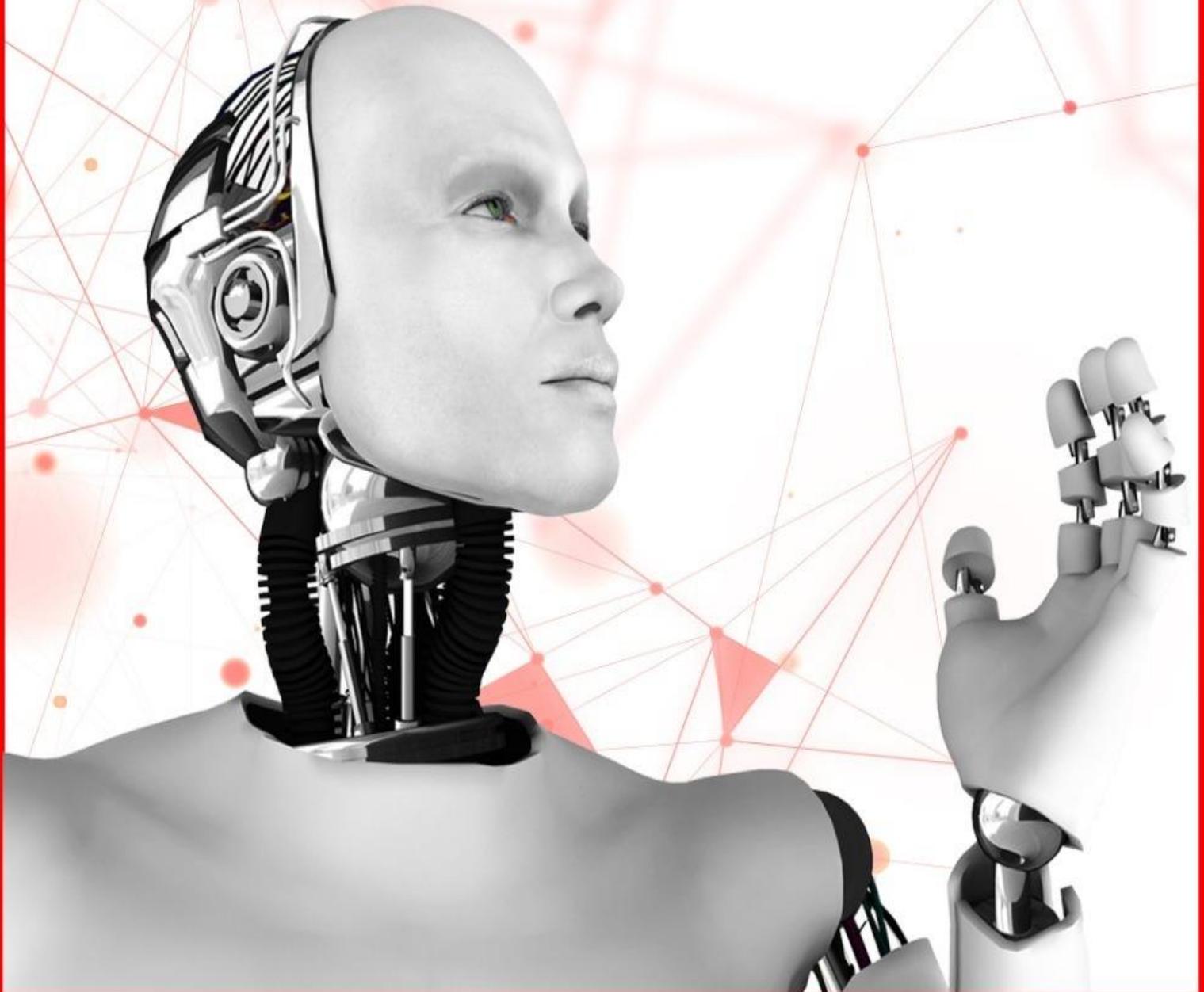




# AB4IR NEWS

MONTHLY JOURNAL OF INFORMATION TECHNOLOGY

**TECHNOLOGY - INNOVATION - INCUBATION**



Page 2 - Everything AB4IR  
Page 4 - Technology  
Page 5 - Animation  
Page 8 - Gaming

Page 9 - Around Africa  
Page 11: News Around The  
World  
Page 13: Events

# | Everything AB4IR

## AB4IR induct its first Cohort.

As part of its programme to provide support to entrepreneurs to upscale their businesses, AB4IR hosted an induction session for all the start-ups in the gaming, animation and virtual reality on Wednesday, 10 February 2021. The event was hosted through a virtual platform to enable all entrepreneurs and those who were not able to attend in person to attend the event.

The entrepreneurs were welcomed by the team under the leadership of Ms Kele Molopyane where they were taken through AB4IR journey, sharing activities undertaken by AB4IR since inception to date and the plans going forward.

All the entrepreneurs were given an opportunity to introduce themselves and outlined their expectations and required assistance.

Ms Molopyane provided a brief synopsis of the events and interventions which have been planned by the digital hub and further indicated that the official opening of the centre will take place mid- March 2021.

After the induction, entrepreneurs were provided with an opportunity to do the walk about of the facility to enable the start-ups to have the real experience of the facility and what the centre can offer.

Overall, the event was well received by the entrepreneurs, and the start-ups are looking forward to being part of the facility.



(Bottom left to right: Lethogonolo Mokoena, Bafana Makalima, Didintle Maletle, Simphiwe Monareng.

Top left to right: Lehlogonolo More, Lyverne Prinsloo, Litlile Makwela, Tshegofatso Makeketa)



(Clifford Mokhobo)



(Mulligan Pearce)



(Mamosidi Mahlope)



(Teboho Moreki)



(Katlego, Kele & Sfiso)



(Incubatees at induction physically)

# | Technology

**Airbus and Audi demonstrate mini-me version of flying car at Amsterdam show.**



A flying car developed by Airbus, Audi and Italdesign took a high-profile test flight at the Amsterdam Drone Week conference, with its low-profile size. The modular vehicle is a quarter-scale demonstration model of the “Pop-Up Next” transportation system that the three companies are developing.

The idea is to have a passenger compartment that can sit on top of a four-wheeled electric vehicle to travel the roads or attach to the bottom of a quadcopter to fly. At the Amsterdam show, the three companies displayed impressive full-scale mock-ups of the flying car, but the gizmo that flew was basically a drone with brackets attached.

When the drone landed onstage, a toy car drove up beneath it, and the car's chassis was pulled up to the drone's underside. Then the drone flew off, leaving the car's four-wheeled base behind. During the final part of the demonstration, the drone set down again, waited for the wheeled vehicle platform to drive beneath and deposited the chassis on top.

<https://www.geekwire.com/2018/airbus-audi-demonstrate-mini-version-flying-car-amsterdam-show/>

# | Animation

## Strong Weekend for Animation at Global Box Office.



After being nominated for golden globe, Pixar's *Soul*, topped the weekend's international box office with R155,59 million, playing in 13 markets where Disney+ is not available. It debuted at the top of the charts in South Korea (R52,36 million) and Russia (R49,37 million).

Chinese audiences have also been receptive to *Wish Dragon*, a first-of-its-kind co-production between Sony Pictures Animation and various Chinese companies (including Base Animation). The film came in fourth for the second weekend running, taking R50,87 million for a total of R215,43 million. For comparison: Netflix's *Over the Moon*, another U.S.-China co-production with a China-set story, opened to a mere R8,7 million in October.

Animation continues to dominate the box office in Japan, where *Demon Slayer: Kimetsu no Yaiba the Movie: Mugen Train* has reclaimed the top spot for two straight weekends after briefly dropping to #2. The film, which follows on from the manga and anime series of the same name, is now estimated to have crossed R5,2 billion in the country, where it is the highest-grossing release of all time.

*Gintama: The Final*, another manga spin-off, held on at #2. The film is estimated to have crossed one billion yen (R143,62 million) in 16 days, reaching the milestone more quickly than any previous film in the franchise.

<https://www.cartoonbrew.com/box-office-report/soul-wish-dragon-demon-slayer-lead-strong-weekend-for-animation-at-global-box-office-201186.html>

## Disney Marvel Series ‘Moon Girl and Devil Dinosaur’.



Disney Television Animation has announced the cast of its latest series Marvel's Moon Girl and Devil Dinosaur. Based on Marvel's hit comic books, the show follows the adventures of 13-year-old super-genius Lunella Lafayette and her 10-ton T-Rex, Devil Dinosaur. After Lunella accidentally brings Devil Dinosaur into present-day New York City via a time vortex, the duo works together to protect the city's Lower East Side from danger.

Series executive producer Laurence Fishburne will voice the recurring role of The Beyonder, a curious and mischievous trickster.

Actress and singer Diamond White (Disney's "The Lion Guard") will star as Lunella Lafayette (aka Moon Girl) in Disney Channel's highly anticipated animated series Marvel's Moon Girl and Devil Dinosaur, slated to premiere in 2022. Also joining the lead cast are Alfre Woodard ("Marvel's Luke Cage") as Lunella's grandmother, James Jr.; Fred Tatasciore ("Marvel's Avengers Assemble") as the one-and-only Devil Dinosaur; and Gary Anthony Williams (Disney Junior's "Doc McStuffins") as Lunella's grandfather, Pops.



<https://www.animationscoop.com/voice-cast-and-first-look-at-marvels-moon-girl-and-devil-dinosaur/>

# | Gaming

## Google Stadia Is no more Exclusive content.



Google looks set to continue offering Stadia to third-party game companies. "We see an important opportunity to work with partners seeking a gaming solution all built on Stadia's advanced technical infrastructure and platform tools. We believe this is the best path to building Stadia into a long-term, sustainable business that helps grow the industry."- Phil Harrison, Stadia's vice president and general manager.

Less than two years after it opened,

(SG&E) had been developing original games for Stadia, the tech giant's young game streaming service. With around 150 workers being affected, Harrison says Google is committed to finding them new roles as Google is now focused on using their Stadia technology platform for industry partners.

Google is not yet giving up on the tech behind Stadia, which lets users stream hi-res games on any screen if they have Google Chrome and a strong internet connection. The platform has received praise: when the flagship game Cyberpunk 2077 launched in December, it generally performed better on Stadia than on consoles.

<https://www.cartoonbrew.com/business/google-shuts-its-stadia-game-studios-after-15-months-pivots-business-201497.html>

# VALORANT



Valorant manages to reproduce those great qualities while tossing magical ice walls and drones into the mix. The deliberate detachment from reality also allows traditional support tools like smoke, flash, and fire grenades to become playful abilities with varied uses. Take Phoenix's Hot Hands, a Molotov-style fireball that burns enemies while healing Phoenix, or Jett's Cloudburst, a smoke grenade

that she can steer through the air after throwing. It is not only fun to use but inspires skill shots that are not possible in Counter-Strike.

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It is wild how quickly Valorant has captured the collective consciousness of FPS fans. Riot's competitive shooter is just barely out of beta, yet it already stands toe-to-toe with the biggest games in its genre. It helps that Valorant comes from a gigantic studio and that its deviously smart partnership with Twitch streamers to selectively hand out beta access gave it a running start. But that enormous marketing push would not mean much if Valorant is not also good.

The 5v5 games take place over up to 25 rounds, which can last anywhere from 10 seconds to a couple minutes each. The attackers want to plant the bomb (called the Spike here) and the defenders must defuse it or die trying. Other games have borrowed Counter-Strike's round-based bomb mode over the years, but far fewer have ever mimicked Counter-Strike's exact shooting style, map design, and weapon economy. Even in 2020, CS still stands out as a shooter that is won with equal parts mechanical skill, strategic frugality, and deep mind games.

<https://playvalorant.com/>

# | Around Africa



## Netflix offering full Tokyo anime school scholarships with living expense support, open to foreigners.

Pretty much as soon as it arrived in Japan, Netflix made anime a major pillar of its content mix. No doubt emboldened by the success anime found on streaming platforms outside Japan, Netflix has continued to expand its presence within the Japan anime industry, and now it does not want to just be involved in creating animation, but animators too.

WIT Studio, best known for its work on the first three seasons of "Attack on Titan," has announced the formation of the WIT Animator Academy. Hosted at the Sasayuri Video Training Institute in Tokyo's Nishiogikubo neighborhood, the program will be a six-month course, with classes held five days a week, and following completion students will be retained as subcontracted animators for a Netflix original anime to be produced by WIT or its sister studio Production I.G.

So how much will the course cost students? Not a single yen. Netflix is footing the bill as a scholarship and is even pledging to help students out with their living expenses during the program.

<https://japantoday.com/category/entertainment/netflix-offering-full-tokyo-anime-school-scholarships-with-living-expense-support-open-to-foreigners>

<http://www.witstudio.co.jp/animatorschool.html>

## Trademark logos promote social distancing.

Amidst the Global COVID-19 pandemic that has shaken our world to the core, and simply changed the way we think and behave, many large brands have created new trademark logos to promote the new ethos of “social distancing”.

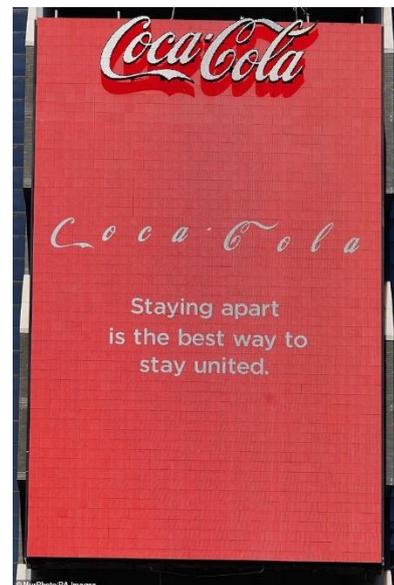
Many believe that the message behind the campaigns is a good one, as most of the new logos seek to reinforce to the public in an innovative fashion, the current reality of social distancing, which serves to save lives and limit the spread of this highly contagious virus.



McDonalds has separated its iconic arches.



Audi has also launched a new advertisement whereby it has separated its highly recognisable four normally



Coca-Cola has also spread out the lettering of their iconic stylised Coca-Cola logo in solidarity to the cause with the inclusion of a message which goes to the core of social distancing as a concept.

# | News Around the World

Kenyan inventors create bio-robotic arm controlled by brain signals.



It would not look out of place in a science-fiction film, but this robotic arm could be set to change the real lives of disabled people in Kenya. It was invented by David Gathu and Moses Kinyua and is powered by brain signals. The signals are converted into an electric current by a "NeuroNode" biopotential headset receiver. This electrical current is then driven into the robot's circuitry, which gives the arm its mobility. The arm has several component materials including recycled wood and moves vertically and horizontally.

[https://www.euronews.com/2021/01/25/kenyan-inventors-create-bio-robotic-arm-prosthesis-controlled-by-brain-](https://www.euronews.com/2021/01/25/kenyan-inventors-create-bio-robotic-arm-prosthesis-controlled-by-brain-signals?fbclid=IwAR1M95vfAULF3NwinFSIwLgXnpLAn66DjW3Ve0TNxwVMRRULMAYr8--8ZT8)

[signals?fbclid=IwAR1M95vfAULF3NwinFSIwLgXnpLAn66DjW3Ve0TNxwVMRRULMAYr8--8ZT8](https://www.euronews.com/2021/01/25/kenyan-inventors-create-bio-robotic-arm-prosthesis-controlled-by-brain-signals?fbclid=IwAR1M95vfAULF3NwinFSIwLgXnpLAn66DjW3Ve0TNxwVMRRULMAYr8--8ZT8)

## Morocco Orders Drones from Israel's BlueBird Aero System



Morocco has reportedly ordered drones from Israel's BlueBird Aero Systems, a company known for designing and developing Tactical Unmanned Aerial Systems (UAS) equipment. Morocco's said order is the extension of a September 2020 deal between the Israel Aerospace Industries (IAI) and BlueBird Aero Systems. The deal reportedly concerns IAI's acquisition of 50% of the equity of BlueBird Aero Systems. Despite the announcement of the deal several months ago, the deal between IAI and Bluebird has not yet been closed, it is said that political "uncertainty" in Israel caused the delay in completing the agreement between IAI and Bluebird Aero Systems.

<https://www.morocoworldnews.com/2021/02/335118/morocco-orders-drones-from-israels-bluebird-aero-system/>

# Past Events

**SCREW UP SESSIONS**  
With Kelo Molegane  
Guest Speaker  
**Isabelle Rorte**  
Sole owner and Chief Enabling Officer of Enlightened Poppy Network Pty Ltd  
Multi-Award Winning Executive producer and Business Woman  
26 February 2021  
14H00  
Join the conversation live on Youtube at AB4IR Hub & Facebook at AB4IR  
YouTube LIVE  
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**E-SPORTS TEAM SCOUTING**  
DO YOU HAVE WHAT IT TAKES TO BE ON OUR E-SPORTS TEAM?  
Games to be played: Street fighter V (Playstation) & Mortal Kombat 11 (Xbox)  
Where: Tshwane South TVET College - ODI Campus Mabopane Unit M, Pretoria  
26 February 2021  
11:00 am - 16:00 pm  
COVID-19 REGULATIONS WILL BE FOLLOWED.  
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**Ilizwe Lam Workshop**  
for educators  
iLizwe Lam is a Facebook Africa supported programme that seeks to inform high school learners, teachers and parents about the great opportunities and dangers that the internet can pose for them online. These sessions will focus on sharing resources, tools and tips of how to navigate a digital classroom.  
2 February 2021  
12h00 till 13h30  
Join us live on Zoom, Facebook and Youtube. Go to [ab4ir.org/events](http://ab4ir.org/events) to register and receive updates.  
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# Upcoming Events

- AB4IR official Launch
- Introduction to Digital creatives
- Hackathon

# Our Partners

