


SECOND ANIM.IST COMIC BOOK CONTEST BOOKLET



ANIM IST

2. Çizgi ROMAN YARIŞMASI

Son Başvuru:
16 Temmuz 2023

Konu:
Herhangi bir sınırlandırma yoktur

Yaş:
Herhangi bir sınırlandırma yoktur.

Jüri:
Ahmet Kocaoğlu
Hilal Hayali
Mehmet Korkut Öztekin
Murat Palta
Nazlı Eda Noyan
Özgür Yıldırım
Uğur Erbaş

**BAU
CARTOON &
ANIMATION**

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Gazozu**

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Dear students/esteemed participants,

First of all, we would like to express that we are delighted to participate in this beautiful event, as it is being held for the second time this year for the discovery of new talents in the name of the national art of comics. We want to express our thanks to Bahçeşehir University, Dean of the Faculty of Communication, *Prof. Dr. Kemal Süher*, Head of Cartoon and Animation Department and Anim.İst Director *Prof. Dr. Nazlı Eda Noyan* and all our professors who contributed on leading such an event. We would also like to express our gratitude to our sponsors; Arka Bahçe Publishing and Comic Book Shop, Wacom Türkiye Bilimsel Eserler (Authorized Dealer of Wacom), and Beyoğlu Gazoz (Soda) Company. Finally, we would like to acknowledge our esteemed jury members who will contribute with their vision, experience, and opinions; *Ahmet Kocaoğlu* (owner of Arka Bahçe Publishing and Comic Book Shop), *Hilal Hayali* (winner of last year's comic book competition & comic book/webtoon author and artist), *Assoc. Prof. Mehmet Korkut Öztekin* (academic member of Dokuz Eylül University, Faculty of Fine Arts, Graphic Design Department & comics book artist), *Murat Palta* (Illustrator), *Prof. Dr. Nazlı Eda Noyan* (Bahçeşehir University, Faculty of Communication, Head of Animation Department & Anim.İst Director) *Özgür Yıldırım* (comic book artist) and *Uğur Erbaş* (animator & comic book artist).

We want to highlight two important dates regarding our competition, which has no subject restriction and no age limit. The deadline for participation in our competition has been determined as **July 16th, 2023, Sunday (23:59)**. Detailed information about the story summary, character design sheet, environment design sheet, and the contents of six comic book pages, four of which are polished and two of which are sketches (drafts), requested from our participants until this date, are explained with examples on the Anim.ist website (<https://aday.bau.edu.tr/animist-comic-book-contest>). After this date, our esteemed jury members will finalize their evaluations and determine the names of our participants who will be awarded the first, second, and third places. After the assessment is announced, our winning candidates must submit their completed work by **April 14th, 2023, Sunday (23:59)**. Page criteria and details determined according to the selected comic book echole, can be viewed on the Anim.Ist website. The works, which will be delivered on April 14, 2024, will be printed separately by Arka Bahçe Publishing and Comic Book Shop and will be on the shelves when completed. In addition, the winners will have technological equipment by WACOM Türkiye Bilimsel Eserler and a Storyboard Pro license by Toon Boom Harmony Storyboard PRO. Details about the awards will be shared on the Anim.ist website as soon as possible.

Believing that everyone has a story worth telling and the magic of sharing these adventures with the masses through appropriate mediums, we look forward to seeing new talents' stories through drawings, panels, and speech balloons as we look forward to your participation.

Organization Committee of the Second Anim.ist Comic Book Competition
(Alphabetical Order)

Ahmet Kocaoglu
Owner of the Arka Bahçe Publishing and Comic Book Shop

Lect. Can Pekin
BAU, Faculty of Communication, Department of Cartoon and Animation

Prof. Dr. Nazli Eda Noyan
BAU, Faculty of Communication, Head of Animation Department and Anim.Ist Director

BASIC INFORMATION ABOUT THE CONTEST

Subject: There is no subject limitation.

However, it should not be overlooked that this competition takes place within an education institution, and it should not be forgotten that an insulting, political, sexual and/or offensive statement or image directed at the individuals will not be tolerated in any way. Content deemed inappropriate as a result of the evaluations of the jury members will be eliminated from the competition.

Age Limitation: There is no age limitation.

Calendar: For the comic book, you will participate in the competition to be evaluated, a total of four pieces of content, including;

- 1) *Participation Form*
- 2) *Story Summary,*
- 3) *Total of Six (Finished / Polished (4) and Sketch / Draft (2)) Pages Taken from Your Comic Book Project Work,*
- 4) *Character Design Sheet*
- 5) *Environment Illustration Sheet,*

must be submitted until **July 16th, 2023, Sunday (23:59)** should be prepared and sent to animist@bau.edu.tr or can.pekin@bau.edu.tr. Applications of the contestants who send missing four pieces of content until **July 16th, 2023, Sunday (23:59)** will not be considered!

The works that are ranked as a result of the evaluation will be delivered to start the printing process on **April 14th, 2024, Sunday (23:59)**.

Note: You can follow the "*animist_istanbul*" and "*bau_cartoon_animation*" pages on Instagram about the training, information, panels, workshops, and conversations planned and targeted for the participants for the "2nd Anim.İst Comic Book Competition".

Note: If you have any questions regarding the "2nd Anim.İst Comic Book Contest, please get in touch with animist@bau.edu.tr and/or can.pekin@bau.edu.tr e-mail addresses.

JULY 16TH, 2023, SUNDAY (23:59), SUBMISSION CONTENT
“Elimination”

1) Participation Form: This form is filled to set an example for the participants. You may reach out the participation form on <https://aday.bau.edu.tr/animist-comic-book-contest> web-page.

2nd ANİM.İST COMIC BOOK CONTEST
“PARTICIPATION FORM”
(27.04.2023 – 14.04.2024)
Bahçeşehir University, Faculty of Animation, Cartoon & Animation Department
Arkabahçe Publishing and Comic Book Store
WACOM Türkiye, Bilimsel Eserler
Beyoğlu Soda Pop

SANATÇININ / TASARIMCININ

Name / Surname: Ali Ahmedoğlu

Phone (GSM): +90 (534) 567 89 10

E-posta Adresi: ahmet.ahmetoglu@gmail.com

Date of Birth: 01.01.2005

Education / Work: Bahçeşehir University, Faculty of Communication, Cartoon & Animation Department

(Brief) Biography: Born in Istanbul, Beyoğlu, in 2005, Ahmedoğlu studied at Veli Bey Anatolian Fine Arts High School, Art Department, to advance his interest in art and design, which he discovered from an early age. Ahmetoğlu, who started his education at Bahçeşehir University, Faculty of Communication, Department of Cartoon & Animation in 2022, is interested in comics, illustration, character design, and concept art and aims to direct his career in these areas.

Signature:



COMIC BOOK PROJECT'S

Name: “*Journey to the Past*”

Echole: American (Comics)¹

Number of Pages: 102²

Year: 2023



¹ Detailed information on comic book echoles can be found under the title April 14th, 2024, Sunday, (23:59) Submission Content.

² Detailed information on page numbers regarding to the chosen comic book echole can be found under the title April 14th, 2024, Sunday, (23:59) Submission Content.

2) Story Summary³: The sample story summary deals with the work of *William Shakespeare* (1564-1616) named “*Macbeth*”, which was first exhibited in 1606 and is about Scotland between the years 1040-1057 (**Page Size: A4, Font: Times New Roman, Point: 12, Format: PDF**).

MACBETH

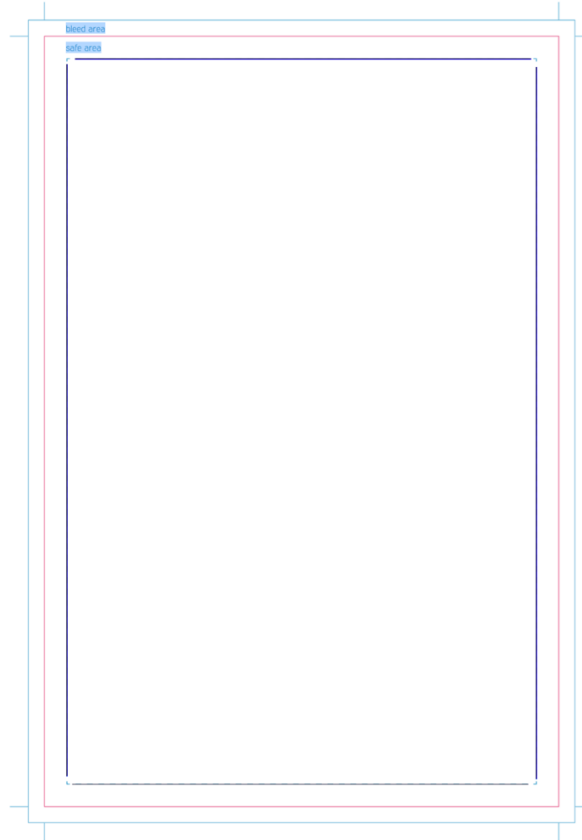
William Shakespeare

"The victorious Lord of Glamis, Macbeth, and his close friend Banquo, one of the army commanders, was walking around the battlefield when three witches greet Macbeth using three different titles: "Lord of Glamis", "Baron of Cawdor" and "King of Scotland". After referring Banquo as "the ancestor of future kings", they disappear. Just then, a messenger sent by King Duncan announces that Macbeth has been declared Baron of Cawdor for his success in the war. Since the prophecy made by the witches is fulfilled so soon, Macbeth thinks he may be the king and writes a letter to his wife, describing what happened. Lady Macbeth, who reads the letter, is immediately enthused, after which she receives the news of the excellent opportunity to realize her plan; King Duncan informs them that he wants to stay in Macbeth's castle to see the war hero, the Baron of Cawdor. Lady Macbeth tells her husband Macbeth, who arrives at his castle after a while, that he must kill King Duncan and open the way to the throne without wasting time. Macbeth, initially against the idea, is convinced to kill the king. Arriving at the palace a few days after Macbeth's arrival, King Duncan retreats to his room after the banquet given in his honor. Macbeth kills King Duncan late at night, as planned. Lady Macbeth smears the swords of the servants with the king's blood and leaves them on the sleeping servants. The following day, when the king is found dead, the servants at the gate are blamed and executed. Upon this very suspicious event, the heirs, Prince Malcolm, and Prince Donalbain, flee the country. The throne falls to Macbeth, a distant relative of the king, as the witches prophesied. But this time, Macbeth does not like the idea that his close friend Banquo will be the ancestor of kings, based on the witches' prophecy, and decides to kill him too. Macbeth's men kill Banquo, but his son Fleance manages to escape. At the banquet in honor of his kingdom that evening, Macbeth faces the ghost of Banquo because of his guilt. Fearful of this event, Macbeth returns to the witches, who warn him to be careful with Fife Baron Macduff. Uneasy in the face of this warning, the witches tell Macbeth that no one born by a woman can harm him and that his judgment will be permanent as long as the forest does not rise up and stand against his castle. Macbeth attacks Macduff's castle due to the witches waning, killing everyone, including his wife and children. Macbeth is relieved; he thinks that Macduff is dead, that there is no such thing as walking to the castle of the forest, and that everyone is ultimately born by a woman. However, he did not know that Macduff, Baron of Fife, was saved because he was not in the castle at the time of the massacre. Meanwhile, Prince Malcolm, who has taken refuge in England, and his friend Macduff, burning with the desire for revenge, begin forming an army to end Macbeth's rule. After a while, the growing army pauses in the forest behind the castle. The commanders ordered the soldiers to cut down trees and use the branches as camouflage. The army proceeds towards the palace in this way. During these events, King Macbeth receives the news of the death of his wife, Lady Macbeth, who has been out of her mind for a long time due to guilt, and that the forest has come to his castle by rising. Quickly realizing what happened, Macbeth realizes that the witches' prophecy has come true. Finally confronted by Macduff, Macbeth learns that Macduff was prematurely plucked from his mother's womb when he confidently declares that no one born by a woman can harm him. These are the last words he hears before he dies, and after Macbeth's death, Prince Malcolm, son of the late King Duncan, ascends the throne as King of Scots as he deserves.

³ Regarding the evaluation process, your name should not be written on these works!

3) Total Six (“Four” (4) Polished /Finished Pages, “Two” (2) Sketch / Draft Pages) Pages⁴ from Your Comic Book Project, Resolution (For All Pages) 300 DPI, Color Mode: CMYK

The pages that you should use for all comic echoes⁵ are presented on <https://aday.bau.edu.tr/animist-comic-book-contest> web-page as PSD file format as both single and double pages. Please use the relevant PSD files!



This image contains an example of a (single) page presented to the participants in PSD format.

- * The innermost (dark blue-violet) area contains the secure part containing the panels; speech balloons and actual drawings should not protrude beyond this area.
- * The middle (red-pink) area defines the page size, the area used after cutting.
- * The outermost (light blue) area is the overflow; It refers to the part used to compensate for the errors that will occur while cutting after printing.

Speech balloons and texts (CMYK) should be used in a single color, black (C:0, M:0, Y:0, K: 100). Drawing, speech balloons, and text layers should be arranged entirely separately to avoid possible errors!

⁴ Regarding the evaluation process, your name should not be written on these works!

⁵ Detailed information on comic book echoes can be found under the title April 14th, 2024, Sunday, (23:59) Submission Content.

Since the pages will be curtailed with folds according to the thickness of the facing pages, please consider ensuring safe areas on the facing pages; essential parts of the story must not overflow outside the secure area!

Four double (or two single) pages, must be finished and polished in every sense, such as; arranging panels, the composition of figures and environment, line art, color, light shadow, and order of sentences in speech balloons. Also, one double (or two single) pages must contain the draft (sketches) of the overall page layout.



(Ref: <https://www.quora.com/Should-I-learn-to-draw-comic-books-if-Im-a-comic-book-writer>)

The image above has been included to set an example in terms of the visual quality of the pages that have been specified as finished/polished and sketch/draft pages above. We do not ask for the sketch/draft and finished/polished versions of the same pages as in the example, but a total of six different pages - four of which should be finished/polished, and two should be submitted as sketch/draft.

4) (Main) Character Design Sheet⁶ (Page Size: A3 (29.7 x 42.0 cm) Resolution: 300 DPI, Color Mode: CMYK)



(Ref: https://www.behance.net/gallery/170561793/Zeynep_Nur_Ramadani_Concept_Art_for_Animation)

* Facial expression on the left that will present “various gestures from different angles” of the character (min. 4 –max. 5)⁷.

* Pose (min. 3 – max. 4) showing “different action poses of the character from head to toe, using different angles” on the right⁸.

* A "complete" illustration of the character in the middle.

Things to Consider: It would be appropriate to keep the level of detail low with the background so it does not interfere with the facial expressions, action poses and illustration. Choosing cool or low-saturation colors in the background is also beneficial.

* It is necessary to leave a space of one (1) cm from each side and ensure that the mimic / pose drawings do not overflow beyond this one cm and the paper itself.

* It will be appropriate to specify the character's name with a font that will adapt to the overall design (in a way that only takes up a little space).

⁶ Regarding the evaluation process, your name should not be written on these works!

⁷ It can be presented so that only its contours (line art) are visible (cleanly and meticulously), and color and light shadow can be added upon request.

⁸ It can be presented so that only its contours (line art) are visible (cleanly and meticulously), and color and light shadow can be added upon request.

**5) ((Frequently Used) Environment Illustration Sheet⁹ (Page Size: A3 (29.7 x 42.0 cm)
Resolution: 300 DPI, Color Mode: CMYK**



(Ref: https://www.behance.net/gallery/170564019/Zeren_Ulya_Kayikci_Concept_Art_for_Animation)

* It is essential for this illustration to reflect the environment as comprehensively as possible by using a wide angle.

⁹ Regarding the evaluation process, your name should not be written on these works!

APRIL 14th 2024, SUNDAY (23:59) SUBMISSION CONTENT

“Final”

American Echole (Comics): 96-112 Pages
French-Belgian Echole (Franco-Belgian / Bande Dessinee): 48 Pages
Japanese Echole (Manga): 128 Pages
Italian Echole (Fumetti): 98 Pages

You may reach out for further information regarding to the comic book echoles using the links down below:

<https://www.quora.com/What-are-the-differences-between-American-French-Japanese-and-Italian-comic-books>

<https://www.europecomics.com/history-italian-comics-part-1/>

<https://medium.com/mrcomics/an-introduction-to-comics-in-the-west-part-2-franco-belgian-d8b017087848>

<https://www.21-draw.com/what-is-manga-a-guide-to-japanese-comic-books/>

<https://medium.com/mrcomics/an-introduction-to-comics-in-the-west-part-1-american-comics-f043aaa55781>

Completed comic book works should be submitted in PSD and JPEG formats to meet the number of pages required by the above formats. The layers should be added and organized regularly. Creating the layers by naming them separately and in detail is essential to adjust your work in case of any corrections will make the preparation process of the album much more manageable.

However, it is essential to set the color mode of the pages as CMYK (not RGB) for convenience in the printing process. Pages whose color mode is edited later to CMYK will experience significant changes in color scheme, so it would be helpful to adjust this setting before starting any coloring process!

Detailed information about the page layout and details is mentioned in the July 16th, 2023, Sunday (23:59) Submission Content title, please read it carefully!

The works that do not meet the conditions mentioned above and the participants who do not submit their comic book works on April 14th, Sunday, 2024 (23:59) will be disqualified from the competition, regardless of their rank!

2nd ANİM.İST COMIC BOOK COMPETITION “LIST OF CONDITIONS”

- 1.** The competition is organized for amateur and professional artists/designers in Turkey, except for the jury members and first-degree relatives of the organizing committee members.
- 2.** The works that are ranked as a result of the competition will be published by Arka Bahçe Publishing and Comic Book Store.
- 3.** There is no limit to any echole or technique for the comic book work to be submitted for application.
- 4.** Detailed information about the printing process of the works that will participate in the competition, are mentioned in the 14 April 2024 (23:59) folder.
- 5.** To be ranked in the competition, the four specified contents (a story summary, completed (4) and sketch pages (2), a (main) character design sheet, and an environment design sheet) must be presented entirely and sent to animist@bau.edu.tr or can.pekin@bau.edu.tr e-mail addresses until July 16th, 2023, Sunday (23:59). The works that pass the selection and are ranked must be completed and also sent to animist@bau.edu.tr or can.pekin@bau.edu.tr by April 14th, 2024, Sunday (23:59). Even though the comic book artworks pass the selection stage and are ranked, they will be disqualified regardless of the participant's degree if the requested work is not submitted by April 14th, 2024, Sunday (23:59).
- 6.** There should be no logo, institution name or sign on the pre-selection works, including the institutions and organizations organizing the competition. However, it should not contain symbols or images that are political, contrary to human rights, or contain sexuality. Also, please do not include your name/surname or any other personal information in your submissions (a story summary, a total of six comic book pages polished (4) and sketch/draft (2) pages, a character design sheet, and an environment sheet).
- 7.** The comic book artwork must be original and not published. If found otherwise, the submission will be disqualified regardless of the participant's rank.
- 8.** There is no subject restriction for the comic book competition.
- 9.** Comic book artworks participating in the competition must be only in Turkish or English. If any other language is used, the work will be disqualified.
- 10.** If necessary, the Organizing Committee may change the competition calendar or cancel it by announcing it in advance.
- 11.** The competition results will be announced through the press and social media, and the awards will be presented to the authors at an event to be announced in 2024.
- 12.** Participants applying to the 2nd Anim.İst Comic Book Competition declare and accept in advance that Bahçeşehir University has the right to their submissions for displaying, keeping in archives, reproducing/publishing on the internet or in other ways, and using it as they wish, without any time and number restrictions. However, the Organizing Committee of the 2nd Anim.İst Comics Contest ensures that the personal information and rights obtained during the application process will be reserved and not shared with third parties.

2nd ANİM.İST COMIC BOOK CONTEST “AWARDS”

- 1) ... TL worth of WACOM technical equipment (Evaluation Process)
- 2) ... TL worth of WACOM technical equipment (Evaluation Process)
- 3) ... TL worth of WACOM technical equipment (Evaluation Process)

* * The winning comic book projects will be published individually by the *Arka Bahçe Publishing and the Comic Book Store*.

* First prize winner will receive one-year of *Toon Boom Harmony, Storyboard Pro* license.

* * The winner of this year will be invited as a jury member to the "*3rd Anim.ist Comics Competition*", which is planned to be held next year.

You can access the album, which consists of the works of last year's winners, on the website <https://aday.bau.edu.tr/animist-comic-book-contest>.



2nd ANİM.İST COMIC BOOK COMPETITION “JURY MEMBERS”

- Alphabetical Order -

AHMET KOCAOĞLU

Arka Bahçe Publishing and Comic Book Store Owner



Born in 1965 in Istanbul, Ahmet Kocaoğlu graduated from *İstanbul Teknik University, Management of Engineering Department* in 1987. After working mainly in the textile and finance sectors, Kocaoğlu started his own company and published the *Batman* comics series under "*Büyük Mavi Publishing*", which he established. Although this product, which was published in its original format and color for the first time in Turkey, was highly appreciated, the publication process was interrupted due to problems in distribution. He founded "*Arka Bahçe Publishing*" to start publishing again on the occasion of the store called "*Gerekli Şeyler*", which he opened jointly with his brother. After separating his ways with his partners in the adventure of "*Gerekli Şeyler*", Kocaoğlu is still dealing with comics and fantasy novel publishing with the "*Arka Bahçe Comic Book Store*" in Beşiktaş today.

ArkaBahçe Resmi Official Website: <https://www.arkabahce.com.tr>

LinkedIn: <https://www.linkedin.com/in/ahmet-kocaoğlu-80b2b927/?originalSubdomain=tr>

Instagram: <https://www.instagram.com/ahmetkocaoğlu1/?hl=en> (ahmetkocaoğlu1)

HİLAL HAYALİ

Comic Book / Webtoon Author & Artist



Hilal Hayali, who was born in 2000 in Istanbul and has a great interest in fantasy worlds, was introduced to comics at an early age. She developed herself in this field and published her first webtoon work at 18; as an author and illustrator. Hayali shared the work titled "*Kana Hükmenden Kral*" (The King Who Ruled Over Blood), in which she took part as an artist. Her comic book artwork, named "*Şeytan Tüyü*" (Feather of the Demon), in which she was both the author and artist, was selected first in the *1st ANİM.İST Comic Book Competition* held last year. Hayali also gives online comic book/webtoon lectures and continues pursuing her comic book artworks.

ArtStation: <https://www.artstation.com/hilalhayali>

LinkedIn: <https://tr.linkedin.com/in/hilal-hayali-915316248>

Instagram: <https://www.instagram.com/hilallhayali/> (hilallhayali)

MEHMET KORKUT ÖZTEKİN

Assist. Prof. at Dokuz Eylül University, Faculty of Fine Arts, Graphic Design Department
Comic Book Artist
Illustrator



Born in 1976 in Izmir, Öztekin began his art education at *Izmir Anatolian Fine Arts High School*. Then, he received a scholarship from *Bilkent University, Faculty of Fine Arts, Design and Architecture, Department of Graphic Design*, where he completed his B.A. His book, which was adapted from his proficiency in art thesis “*Manga; Bir Kültürel Direniş Aracı*” (Manga; A Tool of Cultural Resistance), has taken its place on the shelves by *İletişim Publishing*. In 2013, he took part as a guest artist in two of the issues of “*Hellraiser: The Dark Watch*” series written by *Brandon Syfert*, based on the original story and characters of *Clive Barker*. In addition, he was the lead artist of *Frank Miller's "RoboCop: Last Stand"* comic book. Furthermore, he illustrated the graphic novel “*Out of Woods; A Journey Through Depression and Anxiety*” by the lawyer *Brent Williams* and was honored with the 2018 *IBPA Benjamin Franklin Award – Silver Medal*. Assist. Prof. Mehmet Korkut Öztekin is the vice president of *Dokuz Eylül University, Faculty of Fine Arts, Visual Communication Design Department*, and the head of the *Graphic Arts Department, Major of Art*.

Behance: <https://www.behance.net/korkutoztekinDaldede>

LinkedIn: <https://tr.linkedin.com/in/mehmet-korkut-oztekin-99a84918>

Instagram: <https://www.instagram.com/draldede/?hl=en> (draldede)

MURAT PALTA

Illustrator



Born in 1990 in Hatay, Palta is a graduate of *Kütahya Dumlupınar University, Faculty of Fine Arts, Graphic Design Major of Art* under *Visual Communication Department*. Working in various advertising agencies in Istanbul, Palta participated in the *International Miniature Festival* in Algiers/Tilimsan in 2013 and miniature and illumination art workshops. Invited to the *4th Ural Contemporary Arts Industrial Biennial* in 2017, Palta also designed the poster for the *37th Istanbul Film Festival* in 2018 and collaborated with brands such as *Apple* and *Levi's* in 2019. Palta, who uses pop culture elements in his miniature illustrations that give the impression of an ancient manuscript at first, creates a contemporary and visual language for literary pieces, artistic works, and daily events that he interprets in this way. He continues his work as a freelancer in Istanbul.

Resmi İnternet Sayfası: <https://muratpalta.com>

Behance: <https://www.behance.net/muratpalta>

Instagram: <https://www.instagram.com/mr.muratpalta/?hl=en> (mr.muratpalta)

NAZLI EDA NOYAN

Prof. Dr. at *Bahçeşehir University, Faculty of Communication, Animation Department*
Director of *Anim.İst*
Comic Book Author & Illustrator



Born in Izmir in 1974, Noyan completed her undergraduate studies at *Dokuz Eylül University, Faculty of Fine Arts, Graphic Design Department*, and her master's degree in *Graphic Design Department* from *Bilkent University* and *Florida University*, and completed her Ph.D. in *Art History Department* at *İstanbul Teknik University*. Having worked as a design intern at *UNICEF Ghana*, Noyan is the founding chairman of *Bahçeşehir University, Faculty of Communication, Department of Cartoon and Animation*, and the author and illustrator of 13 children's books. Taking part as a writer and director in animated films that were deemed worthy of many awards and screenings in the national and international arena, Prof. Dr. Nazlı Eda Noyan is also the founder and director of the *BAU Anim.İst Animation Festival and Education Platform*.

LinkedIn: <https://tr.linkedin.com/in/nazlı-eda-noyan-6560a41a3>

Official Website: <https://girlsawthesea.net>

Instagram: <https://www.instagram.com/littlenarrans/?hl=en> (littlenarrans)

ÖZGÜR YILDIRIM

Comic Book Artist
Concept Artist



Yıldırım graduated from *Marmara University, Faculty of Fine Arts, Department of Industrial Design*, and continued his concept design and storyboarding career. In 2012, his work on the comic book "*Outlaw Territory*" in *Image Comics* was the beginning of his work in this field. In 2016, he was among the competition winners where *Mark Millar* was looking for new talent. Currently, he is the art director of *Sandstorm Comics*. In addition, he works at studios as a concept artist and comic book artist, such as; *Millarworld, Marvel Comics, Image Comics, Netflix, Disney* and *Boom! Studios*. Some of his print works are "*Black Panther vs. Deadpool*" (Marvel, 2018), "*Hit-Girl*" (Image, 2018), "*Loki*" (Marvel, 2019), "*Silver Surfer – Annihilation: Scourge*" (Marvel, 2019), "*Revenge of the Cosmic Ghost Rider*" (Marvel, 2020), "*Jupiter's Legacy: Requiem*" (Image, 2021), "*Moon Knight*" (Marvel, 2021), "*King of Spies*" (Image, 2022), and "*The Ambassadors*" (Image, 2023) .

LinkedIn: <https://tr.linkedin.com/in/ozgur-yildirim-3a563047>

Marvel (Comics Creators) : https://www.marvel.com/comics/creators/13585/ozgur_yildirim

Instagram: https://www.instagram.com/ozguryildirim_/?hl=en (ozguryildirim_)

UĞUR ERBAŞ

Animator
Comic Book Artist
Graphic Designer



Born in Ankara in 1977, Erbaş graduated from *Hacettepe University, Faculty of Fine Arts, Graphic Design Department*. Erbaş, who started his graduate education in the same department and joined the staff as a research assistant, later turned to the sector and was awarded prestigious national and international awards with his animation works such as "*Köçekçe*" (A Lively Dance Tune), "*Dünyanın Kapıları*" (Doors of the World) and "*Cariyeler ve Geceler*" (Concubines and Nights). Producing two graphic novels, "*Gozo ve Sagre*" (Gozo and Sagre) and "*Germakoçi*", Erbaş still continues his work in animation, graphic design, and graphic novels as a freelance worker.

LinkedIn: <https://www.linkedin.com/in/ugur-erbas-36745247/>

Apple Podcast (Serbest Cuma): <https://podcasts.apple.com/tr/podcast/serbest-cuma-uğur-erbaş-gozo-ve-sagre-01/id1511410923?i=1000501731096&l=tr>

Instagram: <https://www.instagram.com/ugurerbas.artworks/?hl=en> (ugurerbas.artworks)

2nd ANİM.İST COMIC BOOK COMPETITION “ORGANIZATION COMMITTEE”

- Alphabetical Order -

AHMET KOCAOĞLU

Arka Bahçe Publishing and Comic Book Store Owner



Born in 1965 in Istanbul, Ahmet Kocaoğlu graduated from *İstanbul Teknik University, Management of Engineering Department* in 1987. After working mainly in the textile and finance sectors, Kocaoğlu started his own company and published the *Batman* comics series under "*Büyük Mavi Publishing*", which he established. Although this product, which was published in its original format and color for the first time in Turkey, was highly appreciated, the publication process was interrupted due to problems in distribution. He founded "*Arka Bahçe Publishing*" to start publishing again on the occasion of the store called "*Gerekli Şeyler*", which he opened jointly with his brother. After separating his ways with his partners in the adventure of "*Gerekli Şeyler*", Kocaoğlu is still dealing with comics and fantasy novel publishing with the "*Arka Bahçe Comic Book Store*" in Beşiktaş today.

ArkaBahçe Resmi Official Website: <https://www.arkabahce.com.tr>

LinkedIn: <https://www.linkedin.com/in/ahmet-kocaoğlu-80b2b927/?originalSubdomain=tr>

Instagram: <https://www.instagram.com/ahmetkocaoğlu1/?hl=en> (ahmetkocaoğlu1)

CAN PEKİN

Lecturer at Bahçeşehir University, Faculty of Communication, Animation Department



Born in 1987 in Izmir, Pekin completed his bachelor's degree at *Anadolu University, Faculty of Fine Arts, Department of Cartoon and Animation*, after he graduated from *Ümrân Baradan Anatolian Fine Arts High School, Art Department*. In 2013, he graduated from *Teesside University, M.A. Concept Art for Games and Animation*. In 2016, he began working as a research assistant at *Yaşar University, Faculty of Art and Design, Department of Animation*. He was a lecturer at *Kütahya Dumlupınar University, Faculty of Fine Arts, Animation Department* between 2018-2021. In 2022, he began lecturing on the pre-production process and figure drawing at *Bahçeşehir University, Faculty of Communication, Cartoon and Animation Department*. In addition, he continues his academic studies by participating in various domestic and abroad events.

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NAZLI EDA NOYAN

Prof. Dr. at *Bahçeşehir University, Faculty of Communication, Animation Department*
Director of *Anim.İst*
Comic Book Author & Illustrator



Born in Izmir in 1974, Noyan completed her undergraduate studies at *Dokuz Eylül University, Faculty of Fine Arts, Graphic Design Department*, and her master's degree in *Graphic Design Department* from *Bilkent University* and *Florida University*, and completed her Ph.D. in *Art History Department* at *İstanbul Teknik University*. Having worked as a design intern at *UNICEF Ghana*, Noyan is the founding chairman of *Bahçeşehir University, Faculty of Communication, Department of Cartoon and Animation*, and the author and illustrator of 13 children's books. Taking part as a writer and director in animated films that were deemed worthy of many awards and screenings in the national and international arena, Prof. Dr. Nazlı Eda Noyan is also the founder and director of the *BAU Anim.İst Animation Festival and Education Platform*.

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We would like to thank the companies and institutions listed above for their support on organizing this competition.

