

## 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, Dupiuis Audiovisuei, TF1 (France), Piloom film  
(Bulgaria) 1998 • Animator

**Der klaine Herr Jakob**

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

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