 years old) with an entertaining and educational online gaming experience. Currently completing development.

### **Louis Says (Season I and II)**

An animated series about a Dene boy and his relationship with an Elder named Louis. The series introduces children to Dene language and culture. Currently in production on Season II (16 x 30 minutes, Dene language). Service contract.

### **Bizou and the Wonderful World of Animals (Season I, II and III)**

An animated pre-school series about a little native princess named Bizou and the wonderful world of animals that surrounds her. Currently airing in Canada, the US, Australia and New Zealand, the show showcases aboriginal culture, language and characters (36 x 30 minutes, Cree, English and French language).

### **Instinct de Mort (Production Manager)**

A \$35,000,000, live-action feature, Canada-France co-production, partially filmed in Monument Valley, on a Navajo Reservation outside Arizona.

### **Sedna, Empress of the Sea (In development)**

Animated feature about an adorable, yet quirky little Inuit girl who lives in an iceberg castle under the sea. Through illustration, song, role playing, animal footage, Inuit language lessons and indigenous storytelling, Sedna introduces children to the wonderful world of animals and their significance to indigenous people.

### **Shelley**

Animated short about aboriginal multi-media artist Shelly Niro. Distributed by CFIA.

### **This is Turtle Island (Season I)**

Animated inserts that deal with traditional native mythology (11 x 45 seconds) (APTN/Discovery Channel).

### **Magique (Storyboards)**

A Canada-France co-production feature. Provided storyboards.

### **Smoked Signals**

A live-action, sketch comedy series that takes an aboriginal perspective on television. Aired on APTN.

### **Little Tiger**

An animated series pilot about a little tiger that lives in the middle of Central Park. A co-production with Narsi Entertainment, India. Screened at the ImagineNative Film Festival in Toronto.

### **Rusty Can**

An animated series pilot about a little girl named Rusty that can do anything...but walk. A co-production with Narsi Entertainment, India. Screened at the ImagineNative Film Festival in Toronto.

### **The Minis**

An animated action-adventure series pilot about a gang of microscopically small kids living in a world full of giant insects. The original pilot was screened at the imagineNATIVE Film Festival in Toronto and selected for The Toronto International Film Festival Sprockets (2006). Previously in development with YTV.

### **Gordon's World**

An animated series pilot about a little boy named Gordon and his gang of odd, yet colourful, friends. The film deals with the subject of discrimination and stereotyping from a child's perspective. The original pilot was screened at the imagineNATIVE Film Festival in Toronto. The series is in development.

## Franky Can

Author of a book about a little boy named Franky, who can do anything...but walk.  
Breakwater Press, NFLD.

## COMPOSER AND SOUND DESIGNER

**PAUL BARAKA** - Award winning composer



Paul Baraka is an enigmatic figure in the world of contemporary music. Many consider him to be a genius. Over several years, he has explored music in all its forms, seeking to renew it, to reinvent it and to free its expression from traditional constraints. In Paul's world, music is crafted to awaken the soul, to challenge the spirit and to foster introspection.

A genius by design, or by happenstance? To understand Paul's passion, one must understand the energy that drives him and the prophetic vision that motivates him. A lengthy childhood illness left him in a semi-comatose state. He awoke haunted by a powerful and obsessing music and he made it his life's work to express it. This was to be no ordinary music. It was to be a unique expression borne of a quest for an epic transcendence.

Experts are confounded by his skills and the "genius" label has been attached to what they are at a loss to explain. Sorbonne musicologist Louis Hage, whom at one time was a mentor of Paul's, encouraged his protégé to defy convention rather than to give in to conformist ways that would surely depreciate his talents. Paul was destined for better things.

Paul Baraka has composed music for television, documentaries, commercials, albums, live shows and more. In Canada, he has been nominated for a Gemini award and a Prix Gémeaux. Paul is a proud techno geek who appreciates and applies the synergies that make music and technology greater than than the sum of their parts. This has opened new vistas for leading-edge musical creation.

Paul is at work on several long form projects and he continues to relish the challenges and possibilities that each day brings. He embraces the role of the curious savant who feels and dwells in his art unlike a traditional composer does. Not surprisingly, chaos theory is where he finds a higher order that reveals invisible but profound harmonies. Paul Baraka dreams of music as an art that blends human creativity with the momentum and wonder of science and technology. This combination of contrasting elements represents the key to an alternative of what has become wayward and

worn. A musical form that is and has always been humankind's only tool to name and to touch that which is divine.