Past and present

A history of troubled studios

Nonstop Games (Games) 2016 Origin: Singapore Status: Closed; Team started Mighty Bear Games in 2017

Double Negative (Visual effects) 2016 Origin: Britain Status: Exited Singapore

2015 DeNA (Games) Origin: Japan Status: Exited Singapore

2013 LucasArts (Games) Origin: US Status: Unit shut down by Disney

2013

2011

Scrawl Studios (Animation) Origin: Singapore Status: Stopped large-scale animation, went into

partnership with Infinite Studios

Peach Blossom Media (Animation) Origin: Singapore Status: Became inactive

2010 Egg Story (Animation) Origin: Singapore Status: Closed

Remedies for the industry



Sung Lin Gun, founder of Peach Blossom Media "The government needs to ask itself if the animation industry is a cultural or business industry. If the former, it'll be like France and Canada, subsidising the sector with the goal of spreading culture and soft power, instead of merely being concerned with returns on investment."

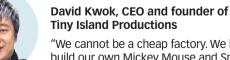


Sashim Parmanand, CEO of One Animation "When we do a deal in the US, we have to pay 30 per cent to the US government in withholding taxes. We would survive a lot better with lower withholding taxes."



Daniel Tan, Nanyang Polytechnic's School of Interactive & Digital Media director "The government can make its content more visual."

therefore requiring more animation, motion graphics, visual effects...creating more production opportunities for these companies and basically creating jobs."



Tiny Island Productions "We cannot be a cheap factory. We have to

build our own Mickey Mouse and Spiderman."