

A history of troubled studios

- 2016 ● Nonstop Games (Games)
Origin: Singapore
Status: Closed; Team started Mighty Bear Games in 2017
- 2016 ● Double Negative (Visual effects)
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 ● Scrawl Studios (Animation)
Origin: Singapore
Status: Stopped large-scale animation, went into partnership with Infinite Studios
- 2011 ● 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."



David Kwok, CEO and founder of Tiny Island Productions

"We cannot be a cheap factory. We have to build our own Mickey Mouse and Spiderman."