

OCTOBER TO DECEMBER

JAI NEWS

Selected News



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JAI ANIMATION FILM *ZAP'S LAST STAND* GLOBAL PREMIERE CONFERENCE HELD IN CANNES, FRANCE



On October 23, during the MIPCOM in France, JAI Animation Film *Zap's Last Stand* global premiere conference was successfully held in the CAMPUS INTERNATIONAL CANNES. The premiere conference attracted the attention of the world, this is another boutique original animation IP successfully entered the international film and television stage after the animated film *Frog Kingdom*.

This film fully demonstrates the school's professional level and ability in the whole field of film and television animation creativity, design, production and operation, and reflects JAI's advantages in professional curriculum setting, practical teaching system and scientific and technological innovation. ([More Information](#))

JAI ATTENDED THE SECOND CHINA-KOREA EDUCATION SUMMIT FORUM AND HAD MADE A KEYNOTE SPEECH

The Second China-Korea Education Summit Forum was held in Busan, South Korea. Liu Xin, Vice Chairman of JAI, had attended the forum on behalf of JAI and made a keynote speech entitled "Symbiosis, Innovation, Reshaping ——The Reform of Higher Art Education Enabled by Artificial Intelligence".



JAI has established inter-school cooperation with 43 universities in Korea. In the future, JAI will continue to deepen the school-running characteristics of "Openness and International Orientation, Integration of Education, Research and Industry, Technicalization of Creative Products". ([More Information](#))

VIBRANT ANIMATION, NEW QUALITY FUTURE —— A COMPREHENSIVE RECORD OF THE 2ND CHINA (JILIN) ANIMATION AND COMIC CONVENTION

From November 13 to 15, the "Vibrant Animation, Quality Future" —— Second China (Jilin) Animation and Comic Convention was held in Changchun, Jilin Province. The event was guided by the China Federation of Literary and Art Circles, the Publicity Department of the Jilin Provincial Committee of the Communist Party of China, and the Jilin Federation of Literary and Art Circles, and was organized by the China Television Artists Association. It was jointly hosted by JAI, the Animation Art Committee of the China Television Artists Association, the Jilin Association of Radio, Film, and Television Artists, Jilin JAI TianBo Film and TV Production Co., LTD, and Jilin JAI Vixo Pictures Co., LTD. ([More Information](#))



JAI WAS INVITED TO PARTICIPATE IN MIPCOM



JAI was invited to participate in the 2024 MIPCOM, which is the 11th time for the school to participate in MIPCOM, and the results are remarkable and fruitful. In-depth communication with related companies from the United States, India, Portugal, Italy, Australia, Belgium, Canada, Denmark, Germany.

MIPCOM is the world's largest entertainment content market and is held in Cannes, France, every October. This year's event attracted more than 1,500 industry-leading distribution and production companies from more than 100 countries and regions, setting up more than 320 stands and 31 national joint booths, covering all-platform content such as TV dramas, animations, documentaries and variety shows. ([More Information](#))



REPRESENTATIVES OF JAI PARTICIPATED IN THE 2024 CILECT CONGRESS



From October 21st to 25th, 2024 CILECT Congress was held in Communication University of China (CUC). As a full member of CILECT, JAI was invited by CILECT and the Media Centre of CUC to send representatives to attend the Congress and make a keynote speech. The Congress brought together scholars and researchers from film and television colleges and universities around the world to discuss the future trends and innovative directions of artificial intelligence and film education. On October 23rd, Ho Chun Fai, a teacher of JAI, made a presentation entitled “Innovation and Development of Film and Television Education Based on AI Technology”, sharing JAI's exploration and practice in this field. ([More Information](#))



VISION MERGENCE FILM & TELEVISION SPECIAL EFFECTS INNOVATION SYMPOSIUM AND SIGGRAPH 2024 ANIMATION FESTIVAL AWARD - WINNING SCREENING AT JAI



On November 22, the important extension activity of the world's top animation event, the "SIGGRAPH Computer Animation Festival" — Vision Mergence Film & Television Special Effects Innovation Symposium and SIGGRAPH 2024 Animation Festival Award - Winning Screening (hereinafter referred to as the Symposium and Screening) — was held at JAI. The event was organized by JAI and the ACM SIGGRAPH Shenzhen Chapter, and co-hosted by the China Cultural Chamber of Commerce for the Private Sector, Animation, Comic and Game Association of Jilin Province, School of Virtual Reality and Film Technology, and the Modern Animation Technology Engineering Center of Higher Education. ([More Information](#))

THE ORIGINAL ANIMATED SHORT FILM *PEACE* WON THE AWARD AT THE 12TH CHINESE ART GOLDEN HORSE AWARDS

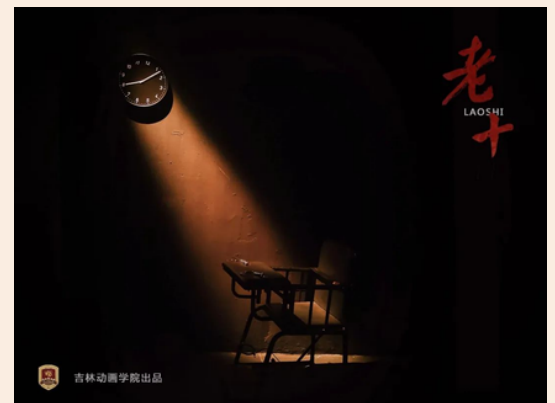


The 12th Chinese Art Golden Horse Awards were held, and the animation short film *Peace* of our school won the award. The film stands out from the 341 entries by virtue of its lofty intention, profound connotation and exquisite production. Luo Jianglin, Vice President of the school, as the Director of the animated short film *Peace*, won the “Bole Award” of the 12th Chinese Art Golden Horse Awards. Over 60 artists from China, Canada, New Zealand, Singapore, Malaysia, Indonesia, Sabah and other countries and regions attended the award ceremony. ([More Information](#))

THE ORIGINAL SHORT FILM *MR. TEN* WON THE EXCELLENT SHORT FILM AWARD AT THE 12TH ANNUAL VANCOUVER CHINESE FILM FESTIVAL

The original short film *Mr. Ten* by teachers and students of JAI won the Excellent Short Film at the 12th Annual Vancouver Chinese Film Festival. *Mr. Ten* deeply explores the complexity and beauty of human nature. And with a unique perspective, a profound reflection on the current social phenomenon, causing widespread concern!

Vancouver Chinese Film Festival is a non-profit overseas Chinese film festival registered by the government of British, Columbia and Canada. With the mission of “promoting Chinese films and spreading Chinese culture”, it has gathered many excellent works and outstanding creators and become the focus of global film lovers. ([More Information](#))



THE COLLABORATIVE AND INNOVATIVE DIGITAL ENTREPRENEURSHIP PLATFORM JOINTLY BUILT BY TEACHERS AND STUDENTS IN JAI - ANIMATED UNIVERSE, LAUNCHED ITS OPERATIONS TODAY

On December 5th, the collaborative innovation digital entrepreneurship platform — Animated Universe (www.animeta.com.cn), jointly established by our school's faculty and students, officially commenced operations. Animated Universe is a multifunctional platform aimed at university students, individual creators, educational institutions, and enterprises. The platform is dedicated to supporting creators' entrepreneurship and development, offering outstanding services in learning, showcasing, trading, AI tools, entrepreneurship, and employment across animation, gaming, exhibitions, film and television, design, and other fields. It also provides human resource services, project cooperation, and online exhibition competitions centered around brands for enterprises. ([More Information](#))



KAT MONTAGU, PROFESSOR AT VANCOUVER FILM SCHOOL, VISITS FOR ACADEMIC EXCHANGE

On November 5th, Kat Montagu, Head of Film, Television, and Game Writing at Vancouver Film School (VFS) and Co-Head of the Film Production Department, was invited to JAI for an academic exchange.

With her extensive industry experience and profound expertise, Kat Montagu delivered an engaging lecture titled "How to Write and Produce an Outstanding Low-Budget Short Film" to the faculty and students of the School of Film. The lecture delved into the creative and production processes of low-budget short films.



Following the lecture, she participated in a roundtable discussion with JAI faculty on "The Advantages and Characteristics of North American Undergraduate Film and Television Education." ([More Information](#))

FRANK BOYER, THE PRODUCER OF THE WELL - KNOWN GAME POLICE SIMULATOR, CAME TO JAI TO DISCUSS WITH TEACHERS AND GIVE THE ACADEMIC LECTURE



From September 24 to 25, JAI invited Franck Boyer, the producer of the well-known game Police Simulator, to hold a teacher symposium and give the academic lecture entitled What is a Game Producer & Video Game Production Management, sharing his work experience in game production and project management methods with teachers and students of School of Game.



At the seminar, Frank Boyer had an in-depth exchange with teachers from School of Game on French apprenticeship model and project management experience, the impact of AI technology on education, and the future development trends of game art and educational games. ([More Information](#))

JAI AND DONGSEO UNIVERSITY, KOREA, HOST A SERIES OF COLLABORATIVE ACTIVITIES



Professor Dong-Hyuk Choi, Chair of the Department of Film and Animation at Dongseo University, Korea, along with Assistant Professor Jun-Seok Lee, visited JAI for academic exchange. A series of collaborative activities were conducted, including an academic lecture, a joint project seminar, and a faculty discussion session with the School of Animation Art. ([More Information](#))



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