



Jim Henson's™
DOOZERS
A hulu ORIGINAL



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SYNOPSIS

Meet the "Pod Squad," Spike, Molly Bolt, Flex and Daisy Wheel!

The four Doozer kids live at the edge of our world and right under our noses in the fantastical, modern and eco-friendly Doozer Creek. They're green, they're cute, they're three inches tall and full of energy, ideas and enthusiasm.

The Doozers are DOERS who put their ideas into action and change their dreams into reality, from designing a Doozer Derby racing car to flying in a kaleidoscope of butterflies

or building a giant gingerbread house! The Pod Squad engages in exciting projects and loves to DESIGN, CREATE and INNOVATE together, inspiring all kids to have an "I can do it" attitude.

The 52-episode animated preschool series is inspired by the wildly popular characters from the classic Henson series "Fraggle Rock," and features a groundbreaking design-thinking curriculum, which is part of an overall STEAM (science, technology, engineering, art, math) initiative.

"Doozers" is the first Hulu Original Series for Hulu Kids, Hulu's ad-free hub just for kids, and is produced by The Jim Henson Company ("Dinosaur Train" and "Sid the Science Kid") and DHX Media ("Yo Gabba Gabba" and "Johnny Test!"). "Doozers" joins a wide selection of ad-free kids programming featuring current-season hits and past favorites such as "Fraggle Rock," "Pokémon," "SpongeBob SquarePants," "Thomas and Friends," "Caillou" and more at <http://www.hulu.com/kids>



EPISODE SYNOPSES



Project Radish-a-pult

A gust of wind knocks a large branch onto a bridge in Doozer Creek, blocking the path and halting construction of a new wind turbine. The Pod Squad builds an innovative new machine that flings radishes across the bridge and gets the project back on track!

Pod Squad Boogey

The Pod Squad is performing in the Starlight Concert, but when they hear other Doozers singing, the group decides they need to do something unique to stand out from the crowd. Using the sights and sounds around them, they each discover their own favorite sound and invent new instruments inspired by them.

Jetpack Away

When Daisy Wheel's jetpack goes on the fritz, Flex volunteers to fix it. The problem is, he makes it SO fast that it flies out of her reach and all over Doozer Creek. The Pod Squad works together to catch the jetpack and return it to a very relieved Daisy Wheel.

Follow Your Nose

After a huge order at the bakery is cancelled, Molly's Dad, Baker Timberbolt, is left with 100 extra Smackleberry muffins. The Pod Squad runs all over town trying to get rid of the muffins, but they quickly realize that instead of bringing the muffins to Doozers, they should figure out a way to bring the Doozers to the muffins!

Bubbles

The Pod Squad invents the Cleanamajigger, the ultimate cleaning machine that's a combination vacuum/floor polisher/bubble sprayer and scrubber. But when they can't decide which function to use first, all the button pushing makes the machine go awry and start spewing out super bubbles that are impossible to pop. Now, they must figure out how to stop the bubbles before the Cleanamajigger makes a huge mess!

Mega Magnet Mover

Flex is making a clock for his Grandpa's birthday. But, as he goes to put the finishing touches on his design, he realizes he's lost his Doodriver. Re-tracing his steps with the help of a giant magnet and his friends, Flex is able to track down his favorite tool just in time for the party!

Zip It

Spike is interrupted in the middle of finishing his new zip line outside the Doozerium when the Pod Squad needs to go help out at the Peach Harvest. When the

Peach Picker breaks, the Pod Squad has to invent a new way to get the peaches down.

Green Thumbs

Flex calls on his friends to help him replant baby radishes that were removed from the field because of overcrowding. Inspired by Professor Gimbal, they learn to build a garden that goes up, instead of out, and now there's plenty of room for all the plants to grow!

Be-Leaf It

The Fall Foliage Festival was a success, but now the Pod Squad needs to figure out what to do with all the spare leaves they've collected. With a little help from Professor

Gimbal and a clever new invention, the Pod Squad turns the leaves into mulch.

Spookypalooza

Pod Squad makes the spookiest pumpkin ever - a cool 'Pumpkin Doozer' made by stacking three pumpkins together. But, when their new invention starts rolling all around town, the Doozers have to find a way to reign in their spooky creation!

An Itch You Can't Scratch

Professor Gimbal is getting rid of some of his old inventions, but he's bummed that he has to throw them out. That's when the Pod Squad decides to re-purpose them in a whole new way.

Doozer Derby

Doozer Creek is hosting the Doozer Derby, a design-your-own Doozer Derby Cart race. The Pod Squad wants to enter but they can't settle on just one design. After making their own failed carts, they agree to combine their ideas and make the perfect cart sure to win the race!

Home Tweet Home

Molly's house has a new tenant - a bird! Working together, the Pod Squad designs the ultimate home for their new friend, but soon realize that maybe a 'Doozer' house isn't what the bird had in mind.

A Doozer of an Dippleplant

With the help of Flex's Grandpa, Grandpa Grip, the Pod Squad is on track to grow the largest dippleplant in Doozer history! But the dippleplant is SO huge they don't have anything big enough to weigh it with; and if they can't weigh it, it won't be entered into the Doozer Records.

Dancing Doodad!

There's a big dance tonight in Doozer Creek and every Doozer will be there; every Doozer but Doozer Doodad, that is. He confesses to the Pod Squad that he doesn't know how to dance, and they decide to teach him.



Doozer Amusers

The Pod Squad is thrilled when Professor Gimbal introduces them to his new baby nephew, Pinball. There's just one problem – the baby won't laugh or even smile! But with a little innovation and imagination, they create their very own laugh track that has Pinball cracking up in no time.

Safe From Sound

At home, Spike and Daisy Wheel are startled by a horrible screeching sound – and it's coming from inside the house! It's their mom, Chief Doozer, learning a new instrument called the Doozeedoo! The Pod Squad is determined to come up with a quieter solution that will let her practice her music without disturbing the whole neighborhood.

A Sticky Situation

The Pod Squad is busy working away at a new playground in Doozer Creek when Professor Gimbal slips on the bridge and gets stuck in a termite mound fort! Using a faulty invention in a whole new way, they work together to turn a problem into a slippery solution.

A Gift For Gimbal

The Pod Squad wants to get Professor

Gimbal a gift, but what do you give the Doozer that has everything? Playing detective, they follow him around Doozer Creek, collecting clues about what he might like.

Catch a Ride

Everyone in the Pod Squad has their own vehicle except Molly. After trying out her friends' rides, the group decides to create a custom vehicle made especially for her.

Little Feats

Being the smallest, Daisy Wheel has to make two trips to carry as much as the bigger kids. She doesn't mind because more trips mean more time to explore the world around her and meet new friends, like a cute worm she spies along the way. When the Pod Squad volunteers to help build a new structure at the pond, they realize the path is too narrow, even for a Doozer! Now the gang must find a new way to transport the building supplies and Daisy Wheel thinks she has the perfect solution - a train-like device inspired by her new worm pal.

Flex Art

There's an art festival in Doozer Creek and every Doozer is busy creating their own masterpiece; everyone except Flex. He's more of an inventor than an artist, and he's totally stumped. With a little help from

Doozer Deidra, the town artist, Flex learns that art can be anything and gets busy building his own unique piece de resistance.

Butterfly Away

The Monarch butterflies are making their annual migration through Doozer Creek when Daisy Wheel notices a single butterfly still lingering in town. The Pod Squad decides to help get the butterfly back to the others without scaring it away.

The Legend of Doozer Hollow

It's a big Pod Squad sleepover at Molly's house! The gang wants to hear a spooky story! Baker Timber Bolt obliges, reading a classic: [The Legend of Doozer Creek](#). It's how Spookypalooza came to be celebrated in Doozer Creek!

Mystery Box

Professor Gimbal gives the Pod Squad a curious present-a Mystery Box with a surprise inside. Now they just have to figure out how to open this strange looking box!

Up, Up and Away

It's time for the Doozer Creek hot air balloon race and the Pod Squad is ready! Flex has suped up the Podmobile blimp, but it goes way too fast and they soon veer off course!

Using what they have around them, the Pod Squad learns to be resourceful and even help Professor Gimbal out of his own racing conundrum.

Detective Doozers

Professor Gimbal is tired and frustrated. He can't figure out how to finish his latest invention. To make matters worse, his old inventions are going missing. The Pod Squad volunteer to figure out what happened to the missing items and become...The Detective Squad! They soon discover Professor Gimbal has been stealing the items from himself - in his sleep!

Hiccup-a-majig

Something's wrong in Doozer Creek. First Baker Timber Bolt gets a case of the hiccups, and then Doozers all over start hiccuping! The Pod Squad soon discover that a bunch of jumping beans have fallen into Baker Timber Bolt's latest batch of Zesty Radish Cakes. After trying a few silly methods to get rid of the hiccups, the team remembers that a good scare is a surefire way to solve this problem. The Pod Squad works together to build a super fun, (and scary!) Doozer- coaster!

Cake Walk

The Doozer Creek baking contest is about

to start and Molly's family is sure they have a winning confection! But, when they try to move the towering cake, they soon realize they don't know how to transport it without destroying all their hard work. With help from the Pod Squad and their inventive use of a test cake, the group creates a magnetic levitation device that transports their creation to the contest without a hitch.

The Eggcellent Egg Mover

Molly makes a startling discovery – a chickadee's egg has fallen out of the nest in her tree! It's undamaged, but the Pod Squad knows they need to get it back up and inside the nest – fast! How can they be gentle with the egg but still precise enough to get it back into the nest? The team is stumped until they see a beetle crawling up the side of the tree and are inspired to build a vehicle that can carry the egg and crawl up the side of a tree.

Pod Ball

When Chief Doozer asks the Pod Squad if they will clear the playground of the seedpod balls, they quickly get to work carrying and carting them down a narrow path to the drop off spot at the other end. As they transport the seedpods, they brainstorm on how to make the chore faster and more fun. That's when the Pod Squad gets an idea: create a super fun game that uses the pods

as balls – and turn the chore into the best game ever!

Enter the Ditzies!

It's a very special night in Doozer Creek. The magical glowing bugs called Ditzies are in town and they're a very rare sight! Daisy Wheel is especially excited – she just HAS to see them! Working together, the Pod Squad builds a Spritzzy Ditzie Dazzler to attract the Ditzies and get a front row view of their beautiful light show!

Doozermahoozit

The Pod Squad is excited when Professor Gimbal gives them a Doozermahoozit, a strange-looking invention, and tells them he'd like them to fix it. The problem is, they have no idea what it's meant to do! ! It's nothing and it's everything – it can be used in a hundred ways and rebuilt a hundred times.



Trouble Below

The Pod Squad ventures underground to the Doozer Tubes where they meet Doozer Dwight, the Tubes train conductor! But when their ride is cut short by an obstacle on the tracks, the Pod Squad takes on the challenge of repairing the tunnels.

Daisy Wheel on Ice

Daisy Wheel wants to skate with the others, but she doesn't know how. The Pod Squad works together to build her a custom Doo-Step Skating Dress that lets her glide across the ice in no time.

The Gingerbread House

The Pod Squad wants to build a Doozer-sized Gingerbread House that will take some clever construction to create.

Mapping Quest

The Pod Squad sets out to finish the map of Doozer Creek started by Flex's grandparents many years ago.

Dune Buddies

In the Desert, the Pod Squad visits their friend Zippa and goes for an amazing dune buggy ride! But, the ride is so wild that Daisy

Wheel loses her hardhat and the Pod Squad is determined to find it amongst the sand dunes.

Big Stars

Molly wants to put on a show for the Doozer Creek! With the help of her friends and her enthusiastic dad, Molly turns her small puppet show into a spectacle the whole town can enjoy!

Light Where It's Dark

Doozer Dwight dreams of riding the original Doozer train, 'Ol Speedy, that's been buried underground for many years. The Pod Squad decides to make his dreams come true by finding an innovative way to get this solar powered train up and running with the clever use of mirrors and light.

The Pod Squad Pavilion

Everyone is busy getting ready for The Doozer World Expo. Professor Gimbal assigns the Pod Squad a very important job: to create a pavilion that represents The Pod Squad.

Doozers on Parade

The Doozer World Expo is underway and it's time for all the villages to present the shows they've prepared to tell everyone what makes their village unique. The problem is, each show is so long and elaborate, the ceremony

would take days! Molly puts on her thinking cap and, along with the Pod Squad and her new friends, Buzz, Tag and Zippa, comes up with a great solution that will allow everyone to participate!

Doozer Re-Users

Flex has broken his beloved hardhat and he doesn't want to get a new one, but the old one isn't safe anymore. Visiting a new friend, Doozer Re-User, Flex learns how to re-use his hardhat in a whole new way.

It's a Breeze

The Pod Squad is ready for a rockin' jam session but everywhere they go to play, they're getting in the way. They finally agree to play outside, but it's SO windy! Turning their problem into a challenge, the group creates all new instruments that play using wind power.

Three's a Team

It's Contest Day at the Doozer World Expo: the day when all Doozers team up to test their invention skills. Spike accidentally promises to enter with both Daisy Wheel and Buzz and now he needs to figure out a way to stay in the contest without hurting anyone's feelings.

Sky High Doozers

During the Doozer World Expo, the Pod Squad and their visiting friends, Buzz, Tag and Zippa, all work together to create a Sky High Doozer tower that represents Doozers from all around the world.

A Windy Wonder

Professor Gimbal calls on the Pod Squad for help in testing out a new invention called the Windy Wonder. They have no problem finding numerous great uses for this cool new machine but it's hard to pick just one use that's the best.

Short Order Doozers

Baker Timberbolt is swamped at the Bakery. His new Super Sammies are a huge hit and he can't keep up with the demand! The Pod Squad come to the rescue, building a new invention that allows customers to make the sammies themselves.

The Blue Beaker

Professor Gimbal has been searching for the elusive Blue Beaker bird to complete his collection of rare bird photos. The Pod Squad jumps in to help, creating their very own Blue Beaker to help attract the real bird.

Picture Perfect

Professor Gimbal has a special task for the Pod Squad today: collect a series of pictures without using any of their usual high tech tools like their Grabbers, Flexers, Clipboard or Jetpack. Now, they must think outside the box to complete their challenge.

In a Fog

The Pod Squad finds a creative way to guide Professor Gimbal down through the fog when he's stuck up in the air in his blimp.

Starry Night

A comet is coming to Doozer Creek and the whole town is gathered to witness this special event. Unfortunately, the comet arrives past Daisy Wheel's bedtime and she misses the whole thing! With help from her friends, Daisy Wheel gets her very own comet that she can look at whenever she wants!



CHARACTER BIOS



Spike

“Let's get to it and DO DO DO it!”

Even for a Doozer, Spike takes the notion of thinking “outside the box” up into the stratosphere! There is, quite simply, NOTHING too big for Spike to imagine – then help build and try out! He's electric, energetic, and surprising – he has a million ideas and is just bursting to try them all! More than anything, Spike's enthusiasm is contagious! As the “innovation instigator,” he's the one that pushes the group into action and helps build on ideas. He uses his digital Doozigner tablet to dream up all kinds of possibilities!

Like any great inventor, Spike is a flexible thinker with the ability to improvise and experiment on the fly while not worrying too much about mistakes or setbacks. He refuses to give up at the first (or third!) sign of failure. Spike likes to know what makes things tick and will often take things apart to figure out how they work. He also likes to demonstrate his inventions with a flourish – if he's invented a waterproof coat, he'll drape it over you and toss a bucket of water in your direction, whether you're ready or not!

More than the others, Spike is willing to take risks. He pushes the Pod Squad members to step outside of their comfort zones, and his ideas sound like such a blast that it's hard for them to say “no,” even if the consequences may mean mud on their boots or feathers in their hair! Spike's mom is the Chief Doozer of Doozer Creek and his little sister is Daisy Wheel.



Molly Bolt

“Let’s add some fun stuff too!”

Remember that friend of yours who knew how to plan the best sleepovers (complete with caramel corn and sing-along movies?) or organize an awesome neighborhood carnival only run by kids? Well, that friend is Molly Bolt!

Her friends call her “Molly” for short and she loves organizing all kinds of social events for them. When coming up with an idea, Molly often says, “You know what would be FUN?” Whether it’s a picnic in the treetops or ice-block sledding down the grassy hills, Molly’s your cruise director for a great time!

Molly brings this same level of coordination to the Pod Squad’s projects. She is a planner, list-maker, digital butterfly clipboard-carrier, and multi-tasker. She loves charts, maps, tables, and graphs – she has a giant map of Doozer Creek on her wall that she happily consults to determine the best way to get where she needs to be. Molly is the organized member of the group. Spike may come up with the big ideas, but Molly is the one who sets the Pod Squad in motion. She knows just what they need to get the job done, and she’s the one that keeps them on track.

When she’s not busy spending time with the Pod Squad, Molly has a flair for design. When the Squad is constructing a playground, she may think about how equipment placement or aesthetics will affect how things look and feel to the users. Think of her as the Steve Jobs of the group, always looking for the most elegant solutions. She also loves applying her design perspective to her fashion as well – she likes to make her own accessories. If a Doozer is looking to add a bit of flair to their hardhat, Molly is the Doozer to see!

Molly Bolt lives in a treehouse with her father, Baker Timberbolt, and mother, Chief Architect.



Flex

“The Podmobile Blimp, at your service!”

A play date with this good-humored Doozer can involve rolling up your sleeves! Need a friend to help build a bungee swing or a remote-controlled mini solar system on your bedroom ceiling? Then Flex is your Doozer! Flex loves to tinker, paint, hammer, assemble, weld, put up and knock down all kinds of creations. Be it a giant whale kite or a catapult for launching radishes across town, this kid has a knack for building!

Flex lives on his grandparents' farm and his bedroom may look like a tornado touched down, but he likes to think of it as his workshop! It's filled with all kinds of projects, tools, and funky building materials. This is a kid whose pockets brim with all kinds of knick-knacks. Hey, you never know when you might need a lone marble for your latest endeavor!

Flex drives the Pod Squad's Podmobile, captains the Podblimp, and frequently volunteers to be the “test pilot” of new inventions or products (particularly if they are treats or toys!). The Pod Squad knows that product testing is crucial when inventing new things.

Flex is the most even-keeled member of the Pod Squad who images the possibilities in everything they endeavor to do.



Daisy Wheel

“Fun-tastic!”

Daisy Wheel is the youngest, cutest and most precocious member of the Pod Squad! She's also the smallest, but what she lacks in size she makes up for in spunk! Daisy Wheel is no shrinking violet; she has thoughts and opinions and is always eager to get them across. The most extroverted of the four, Daisy Wheel is always happy to make a new friend. She also has the benefit of being able to say things that no one else will – when the team is going off track, Daisy Wheel is the first to let them know.

Daisy Wheel has a keen sense of wonder about the world. Her answer to all of the Pod Squad's quandaries is: “Let's Ask Nature!” She's an expert observer, often noticing things that no one else does. She also LOVES, LOVES, LOVES all animals. Taking care of baby beetles and filling the hummingbird feeders are simply part of her self-imposed responsibilities.

Daisy Wheel revels in nature. She notices everything! Whether it is the pattern of a cut-open orange or the smell of tree sap during the winter, Daisy is quick to take in everything with her senses. Like many great inventors and scientists before her, Daisy's observations of nature inspire her work and play. For the Doozer Creek Swim Race, Daisy came up with the idea for the fish-scale swimsuit (“Hey, if you want to swim as fast as a fish, you have to be built like one!”). Another time, watching a spider spin a web gave Daisy Wheel the idea for a net to catch her runaway jetpack!

Daisy Wheel loves puzzles, singing, and turning everything and anything into a game! She uses games as a vehicle to learn, explore, and better understand her world. Daisy Wheel brings high spirits and moxie to every project the Pod Squad takes on!

PRODUCTION BIOS

Phillip Stamp

Supervising Producer & Series Director

Phillip Stamp's career encompasses over 20 years in Film and TV production. His career has covered a variety of positions including Editor, Writer, Producer, Executive Producer, Co-creator and Director of award-winning animated series. He is currently based in Halifax, Nova Scotia as Supervising Producer and Series Director at DHX Media working on projects with such international partners as The Jim Henson Company, Mattel and Fisher Price. He is known for his diverse skill set, as well as his creative problem solving in production with a proven record of delivering quality above expectation, while maintaining budget and schedule demands.

In 2007, he co-founded One Animation in Singapore where he co-developed, executive produced, produced, wrote and directed an original 3D animated preschool series entitled "Rob the Robot", now in its second season and currently airing on TVO and other networks in Canada and Disney Junior throughout Asia. For his work on this series, Stamp was nominated for a Gemini Award in Canada in the category of "Best Direction for an Animated Program or Series".

Between 2005 and 2007, Stamp worked as an independent Producer/Artist on numerous projects within the Singapore animation and production community. In 2007 he provided screenwriting expertise for both live action and animated productions, including one of the first 3D animated features made in Singapore, "Sing to the Dawn". In early 2007, he also directed Chinese and American screen icon Joan Chen for a Singapore feature film titled "The Leap Years." The same year, he worked with Elliott Animation and Amberwood Entertainment to produce and direct animation for 26 episodes of the award-winning TV series "Rollbots", which premiered on Canada's YTV in late 2008.

Stamp's initial move to Singapore was prompted by the role of Animation Director for Lucasfilm Animation Singapore. This position covered building and managing the team, as well as assisting in recruiting additional artists for the production of the 3D animated TV series "Star Wars: The Clone Wars." And after several years in Asia, he is happy to be back home in Canada.

Stamp has been a regular guest speaker at various schools and institutions including New York University's Singapore Campus,

Tisch School of the Arts, the Nova Scotia College of Art and Design as well as the Center for Arts and Technology in Halifax. Stamp can be contacted via LinkedIn, or through Facebook. He has yet to find a comprehensive place in his life for Twittering, or other forms of Social Media.

Lisa Henson

Executive Producer

Lisa Henson is Chief Executive Officer of The Jim Henson Company where she oversees all television and feature film production from early development through post-production.

Henson serves as executive producer on the Emmy®-nominated preschool series "Sid the Science Kid," and "Dinosaur Train," both of which are currently airing daily on PBS KIDS® in the U.S. and in multiple markets around the world. Other credits include "Pajanimals," a preschool series featuring four cuddly puppets, and "Doozers," a new CG animated preschool series inspired by the popular characters from "Fraggle Rock." Henson's producing credits include "Mirror Mask," "Five Children and It," "Muppets Wizard of Oz," and "Good Boy." Features currently

in development include Edward Gorey's "Doubtful Guest," "Pinocchio" with Guillermo Del Toro, "Happytime Murders" starring Henson Alternative's Miskreant Puppets and the highly anticipated films "Power of the Dark Crystal" and "Fraggle Rock." She is currently in production on the Disney feature film "Alexander and the Terrible Horrible No Good Very Bad Day."

Prior to her current position, Henson was President of Columbia Pictures, in charge of all creative business affairs, administrative and production-related matters for the company. Before joining Columbia Pictures, Henson served as an executive at Warner Bros., working on such blockbusters as "Lethal Weapon" and "Batman."

Henson graduated summa cum laude in 1983 from Harvard University, where she was the first female President of "The Harvard Lampoon."

Halle Stanford

Executive Producer

Halle Stanford is Executive Vice President of Children's Entertainment for The Jim Henson Company, leading the company's development and production of all preschool and children's programming for television, direct-to-video and online projects in animated and live-action formats. She began her relationship with the Company in 1993 and has developed and produced many well-

known properties since that time.

She has overseen and been an executive producer on the Emmy-nominated series "Sid the Science Kid" and "Dinosaur Train" (both of which are currently airing daily on PBS KIDS® in the U.S. and in multiple markets around the world) and the preschool series "Pajanimals," currently airing daily on the Sprout cable network in the U.S. Other credits include "Me and My Monsters" currently airing on the CBBC and Australia 10 as well as "The Possibility Shop" for Disney Online, "Wilson & Ditch: Digging America" for PBS Kids Go!, "Animal Jam," and "Telling Stories with Tomie dePaola." She has also been involved in the production and development of various other Henson productions like "Bear in the Big Blue House," "Frances," "The Hoobs," "Construction Site," "Farscape," "Muppets Tonight," and "Muppet Treasure Island."

She is most excited about the new CG animated preschool series "Doozers," inspired by the popular characters from "Fraggle Rock." This series is set to air on Cartoon Network EMEA and multiple markets around the world in fall 2013.

Stanford holds Bachelor of Arts degrees in Film and Theater from Wesleyan University and lives in Los Angeles with her sons Max and Theo.

Steve DeNure

Executive Producer

Steven Graham DeNure, President and Chief Operating Officer of DHX, is responsible for overseeing overall operations of DHX and its subsidiaries. DeNure also serves as Executive Producer on many of the Company's television and interactive media projects. DeNure co-founded Decode Entertainment in 1997 and in 2006, merged the operations of Decode with Halifax Film to create DHX. Prior to founding Decode, DeNure was at Alliance Communications Corporation for more than 10 years and served in a number of senior positions including President of Alliance Productions and President of Alliance Multimedia. During his tenure at Alliance Communications Corporation, he was involved in the development, financing and production of all television and feature film projects, including notable projects such as "Due South," "North Of 60," "Eng," and "Blackrobe," and was responsible for the animation division, music-publishing division (TMP), and for merchandising and licensing.

DeNure is a pioneer in CGI animation, having acted as Executive Producer of the groundbreaking Reboot and Beast Wars animation series. DeNure serves on the board of the Canadian Film Centre as Vice Chair.

DeNure graduated from Simon Fraser University with a BA in Economics & Business Administration.

Anne Loi

Executive Producer

Anne Loi is responsible for overseeing Finance, Operations, Interactive Development, IT and Human Resources for DHX Media. Her duties also include development of long term plans and arranging bank financing for DHX Media's productions, both domestically and internationally. Prior to joining the company, Loi was Vice President of Financial Strategy at Extend Media and prior to that, Director of Finance at Interactive Media Group.



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