

## TEXTUAL EVIDENCE

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11-Animation

Animation in the Philippines and its Invisible Global Success  
<https://www.ciit.edu.ph/animation-philippines/>

**Assertion:** The animation industry in the Philippines has the potential to become a leading global hub for original animated content, leveraging the country's successful track record in outsourcing and the inherent creativity and talent of Filipino animators.

**Type of assertion:** Convention

**Counterclaim:** While the Philippines has made significant strides in the international animation scene through outsourcing and contributing to popular animated projects, the challenges and limitations in the local industry, such as the need for more computer animation schools, industry-relevant curriculum, and sufficient funding, hindering its potential to become a leading global hub for original animated content. These obstacles pose significant barriers to developing and sustaining a thriving local animation industry.

### Summarizing

#### Reason:

1. **The limited number of computer animation schools:** The limited availability indicates a potential lack of infrastructure and resources dedicated to training animators. This shortage can result in a smaller talent pool and limited access to specialized education, hindering the growth and development of the local animation industry.
2. **Lack of industry-relevant curriculum:** The absence of an industry-relevant curriculum suggests that educational institutions may not be adequately preparing students for the demands of the global animation industry. Without a curriculum that aligns with industry standards and trends, graduates may lack the necessary skills and knowledge to compete effectively on a worldwide scale.
3. **Budget constraints:** The mention of budget issues highlights a lack of financial resources, which can impede the production of high-quality original animated content. Insufficient funding can limit the ability to invest in cutting-edge technology, hire skilled professionals, and market and distribute animated films. This financial constraint can hamper the industry's potential to create and promote original content.

## **Evidence:**

1. **The limited number of computer animation schools:** The text mentions the need for sufficient computer animation schools to meet the demands of the changing global animation landscape. This indicates that there may be a shortage of educational institutions offering specialized training in animation, limiting the number of qualified animators entering the industry.
2. **Lack of industry-relevant curriculum:** The text highlights the importance of training students with state-of-the-art animation software tools and educating them under an industry-relevant curriculum. The absence of such a curriculum suggests that graduates may not be adequately prepared with the skills and knowledge required to meet the industry's evolving needs.
3. **Budget constraints:** The budget is an issue for the animation sector to grow. Insufficient funding can significantly impact the production of animated films, which often require substantial financial resources. Without adequate funds, creating original animated content that showcases the competitiveness of Filipino animators on a global scale becomes challenging.

