



AniMates Bio

Award-winning AniMates came onto the event scene in 1995--just as computer technology first enabled real time animation. The idea was simple: create computer-generated characters that could interact *live* to engage an audience.

AniMates are controlled completely behind the stage. A skilled technician manipulates the character in real-time using a variety of control devices. A scripted performer (with improv ability for on-the-fly reactions) has a view of the room from a hidden camera feed. The character is able to respond to the audience, point people out in the crowd, and engage in friendly banter.

In the past 20 years AniMates have appeared in thousands of venues all around the world. AniMate technology has evolved to provide increasingly more sophisticated characters—but the principle of engaging the audience and furthering the message remains the same.

Live Spark AniMates were the FIRST real-time characters to appear on a children's TV show, they have won an Emmy award, they have been featured on various national television programs, and have been written up in New York Times, USA Today, The Huffington Post, and more