There has been an ongoing debate as to whether the dinosaurs became extinct "overnight" or whether it took a period of many years. Based on my experiences in the licensing industry, I’d have to vote for the "took years" position – not because I am old enough to know, but because we are watching a dinosaur on the cusp, fighting for its survival: movie licensing.

There has been no shortage of commentary on the speed at which movies move through the theaters. Huge opening weekends, followed by three weeks (for those lucky few) of press coverage, then oblivion -- to 14-screen suburban multiplexes. Go to a "blockbuster" in week four and you pretty much have the theater to yourself – probably because by week five you can purchase the DVD at another "Blockbuster."

So with this rapid evolution in the dynamic of movie marketing, one might think the studios would adjust their licensing posture to reflect the speed of the actual movie. But no, it is still business-as-usual in the consumer product departments. Producers still look to these folks for a portion of the revenue, always citing Lion King merchandise success.

Memo to studios: Those days are gone.

Yes, there are still huge box office successes. But the successes in merchandise sales are fewer and farther between. Consumer product success is now a function not of the movie itself, but the related equity from which the movie is born. Movies, in effect, have become licensed products of their own.

Think Spiderman. A huge success, Sony and Marvel leveraged a 50-year-old comic book equity into the stratosphere by building on nostalgia and the need for heroes in today’s world.

But Spidey is one-in-one-thousand. On the other side, think Finding Nemo. Personally, I think Nemo is Samoan for "little merchandising." Talk about changing times. Compare Nemo with The Little Mermaid and you can see that box office, story, and great marketing are all there, but the lack of retail support made it impossible for the brand to build enough equity to sell through.

“So, know-it-all,” you are probably thinking, “How do you structure licensing deals with companies that have to tool, develop, and sell product to just three or four major retailers? And how do you get those retailers to support a broad-based consumer product program for a movie that is more like a promotion – just a few weeks in and out?”

Good questions. Let us add another question: Are guarantees even relevant anymore? I know I am speaking heresy here, but manufacturers are the one that need the guarantees. Guaranteed retail support, of marketing windows, of timely style guides and talent approvals. Box office guarantees. With the high risk of low/no sales, shouldn’t a reasonable advance based on the cost of development be enough? If it is a hit, everyone collects on the backside anyway. (At least in my dreams.)

It has been done, to some extent, before. For instance, when Fox launched Anastasia, I recall an approach that was based on smaller deals with a win-win scenario, and in spite of a great movie and less than great merchandise sales, few manufacturers felt burned by that experience.

Dylan’s "Times They Are A-Changin’" applies here: it is time for the licensing industry to give the manufacturers their due. Pre-movie merchandising drives tickets; strong ticket sales drive merchandise. The manufacturers have proven their worth; it is time for the studios to see them as more than revenue – recognize them for the synergy they create – and they take the same risks proportionally on merchandise that studios take on movies.

Either that or the industry as we know it could drive itself to extinction.

MEET THE “OTHER” FAB FOUR

Do you know Greg, Murray, Jeff, and Anthony?

If not, chances are you don’t have a child between the ages of two and five in your home. These guys are "The Wiggles," and they are the shining stars of the kids market. Like the original Fab Four, they sell out on their concert tours, appear at major events (including the Thanksgiving Day Parade), have the top selling DVDs and Video’s in the US – and the top rated show on the Disney Channel to boot.

The Wiggles are also in retail outlets everywhere, and Building Q clients are enjoying their success. MODERN PUBLISHING, manufacturer of coloring and activity books currently has a line of 12 titles on the market with more to follow for 2005.

"If there was ever a natural fit for our category, the Wiggles are it," said Andrew Steenberg, President of Modern Publishing. "We look forward to creating many more great products for the Wiggles in the coming year."

BASIC FUN shakes things up with their Wiggles Water Wigglers. These novelty toys rock-and-roll in the palm of your hand. Other Basic Fun products include Wiggles keychains and finger puppets. New 2005 products include figural keychains featuring all four guys.

AD SUTTON and SONS will add new SKUs to their successful line of children’s backpacks throughout 2004 and beyond. Based on the sell-in, the Wiggles have quietly assumed a top spot in the strong ADS line of backpacks and accessories. Just count the Wiggles backpacks on your morning commute as you pass by school bus stops.

As we go to press, our trio just became its own Fab Four with the addition of KOSMAKRE, which has signed on to produce a line of children’s bandages.
THE JOURNEY

By Mary Oliver

One day you finally knew what you had to do, and began, though the voices around you kept shouting their bad advice-- though the whole house began to tremble and you felt the old tug at your ankles. “Mend my life!” each voice cried. But you didn’t stop. You knew what you had to do, though the wind pried with its stiff fingers at the very foundations, though their melancholy was terrible. It was already late enough, and a wild night, and the road full of fallen branches and stones. But little by little, as you left their voices behind, the stars began to burn through the sheets of clouds, and there was a new voice which you slowly recognized as your own, that kept you company as you strode deeper and deeper into the world, determined to do the only thing you could do-- determined to save the only life you could save.

NEWS & NOTES

2004 LICENSING SHOW HIGHLIGHTS
• Be sure to look for the unveiling of Building Q’s brand new booth at this year’s show. We will be in Booth # 3553 – stop by to take a look at our new place!
• LIMA Awards – T-Shirt manufacturer ODM is nominated for Entertainment Brand Licensee of the Year – Soft Goods, for its Orange County Choppers (OCC) T-Shirts. The envelope will be opened for this and all the LIMA awards on Wednesday, June 9.
• Fun Run – Now in its 5th year – come out early on Thursday, June 10 to run in one of the world’s best places-- Central Park. Woody and the gang step off at 6:45 AM – a perfect way to start the last day of the show!

NEW BUSINESS
We are welcoming the following manufacturers to the Building Q family in 2004:
• VANDALE INDUSTRIES: A premier manufacturer of Intimate Apparel including sleepwear, loungewear, daywear and innerwear/foundations. The company’s mission is to supply superior product to all channels of distribution by forging long-term partnerships and servicing our customers needs.
• METOO PET PRODUCTS: Manufacturer of pet products including dog and cat toys and accessories, bird houses and feeders, and aquariums and accessories.

UPCOMING TRADE SHOWS
Mark your calendar for the upcoming events:
• All Candy Expo – Chicago, June 6-8
• ACCI Craft Show – Chicago, July 15-17
• Comic Con – San Diego, July 22-25
• Summer MAGIC – Las Vegas, August 30 – September 2
• SHOPA – Orlando, September 20-24
• Fall Mass Market Toy Fair – New York, October 19-21

PDQ CLEANS UP NICELY
While PDQ has occasionally been called to "mop up" a stalled product development situation, we were recently hired by actual cleaning specialists: Quickie Manufacturing, America’s premier manufacturer of household cleaning tools. The assignment is top-secret, but we promise to bring you an update in the future. Meanwhile, the PDQ roster has been expanding. In addition to work in the toy and craft industries, we have recently done work for companies in healthcare, health & beauty and other consumer products channels. For more information about PDQ’s experience with brainstorming sessions, concept sketches, styling renderings, product development & engineering, production and Far East manufacturing oversight, please give us a call. You might even call us clean up specialists – let us show you how we can help you add shine to your product line.

For more about PDQ, contact Jonathan Jaffe at jaffe.pdq@buildingq.com.

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Dear Editor,
Did Paul Teutel of Orange County Choppers join your firm? His license is all over the client roster. Let me guess – you used one big client as leverage to get in for all the little guys, right?
--BIKER ENVY

Dear Biker,
While using a major client as leverage to get a license for other clients may sound smart (and some of folks do it), it goes against pretty much everything we believe in. Our strategy is to treat every client as an individual entity and make each deal on its own merits. That is not to say that our relationship with a licensor doesn’t help – sure it does – but each deal has to make sense in its own right. In the case of OCC, we had a great existing relationship with their representative, Jim Bell of J2 Licensing, and when we saw the opportunity to get into OCC before the brand really took off, we had that relationship as a base. And, you can see from the client list, we haven’t won all the logical deals we could with OCC. No matter how good a relationship we have with a licensor, we can’t get them all.

--LOOKING FOR A DEAL

Dear Deal,
PDQ, our sister company that manages product development, was born about seven years ago out from the need of a few clients for product development services. What we thought would be an added service turned into a separate company, as more work came from outside our client roster than inside it. That may have to do with something that we do charge for the service – but that’s just a guess. For more about PDQ, we recommend you call Jonathan Jaffe, Executive Vice President, who is stationed down the hall from us at 856/782-3377.

Dear Editor,
We noticed you have another company on your web site – PDQ. What does it do and will you do it for free for current clients?
--LOOKING FOR A DEAL

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Dear Editor,
We have always wondered – why is the firm called Building Q?
--JUST WONDERING

Dear Just Wondering,
Truth, justice and the American way. No really, the company's roots lie within an office complex in Cherry Hill, NJ where our first home was actually in "Building Q". Woody thought it was a catchy, hip name for the company – better than "Woody Browne and Associates."

Dear Editor,
How are responsibilities divided among team?
-- A HEADHUNTER

Dear Headhunter,
Our Building Q team includes three seasoned professionals and a great support system. As Director of Marketing, Gary handles licensing for hard goods products such as toys, collectibles, sports and housewares. As Director of Licensing, Terry handles apparel and accessories. Michelle Brown is our overworked Office Manager (and that welcoming voice most folks hear on the phone when they call), and Woody oversees all the monkey business.

For the answers to more questions, send ‘em our way. We will try to answer them when we have a moment ...
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For more information on Building Q or our clients contact us at: Woody Browne, Managing Partner Cary Schneider, Director of Marketing Terry Hess, Director of Marketing 1000 Haddonfield-Berlin Road • Suite203 • Voorhees, NJ 08043 Phone 856-782-7400 • Fax 856-782-7737 1412 Broadway • 19th Floor • New York, NY 10018 Phone: 917-510-0447 • Fax: 212-719-5133 www.BuildingQ.com

* - Contract Pending
According to an old saying, the life you have in this lifetime is a karma of what you did in the last. What if you can go back to your past lives and change your actions? Ye Yin is a girl who can look into the past for the cause, examine the present for the adversity, and see into the future for the solution, an art she learned from her mysterious master. During the 2006 Northern Ireland peace talks, Sinn Fein leader Martin McGuinness (Colm Meaney) and Democratic Party leader Ian Paisley (Timothy Spall) are forced to travel by car together. Search for "The Journey" on Amazon.com. Share this Rating. Title: The Journey (2016). 6.6/10. Want to share IMDb's rating on your own site? Journey is an indie adventure game developed by Thatgamecompany and published by Sony Computer Entertainment. It was released for the PlayStation 3 via PlayStation Network in March 2012 and ported to PlayStation 4 in July 2015. It was later ported to Microsoft Windows in June 2019. In Journey, the player controls a robed figure in a vast desert, traveling towards a mountain in the distance. Other players on the same journey can be discovered, and two players can meet and assist each other, but they