

Nayden Nikolov

producer, director, animator, artist

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ARTISTIC STATEMENT

I have no real idea how the semantic levels are built in the works I create.

In the process, I am constantly striving to be inspired by interesting elements and signs. I try to combine, to compose, while my thoughts, my heart feel that exactly these elements are the right ones, after, I let them mature, to accumulate time. Then I analyze them, and only then I try to understand what these hits of mine are. But as I build the work, I don't think much about this layering of meanings and symbolism. At one point, I feel like I've built the elements well. If they look good just because they mean or symbolize something, it works against the work, and then I even have to destroy the meaning, because if there is too much meaning, that's a problem for the work.

I think we need art, because beyond entertainment, it gives us the opportunity to meet ourselves, to look around as individuals and as human beings as a whole.

, so I think that one should not overload oneself with meanings in a work, but one cannot go too far with contemplation.

It would be great if some people consider that my works at the moment of their perception have an emotional impact, and as a series of surprises, and then there is a journey, the discovery of signs from the collective human memory. I think there is always more and more to find in a work. There are also many ways to communicate and each viewer can find elements of both the collective memory and their own associations at first, second or next viewing. But this is as far as the viewer is concerned.

From my position, I try to do the best I can, I strive to create an event. I don't find the roads easily, I can't make interesting discoveries in a direct way, it's hard to achieve and I'm constantly fighting for it, As music is made. I compose my works simultaneously as audio-visual influences, energy of signs. Free flow of creation. I do not build linear drama or linear history.

It is a constant desire to orient myself in a world that is higher than us, and we must always face our own rudeness, our own materiality, and the attitude that we must kill the past in order to go to the future. Also there is this fatality of eternal gaze at my own origin, at the homeland I carry within me.

EDUCATION:

2022-2024 NATFA - master's degree in "Animation Directing"
2007 NATFA - one year course of "Film and TV Directing"
1989-1996 University of forestry -EDP "Bachelor" and master's degree in
"Landscape architecture"

WORK EXPERIENCE

Since 2021 - Meristem film-Bulgaria

2020-2021 - freelancer,

2018-2020 - AIM Creative Studios-Portugal

2016-2017 - Cinemotion LTD-Bulgaria

2012 -2016 - freelancer

2010-2012 - Ragdoll Production- UK

2007-2010 - Creative Center - Bulgaria

1999-2007 - Varga Studio -Hungary

1996-1998 - Pillion Film- Bulgaria

1996 - National Studio Boyana films-Bulgaria

FILMOGRAPHY:

Sisi the shuttlecock and the unnecessary friends

Short animation film, 15min,
(Meristem film) 2024 - Producer, Screenwriter, Director

Furrow

Short animation film, 6min,
(Meristem film) 2024 - Producer, Screenwriter, Director

The Moon is father of mine

Feature film (Georgie / Bulgaria /Germany) 2023 (director George
Ovashvili) • Storyboard
artist -Full storyboard

Tolerant

TV Animation short 3 min, (New MomentNew Ideas
Company LTD (Bulgaria) 2021- Director, Artist, Animator

Ball game

Short animated video, 1 min- 2021- (Meristem film)
Author

UBBU- Code Academy

TV animated series of 11 minutes, (AIM Studio, ICA-Portugal) 2020
• Screenwriter, Director

Olha

Short film 10 min, (Animais Studio, ICA-Portugal) 2020 • Layout,
Blocking and Animation

Onte

Short film, 22 min, (Animais Studio, ICA-Portugal) 2019 • Animator

February

Feature film (Bulgaria / France /) 2019 (director Kamen Kalev) •
Storyboard
artist

Seja Como For

Short film 10 min, (AIM Studio, ICA-Portugal) 2019 • Animation
Supervisor

Ashoka Red bull

Web Animation Series (AIM Studio, Portugal) 2018 • Animator

Mr. Passenger

TV series of 6 min, (AIM Studio, ICA-Portugal) 2017-2018 • (dir.
ZEPE)
Animation supervisor

Ruben Brandt, Collector

Feature animation film (Ruben Brandt LTD Hungary) 2017 • Animation

Margarita and the Monster

short 10 min (Activist38 National Film Center-Bulgaria)
2016 • Author: Screenplay Director, Artist, Animator

Woody Woodpecker

Feature film (Universal Studio USA, Cinemotion LTD Bulgaria) 2017
• Preproduction: Character concept, 2D Posing Layout, 3D Test
Animation

Dragonheart: Battle for the Heartfire

Feature film (Universal Studio USA, Cinemotion LTD Bulgaria) 2016
•
Layout, Blocking and Animation

Tete Baissee (Face Down) Feature film

(Bulgaria / France / Belgium) 2014, (dir. Kamen Kalev) • 3D
Preview

Les Points de Sarajevo

Omnibus documentary (Bulgaria / France) 2014 • (dir. Kamen Kalev)
Storyboard artist

Der Kleine Rabe Socke 2

Feature film, B Water Studios Hungary, Germany 2013 • Animator

The Adventures of Abney and Teal

52 TV series of 11 minutes each. (Ragdoll Productions, UK) - 2010-2011 • Leading animator of Teal

Ljubovna rachenica

Short film 10 min (Creative Center (Bulgaria) -2009 • Animator

The summer of Gubelko

12 TV series of 6 min each, (BNT / Creative Center, (Bulgaria) -2008 • Animator

Pettson and Findus

TV series, co-production between Happy Life (Sweden), Telemagination (UK), TVLoonland (Germany) and A-Film (Denmark) - 2008 • Layout, Blocking and Animation

Kleiner Dodo

Feature Film, Animationsfabrik, Rothkirch Cartoon Film, Torus (Germany) 2007 • Animator

Toot & Puddle

TV series, co-production between Happy Life (Sweden) and Varga Studio (Hungary), - 2007

Macskafogo 2 - A satan macskaja

• Animator 89 min feature film, Saint Studio (Hungary) -2007
• Animator

Barilla

10 series of 1 minute advertising animations. (Cartoon Network, UK) -2006 • Animator

Lorange, Muffin and Dartanjang

45 min feature film, co-production between Happy Life (Sweden) and StudioBaestarts (Hungary) - 2005 • Animator

Pettson and Findus

13x11 min, co-production between Happy Life (Sweden), Telemagination (UK), TV-Loonland (Germany) and A-Film (Denmark) - 2005 • Layout, Blocking and Animation

Angelina Ballerina

Angelina and the Sleeping Beauties, Angelina Sets Sail co-production between Grand Slamm Children's Films, UK) 2004 • Animator

Meg and Mog

52x5 min TV series, co-production between Happy Life (Sweden),
Absolutely Productions
(UK) and Varga Studio (Hungary) - 2004 • Animator

Bjorn Bear

39x6 min TV series, co-production between Happy Life (Sweden) and
Varga Studio
(Hungary) -2003,2004• Animator

Captain Sabertooth

Feature film, Happy Life (Sweden) in collaboration with Qvisten
Animation and Varga
Macskafogo 2 - A satan macskajaStudio (Hungary) - 2003 • Layout,
Blocking and Animation

Mr.Bean

TV series, Richard Purdum Productions, Tiger Aspect (UK) and Varga
Studio 2002,2003
(Hungary) • Layout, Blocking and Animation

Angelina Ballerina

III.series-13 episodes (HIT / Grand Slamm Children's Films, UK)
2002 • Animator

Sheep

25 episodes HIT / Grand Slamm (UK) -2000 • Animator

Kipper

78 episodes HIT / Grand Slamm (UK) -1999 • Animator

Percy the park keeper

TV series Varga studio, (HU) HIT / Grand Slamm (UK) -1999 •
Animator

Papyrus

TV series, Dupuis Audiovisuei, TF1 (France), Ploom film
(Bulgaria) 1998 • Animator

Der klaine Herr Jakob

TV series, Pilion Phil (Bulgaria), 1995 • Animator

... and lots of TV and web commercials and videos