

Abstract

A critical and comparative analysis of South African computer-generated animation, focusing on the CG animation produced by two Cape Town based studios: Sunrise Productions and Triggerfish Animation. The history of these studios, as well as the technical and stylistic conventions that they subscribe to in the creation of computer-generated animation, will be discussed relative to each other and to their stop-motion origins. The bulk of the inquiry will take the form of a comparative analysis of four texts, with *Khumba* (2013) reflecting Triggerfish's CG portfolio and their work for *Takalani Sesame* (2000-2005) depicting their stop-motion contributions, while *Munki and Trunk* (2016) and *The Legend of the Sky Kingdom* (2003) represent Sunrise's CG and stop-motion animation respectively. Through a comparison of production pipelines, techniques and style, an attempt will be made to assess the impact of global markets on South African animation aesthetics.