

Pegah Izadian, MA,
Animation Artist and Researcher
[Email](#), [Website](#), [LinkedIn](#), [Vimeo](#)

Education

2009-2012 – MA, Animation Directing, Tehran University of Art, Faculty of Cinema and Theater.

2003-2008 – BA, Handicrafts, Tehran University of Art, Faculty of Applied Arts.

Work Experience

Nov 2012 to present – Animation director, writer, and producer

Oct 2017 to present – Stop motion puppet fabricator and tutor at Pegah Puppets Studio.

Jun 2019 to Mar 2021 – Collaboration with Documentary and Experimental Film Center (DEFC) in producing an animation, *Take-off* stop motion animation project.

Sep 2015 to 2021 – Sessional instructor at Al-Zahra University, Maziar University, Tehran University of Art.

2012 to 2019 – Screenwriter at Harekat-e Kelidi Animation Company, *Farid's Puzzles* animation series.

Apr to Jun 2015 – Guest writer at HOOR Animation Company, *Masal-Nameh* animation series.

Filmography

Octo AR /ongoing project / AR designer, video artist / video Art

Farid's Puzzles / 2021 / co-writer / TV animation series

Dot / 2021 / puppet designer

Octo / 2017 / video artist, director, editor, sound designer / music video

Spin / 2014 / director, animator, sound designer / stop motion

Identity / 2013 / art director, title designer / motion Comic

The House of Sun / 2013 / roto artist / animated documentary

Me Who Is Not Me / 2012 / writer, director, animator, editor / hybrid animation

Interview and Publications

Winter 2025 – A kaleidoscopic view: Studying diverse aspects of experimental animation, published by the Hellenic Semiotic Society, Punctum International Journal of Semiotics, Aristotle University of Thessaloniki, Greece. (DOI: 10.18680/hss.2024.0006)

Winter 2019 – “Self-Expression in Experimental Animations”, interview with Iran’s ASIFA magazine.

Winter 2017 – “New Approaches to Experimental Animation”, *Animation and the World Ahead*.

Spring 2016 – “Farshid Mesqali in Modern Experiments”, *Cinematheque of the Contemporary Art Museum*.

Winter 2016 – “What Is Experimental Animation?”, and “Forming Game: Representing the Creation of Humans”, *Animation Specialized Quarterly Research-Oriented, Educational, Analytic* magazine.

Achievement

2015 – Best Animation Thesis from the 9th Tehran International Animation Festival.

Since 2017 – Official member of the Animated Filmmaker Guild of Iran

Language

English (C1), French (A2), Arabic (familiar), Persian (native)

Software

Adobe Photoshop, Premiere, After Effects, Dragon Frame, Mobile visual apps, Microsoft Word.