

## Season 2 interview with Jayson Thiessen

### Transcript by Nash

Tek: Hi there pony fans! Tekaramity from Equestria Daily reporting in. I hope you all are having an excellent day today. Phoe is also here with me. Hi there, Phoe!

Phoe: Hi!

Tek: How are you today, ma'am?

Phoe: I'm excellent.

Tek: Excellent. That's fantastic. [?] we're both excellent. Well actually we have a third pony here today, a very special guest with us: Jayson Thiessen, supervising director of Friendship is Magic, and show-runner for season 2 and beyond. Jayson, thanks so very much for agreeing to chat with Equestria Daily today.

JT: Hi, well, thank you, it's very much a pleasure to be here.

Tek: Oh, absolutely, and you're welcome. Now, Jayson, I understand that you're here today to give us some information about the upcoming second season, which, I would remind you pony fans debuts on September 17th, on The Hub.

Tek: Let's kick this off with a pretty basic core question. What convinced Hasbro to renew Friendship is Magic for a second season?

JT: Hmm, of course. Well, I mean... I gotta say, the question back to you, why not? I mean, it's a pretty good show, I'd say. And not only that, but, you know, a major property for the company, so... they actually approved the season 2 before we were... done season 1, so they knew they had something good on their hands, I think.

Tek: Yeah, that is pretty fantastic to hear.

JT: It.. It... Like I s... It didn't take much convincing is what I would say.

Tek: That... That's good actually, that's very promising.

JT: Mm-hm.

Phoe: Just out of curiosity, do you know if... to put this as bluntly as possible, if... the... we'll call it the brony phenomenon, did that have any impact on that or?

JT: I don't think they really knew about the brony phenomenon at that point, or saw it coming. I mean, they... they just knew that they had a network on their hands, and they had to... you know, they had a great property and a great show that Lauren had invented. So, I mean, everything was just set for doing another season, I mean... I think they would have been silly not to.

Phoe: I would agree.

Tek: Yeah, I would definitely agree. But it's good that they saw that.

JT: Yeah, they saw it early on, which is, which is rare, because... usually a season will be done and aired before a network will renew it because they want to know what the numbers are, but they took... I guess a bit of a risk on their behalf, but I'm glad they did.

Tek: Yeah, absolutely.

Phoe: Yeah, and it's interesting that we, as fans, did not get to hear about the renewal until

pretty much the end. I'm a little curious, have things changed as far as the day-to-day workings in keeping things under wraps now that there are so many ponies who are actually looking for information?

JT: Well, yeah, they do want to, you know, keep things from getting out there that they're not prepared to put out there, so... And I know bronies pry... So...

Tek: Yeah, we are curious.

Phoe: It's what we're good at.

JT: Yeah. It's hard to hold back things that you know, and that you know everyone, or everypony, would really love to know. So it's... You know, there's things I'd like to say that I know you guys would love. But I'm not gonna say, because that would be a spoiler.

Tek: Right, the nature of spoilers. Well, that's awesome to hear though that there are things you wanna say that we will love, because I'm quite certain that we will love them even beyond expectation.

JT: Well, I hope I'm not being presumptuous.

Tek: Oh no no, not at all, not at all. Not even close.

Tek: And... Here's definitely something that I've noticed has become increasingly active between season 1 and season 2: the propagation of the show. I'm talking specifically marketing, and social networking, and... First let's talk a bit about the marketing. I mean, now we have the Equestria Girls music video, we have that Bridle Maids billboard, "there's a pony for that". Yeah, really all really neat stuff, it's really, really cool. And it... A lot of it seems to be capturing more of the audience, not just the target audience, but everybody that's watching the show. And it looks to reflect sort of an increased confidence from the top down. From Hasbro, from all of [?]. I mean, how has that evolved after season 1 to season 2?

JT: Well, definitely they have noticed the bronies, that's for sure. I mean, all those videos on YouTube, of like the movie trailers and the music videos and such, I mean...

Tek: Mm-hm.

JT: We forward those to each other, you know, and every time we have like a call with Hasbro, either they will tell us or we will tell them about some other thing we found on the Internet about the show. And we send it around. And then, you know, they were just.. I think they were just surprised by the response. I didn't think that... I don't think they knew that it would respond this way. I mean, I don't think any of us did. And, so, they're kind of seeing this new demographic they weren't expecting and they're just... they're trying to assess what to do with it. So, they're kind of, might be... They might be doing more, I don't know, they really don't tell me that much, but...

Tek: Right.

JT: But, I think they're definitely liking it.

Tek: That's good.

JT: But, yeah, they definitely are still, you know, marketing to little girls, and such, because that's where the show lies, and... You know, it is based on a toy line, and, you know, I think little girls are a bigger demographic than bronies, perhaps, at this point, but who knows about the future?

Tek: It could go either way in the future, yeah.

Tek: I mean, it is exploding.

JT: Yeah, every day I see something new, and I'm just like, wow! You know, and that season 2 hasn't even... It's only one season that's been on the air!

Tek: Yeah, just 26 episodes.

JT: Yeah, I mean, Hasbro would be silly not to tap into that somehow and try to ride the wave, and perpetuate it even, you know.

Tek: Sure.

JT: And I do hope that they do a brony line of toys even.

Tek: Oh my goodness.

JT: Like I would love to see that, you know.

Phoe: I hope they do.

JT: I think they just need to know what the numbers are.

Tek: Ok, so, right, just numbers. Well, yeah, I'd definitely be all over that, I mean, all my money. Right there.

Phoe: Yeah, that is the meme, I believe.

Tek: Yeah, and it's the truth as well. It's memetic because it's honest.

JT: Yeah, yeah. It's great, I mean, I feel honored, I really do, to be a part of this. It's amazing.

Tek: That's excellent. I'm glad you feel that way, excellent. And yeah, and like I'm seeing, this marketing... They're doing really well for just having discovered us, because they really seem to be tapping into and connecting with us, the way that they should. They're really doing it very well. I mean, not just professionally, but they catching people's attention with it, like "wow, look at this, this is amazing!", it's awesome.

JT: Yeah, I'm glad they are, I mean that's kinda rare, you know, doesn't always happen.

Tek: No, no, it's a definite blessing.

Phoe: We feel very appreciated.

Tek: Oh yeah, oh yeah, we are definitely appreciated.

JT: I'm glad.

Tek: And so are you guys, I mean, it's mutual, everyone's feeling appreciated here.

JT: Mutual appreciation.

Tek: Yes, it's fantastic, friendship is mutual.

Tek: And also...

JT: Is that a meme? Is that... That will be a meme after today.

Tek: It will be now, once this goes live.

Tek: Another thing that we've been seeing, everybody's been seeing, every pony has been seeing as well. I mean, even the people who aren't ponies yet, that will become ponies, have noticed the...

JT: Oh, we'll convert them, don't worry.

Tek: Oh, absolutely, everypony, the resistance is futile.

Tek: You're on Twitter, Daniel's on Facebook, Lauren and Sibsy and so many others, Rocko, they're on deviantart. These outlets that are emerging, I mean, that's pretty much why they're emerging now, right? To react to this, and what else could you see emerging?

JT: Oh... I don't know... I mean... I couldn't even see the bronies coming, so... As to what's next as far as social networking, I mean... Just look at the, like... Equestria Daily itself.

Tek: Sure.

JT: That alone, I mean, what a forum, right? Like, here I am, right!?

Tek: You are. Yes, you're here.

JT: On the phone with you guys!

Tek: Yeah, welcome!

JT: I think you guys in the fan base is doing better than I've ever heard of in the industry. You guys are next! That's what I think.

Tek: Wow.

Phoe: Oh, yeah.

JT: It's... I'm really impressed by how much a response that there has been on this show. I don't think anybody ever saw it coming, and don't think there's any... ever been a precedent for this before. So, I would say you.

Phoe: Thank you very much.

Tek: Yeah, that's quite an honor. I mean, sure you get... A lot of shows get numbers, but the level of enthusiasm here, from the response, and just the outpouring of thanks and creativity, it really is unparalleled, and unprecedented, you're right.

JT: And it's so positive, so much, I mean like...

Tek: Overwhelmingly, yeah.

JT: Yeah, I kind of... get the warm and fuzzies.

Tek: That's good.

JT: I would have to say. You know like, the fans have really kind of embraced the message of the show, and not taken it cynically, you know. And that's another thing that's sort of unprecedented.

Tek: True. Especially online, it's just [?]

JT: Yeah! Online, I mean, if there's any place to be cynical it'd be online.

Tek: Sure.

JT: And the fact that you guys and the fan base are so, you know, for the most part what I could see, really genuine, maybe I'm not as deep into it as others...

Tek: It's genuine.

Phoe: No, it's definitely... Under the surface is still lurking the heart of very squishy, happy ponies.

JT: Mm-hm. I mean, I was blown away by just the creation of ponychan and how that came from 4chan and all that. Like, I followed all that, I was there, watching, lurking.

Tek: That's good, I'm sure they'll all be glad to hear it. It's gonna... blow their socks off.

JT: Yeah, I mean...

Tek: Their pony socks off.

JT: Even day one, because like, as a director of the show, when the show is about to air, you get kinda like excited and nervous, like what are people gonna say, is anyone gonna say anything? I mean...

Tek: Right.

JT: The worst thing would be if nobody said a thing. So of course I was online looking around to see if there was any response online, and I started hearing about 4chan and I had never been there before so I went to check it out. And then I just sort of followed along with a lot of the

comments and just wanted to see what people are saying, good or bad. You know, like...

Tek: Sure.

JT: It's all... It's all good.

Tek: Sure, but the...

JT: I can take it, I can take it!

Tek: Sure! But it's just... It must be extremely encouraging that it's so positive, yeah.

JT: Yeah, yeah! I was... Yeah, I was riding the wave for sure.

Tek: Well, the wave's gonna keep going.

JT: I hope so.

Tek: It will, I mean because we are approaching the event that pretty much every single pony has been waiting for since season 1 ended, and that's the launch of season 2. That's this Saturday.

JT: I have to say I, that... I mean... I'm confident, but I'm also really nervous. I mean, people...

People have so much anticipation for the show, it's... It's like, I hope we can not disappoint, I mean. People have their own ideas of what should be and all this stuff, I mean I just, I have to say, just... Take it and know that we did our best.

Tek: Your best is excellent.

JT: I mean, I'm totally confident in the show in every way. it's just... you know how people can anticipate something and then when it isn't what they were thinking it can sometimes disappoint, so... I just hope people understand that.

Tek: Think we will pretty well, you think so?

Phoe: I think we're definitely going to understand, I mean, we... Everything that we've seen is just blowing us away day in, day out. Everytime anything comes to us and filters through the sources...

Tek: Yeah.

JT: Our leaks.

Phoe: We just, we all..

Tek: Our leaks, yeah.

Phoe: We all... cry with glee, and start babbling about how amazing this or that or the other thing is going to be, and...

Phoe: While you got the opportunity, maybe you got a chance to talk things up and build up a little more hype, can you, like, mention... Have you brought in... had to bring any new talent in to get the season to go? New animators, new voice actors, any sort of crew members in general?

JT: Yeah, we brought in a new storyboard supervisor. Actually we didn't have a storyboard supervisor in season 1, but...

Tek: Oh really?

Phoe: Oh really?

JT: Yeah, it was me and Wooty in there the whole time.

Tek: Oh, geez.

JT: And, it was a lot of work, so we...

Phoe: I can imagine.

Tek: Yeah.

JT: Yeah. And because, you know, they did... You know, it's no surprise or... no secret they greenlit season 2 while season 1 was still going, we needed some help, so... we brought in this guy, Jim Miller, who has been supervising all of season 2 storyboards and... He's amazing, he's a really great storyteller, and a leader, and I'm really happy he's onboard. I've known him since I started in animation too, so he's like...

Tek: Oh.

Phoe: Oh, excellent.

Tek: Yeah, that's very encouraging.

JT: Yeah, yeah, I mean, he was my first choice for sure, and I'm glad that, you know, he was available. He was on season 1 as well, as a board artist.

Tek: Ok.

JT: And... He helped out in doing revisions and things like that towards the end of season 1, and he as a big part of it, so... He was the perfect choice. And he was there, and he was great, and he liked to do it!

Tek: Awesome, that's pretty fantastic, yeah! Just... branching off of that just a bit... I mean, was that... You said it was your choice. Who... I mean, obviously they actually choose, but do you have significant input in saying... "these are the people I've known that I know can do an excellent job, if we need them, can we bring them in?", something like that?

JT: Oh, yeah, I mean, it's part of the job of supervising director, you know, like... People do listen when you say something and sometimes it can be unnerving, but...

Tek: Oh yeah.

JT: You gotta say the right thing! But it was everybody's choice too, I mean... Even, like... Lauren didn't know who he was, but... You know... She was... She had... She gave her blessing as well on him, because he met her, and... they got along well too, so, everyone was happy.

Tek: That's quite good. Happy endings are the best endings.

JT: Mm-hm. Mm-hm.

Tek: Absolutely.

JT: As far as other things... Yeah, we kind of... We didn't really bring in much new voice talent, because we're keeping with the same... the same cast. I mean, we brought in episodic people, and such, so... there are new voices in the show, as we needed them.

Tek: Sure, excellent. Well thanks for all that, sounds pretty fantastic, and, like I said, encouraging, definitely.

Tek: But, also, speaking of new things, new horizons if you will... Correct me if I'm wrong, as I could be mistaken, but DHX took over all production of the Pound Puppies reboot between seasons 1 and seasons 2 of Friendship is Magic, is that correct?

JT: Yes, yes, they did.

Tek: Okay, well, then I'm sure that brought an additional workload on many people. How has that most impacted the production of Friendship is Magic, I mean, for example... which departments have had to take on the largest chunk of the new burden?

JT: No, it hasn't really affected us at all, I mean...

Tek: Really?

JT: We... My Little Pony has their own floor at DHX. We're all alone up there on the 5th floor.

And Pound Puppies has the 4th floor, and there was plenty people to go around, and... We were able to keep everybody on. And, you know, sometimes we'd pass people back and forth as some people, you know, because animators are on contract and they're not on as long as I am.

Tek: Right.

Phoe: Mm-hm.

JT: You know, they'll be six months, or eight months or whatever, and then there'll be a gap between seasons or something, and then they can go on to another show and help out that crew. And then when they're ready to come back on pony, we'll bring them back on pony. It, you know, we're all a big happy family.

Phoe: So I guess that means you don't have any like, bitter rivalries?

JT: No, no....

Phoe: Any friendly competition at least? Do you rub it in that you're in the top floor?

JT: No... I mean... It's... Ah, well, I mean... Just amongst individuals, but... It's a... It's a big dog and pony show there... Ha-ha.

Tek: Oh there we go, excellent! Episode references, yeah...

Phoe: Title drops, beautiful.

Tek: Yeah, now we're really getting somewhere! Man! Okay, so, so really, there's additional workload but you guys have enough people to go around, that...

JT: Yeah, the studio's always been able to handle multiple production, I mean... We're used to it, we've done it... ever since we started flash production. And even before that, when we were a classical studio. It's, you know, it's part of the... It's a big enough studio, we can handle more than one show. Sometimes three or four, it's happened before. It gets challenging at a certain point but, you know, we meet it.

Tek: Yeah. Alright, so, then the main juggling comes from the DHX as a whole, not particularly the pony team.

JT: Oh, yeah, no. We keep things, you know, just fine on our show.

Tek: Ok, yeah, well.

JT: We haven't really had any negative impact, yeah.

Tek: Oh, good, that's good to hear.

Phoe: But something you probably do have to juggle is... Correct me if I'm wrong, but the large portion of season 2's animation was outsourced to Top Draw, is that correct?

JT: Right, yeah.

Phoe: How does that sort of thing impact, like, the production from your end?

JT: Well, it's actually... great, it's been a benefit in a lot of ways.

Tek: Hmm!

Phoe: Hmm!

JT: Because, we're able to focus more on pre-production and... You know, everyone has... Anyone who's been an animator in the past has kinda moved up to doing layout, and we... we really like to think of it on ponies as a move upwards, to go into layout. And, which is like preparation for animations, so... Our animation artists are doing a lot of the... all the key poses, they're working out all the background composition, and doing color balancing, and... A lot of, you know, preparation, and direction. They're each like a little mini animation director, because

they... they give information to the overseas studio, and they're able to take that and give us back what we're looking for.

Tek: Ok.

Phoe: Oh, that's wonderful.

Tek: Yeah, that's spiffy.

JT: Yeah, they've really... I have to say, I'm impressed by them, because they put in the extra effort for sure. They are... We have no more revisions on their work as we do on our in-house, our on crew.

Phoe: Oh, wow, that's...

JT: We're happy to have them onboard.

Phoe: That sounds like a wonderful relationship.

Tek: Yeah, I think it does.

JT: Yeah, they've been kind of a partner studio for us for a long time, so we've gotten to know each other really well, and, you know... We've taught them and they've taught us. And it's been a great collaboration. And I think that it's really gotten a lot better on ponies, like things have just kind of gelled, a lot. And, I think... Possibly because they like the show too, I assume. Because I see some animation coming in, I'm like "wow, that pretty good!"

Tek: That's awesome.

JT: Like, I've seen stuff that they've put in the show that we weren't exactly asking for, but, it's, been, you know... Made the show better.

Tek: Yeah.

JT: So, I always love to see that, you know, I love it when people put themselves into the show and go that extra mile.

Tek: Yeah, it sounds like every pony involved is doing that whether you expect it or not. It's just... all sorts of positivity.

JT: Yeah, you know, that's the great thing about this show, I mean, every aspect of this show has really been a plus, I mean... with the scripts, and the storyboards, and the designs, and the layout... I mean I can't... I can't think of a department that's really... not doing better than expected, you know. And I think it's because everyone sees that this is, and feels that this is a great show, and they really love working on it. I mean, we have bronies on staff.

Tek: That's the best thing to have on staff, bronies, yeah. You want bronies on staff.

JT: Yeah. Well, I mean, I don't want to be presumptuous and call them out or anything.

Tek: Ok, then.

Phoe: Of course.

Tek: It's alright, we won't name names. Just this person, that person and the other person.

Yeah, ok. Hi there, bronies on staff! Thanks guys!

Phoe: We love you!

Tek: Yeah, we definitely love you.

JT: Hopefully they identify themselves as that, or I'll be hearing about it...

Tek: Ok, then I'll wish you the best in...

JT: Ah, I'm just kidding.

Tek: ...preserving your... Yeah... Ok, well, yeah, definitely, thanks for everything so far. This has been... fantastic. It's insightful, it's revealing, it sounds like the atmosphere there is just



overwhelmingly positive, encouraging, spiffy...

JT: It's a lot of fun.

Tek: Yeah, every significantly positive adjective in the book can be applied to this show.

JT: You want me to get the thesaurus out?

Tek: If you don't mind, sure, let's just go through them all one at a time. Although I kinda think you can say pony with all of them now. Pony is just the ubiquitous positive adjective now.

JT: There you go. Add that to [?]

Tek: Mm-hm. Well, tell you what then. We've talked about processes, teams, production. And, we're all talking about between season 1 and season 2 here, or just the show in general. But... why not just... let's talk about a bit about season 2 itself. As much as you can without giving specifics. But...

JT: Sure.

Tek: ...general season 2 good stuff.

JT: Alright.

Tek: And all the readers are leaning forwards now, they're captivated.

Tek: Ok, first of all, the first episode. Was it a postponed season 1 episode, and if so why was it postponed?

JT: Ah, no. It was always part of season 2. We were producing season 1 and 2 back to back, so it wasn't... Nothing was postponed. We just knew that the premiere episodes were so epic that we wanted to make sure we had extra time to do them.

Phoe: Oh, wow.

Tek: Ok.

JT: We wanted to keep our staff onboard as well, you know, because sometimes between seasons, people, they finish their contract and there's time in between, and they end up at another studio or in another job, so... We wanted to keep people around as long as possible so it was like a good way to keep as many people as possible on staff so that we could bridge the gap between the two seasons.

Tek: Ok, so not only were you working on the pilot and the two-part intro to season 1, but you had that epic storyline script and working for season 2. So you were really not just juggling 26 episodes, you were juggling 28 or more, more or less.

JT: Yeah, correct. Correct.

Tek: I mean, for all we know, you could be juggling every single episode for every season ever, all at once.

JT: Well, they're all swimming around in my head somewhere.

Tek: That's... good. Keep track of them.

Phoe: Don't lose them, please.

JT: Yeah. Well, you have to, I mean, as director, I mean, you're involved at every stage, so... I'm reading scripts while I'm looking at storyboards, while I'm looking at animation, while I'm looking at music and voice records. It's just... And all for different episodes. So.. I come into a meeting and I'm like "What episode is this? Oh, 19, ok, what was that one about? Ok, got it."

Tek: Yeah, sure.

JT: And I have to, like, switch to that in my brain, you know.

Tek: You must be doing an admirable job of it, because it's all come together swimmingly so far.

JT: Yeah, well, it's...

Phoe: Yeah, it's...

JT: It's not always easy, but...

Tek: Sure.

JT: What that's good ever is?

Tek: Yes.

Phoe: And, I really gotta say from the screenshots that have been released on the pony Facebook page... Every bit of scenery and every shot has just looked absolutely breathtakingly gorgeous.

Tek: Yeah, gorgeous.

Phoe: On a level that I don't quite remember most episodes having in season 1, although maybe this is just me going through withdrawal. But I mean it just looks soo good!

JT: Well, thank you, I'm glad you think so. And it's not moving either, yet! Wait 'til you movement.

Tek: Oh my goodness, it's gonna move!

Phoe: I know, I'm gonna... I don't know if my body is ready!

JT: Yeah, I mean, we definitely wanted, you know, one and two to make a splash, for, you know, the big two-parter...

Tek: Mm-hm.

Phoe: Mm-hm.

JT: ...opening to the new season, and.... So, every aspect of it was somehow enhanced as much as we could.

Tek: Sweet.

Phoe: I suppose with all the [?] work you haven't really managed to benefit from any major breakthrough in technology, but...

JT: Right.

Phoe: You know, have you guys just gotten better at doing what you do, does that help a little, or?

JT: Yeah I think mostly it's been a refinement of the process. I mean, we didn't rally know what we were in for in season 1, so, we approached it as best we could, you know, people were new to the show, we had to develop all the language of the show, like just the film language. There were a lot of people on the show who had never really worked on anything like this before, and even me, like, you know, I had to figure out what Lauren was looking for and everything. And... You know, the first season is always kinda like the figuring out, getting it... getting it.. You know, developing, it's like the introduction, right?

Phoe: Yeah.

Tek: Yeah, absolutely.

JT: And then, when you get to season 2, you got season 1 to draw upon. And you can look back and go "Ok, what worked, what didn't work, how do we make it better, what do we... what can we do to... make it... you know, give us the most amount of creative license and artistic strength?", you know, and, so we did that, like that was one of the things was bringing in Jim as our storyboard supervisor.

Tek: Mm-hm.

Phoe: Mm-hm.

JT: And we did a bit of a junior/senior thing, we wanted to cultivate new storyboard talent, and so we had like a senior board artist, and junior board artist, people who were interested in working on the show. And by now we had a show to show them, like "Hey, what do you think of working on this?". So...

Tek: Right.

Phoe: Yeah, I bet that helps a lot.

JT: Yeah, yeah, you know. And by the end of it, you know, we got some new great storyboard artists that we can use later on. Eh, not use, but, you know. That can... That can...

Tek: Employ!

JT: We can employ! And you know, who've wanted to be board artists, and hadn't quite gotten the chance yet. And, we wanted to really... you know, foster that new talent. And also, you know, with our layout processor, you know, kinda beefing that up, because that was, you know, a great aspect of season 1. We wanted to do that more and... put more into that so we have, you know, more of expressions... and, you know... better shots, and just... higher quality all around as much as we can, just... You know, and I mean, while we were working on season 1!

Tek: Right, you're rigging up all that... and here's season 1 too, going on. Episodes are airing and... Look at all this!

JT: I mean, my... the other director, my co-director, Wooty, James Wooton. He's amazing technical guy and he's just... so good at figuring out the best way to do something and how to do it technically, you know, well.

Tek: Yeah.

JT: And he was like, writing applications and things for Flash, and making it, you know, better for the animators and layout guys to... to just have more time on their hands to put into the poses and stuff. And working out the flash builds, that's a big factor too.

Tek: Yeah, sounds like it.

Phoe: Oh, yeah.

JT: Yeah, the flash builds were the biggest thing. We spent a lot of time, and Wooty too, he worked a long time on those pony builds to make them as optimized and as useful for animation as possible with Flash. And I think that it's been a huge benefit to the show. The... Some of the stuff that I'm seeing, like... It's like as good as classical. I look at it and like, I couldn't tell that stuff's done in Flash, except that I know, and could, you know, I could see the bits and pieces of how it works, but...

Tek: Sure.

JT: You know, ultimately, you know... It's amazing.

Tek: It is amazing. Yeah, and it looks excellent to us, definitely.

JT: Yeah, well, I hope so. I mean there's always critics, but you can't please everybody.

Tek: No, and if you try to please everypony sometimes you'll end up pleasing nopony.

JT: That's right.

Tek: That was Suited for Success. I had to drop that in there.

JT: Exactly.

Tek: Yeah, absolutely, oh my goodness. That was definitely Lauren's episode there.

JT: Yeah, yeah, yeah, she...

Tek: And possibly yours, and every other artist known to pony.

JT: We, yeah, we all felt it. We, you know, it was a good episode, it was speaking from experience.

Phoe: Yeah, that one I think resonated with a lot of ponies across...

Tek: It did.

Phoe: ...across the country and, well, both countries.

Tek: Yeah!

JT: And I love it. I love episodes like that where, you know, there's something, some aspect of the show, or the story that, or the character arc that, you know, everyone can identify with and really, you know, has experienced in some way, and... It's just a great way to tell a story and get people involved, you know. They can go "That happened to me!", you know.

Phoe: Mm-hm.

Tek: Sure.

JT: I love stories where we're drawing upon your own experience, you go like, "Hey, this happened to me once, I think this will be a great thing for so-and-so to experience on the show."

Tek: Yeah.

Phoe: Yeah.

JT: Putting yourself into it is always a good thing.

Tek: Definitely, and I mean, you have all that major benefit, and then you get 20-somethings singing a song about sowing a dress together!

JT: Yeah! I'm always amazed by that!

Tek: By now it actually doesn't surprise me anymore. It just, it's that amazing. And it's promising, not just for... and this is on a personal note, not just for the show itself, but like you said, these people that are getting chances that had never had them or wouldn't otherwise get them, are now getting a chance on this amazing show, to work on it. So it's benefiting the show itself, and then these people who will go on to hopefully make more awesome shows!

JT: Yeah, exactly, yeah. And... I mean, having stronger talent is always a benefit to everybody, you know.

Tek: Mm-hm.

Phoe: Mm-hm. Yeah.

JT: Because it's just, you know, more people for us to hire, and we can have... people who really care and can do it.

Tek: They do it, they definitely do it.

Tek: Ok, slightly similar topic. I remember you told us in your previous interview with Phoe that the, let's call it the geography, the mechanics of Equestria, they've been loosey-goosey, they're flexible, as you need them to tell the story.

JT: Yeah.

Tek: That things can shift a bit. But, between the two seasons, now that you've established Ponyville and Equestria for 26 episodes, and then of course you're gonna have 26 more, 52 in total. How much more strictly has the creative team defined these standards, the workings of the pony universe? I mean, because some of them are really fascinating. One example that stands out to almost everypony is: in season 1, Bridle Gossip, you hear that the clouds in the

Everfree forest move all on their own!

JT: Right... Teah, the Everfree forest has a mind of its own. Nobody... No pony needs to help it. So...

Tek: Like, to them it's normal that you need to do this for the animals and the plants, and you need to set up the clouds up for the storm.

JT: Yeah, exactly.

Tek: That sets the world building of Equestria and Ponyville and the like very strongly, I mean... But like you said, some of it's loose, well how much tighter has it gotten? Has it gotten any tighter?

JT: Well, when it comes to like, just the physical locations of things, we try to be as logical as can and keeping things consistent obviously.

Phoe: Uh-huh.

Tek: Mm-hm.

JT: But, you know, we've have had episodes dealing with the mechanics of Equestria in the upcoming season...

Tek: Sweet.

JT: ...to varying degrees, you know...

Phoe: Wonderful.

Tek: Yeah, that's awesome.

JT: ... where it's, yeah, where it's applicable in the story. If we have an idea for a story that uses it you know, it's always great, it's a great element to have. I love that aspect of the show, because it kinda does add to the wonder of the world, you know.

Tek: It does.

JT: There's... And it brings something bigger to the picture, you know. There's something they can do, there's something they need to do. And so, that gives us... ideas.

Tek: Yeah, sure, it births creativity all over the place. And yeah it adds to that sense like when we all first saw Cloudsdale in all its glory in Sonic Rainboom, it was just overwhelming. The weather factories, and the cloud city and everything, it was... mindblowing. I mean, that adjective is overused but this time it literally was like... "Wow, this is magical, this is amazing."

Phoe: I think that's one of the things that has stuck out in everypony's mind more than maybe any other one setting piece.

JT: Oh, really?

Tek: Yes.

Phoe: Yeah, Cloudsdale is a very beloved part of Equestria.

Tek: Oh, yeah.

JT: Oh, I didn't know that.

Tek: Well, I'm glad we could tell you.

JT: It's a cool place, I definitely... I love it, it's, you know, it's kinda like... the cloud city in Star Wars.

JT: No, I mean, that was a mechanical, but, you know, it's got that... you know, epic size and scale, and it's, you know, very Greek.

Tek: Right. Colosseum.

JT: Yeah! And I love that stuff. I was really impressed with it myself, and I really wanted to try

and get that feeling of it across, you know when we first go there and we see Rainbow Dash and Fluttershy flying towards it and it's kind of revealed in this glorious shot, I wanted that to be that kind of epic feeling of "Holy crap, what is that, look at what we're looking at! You know, this is where we're going, this place we've never been to before!". So, I'm glad that that came across.

Tek: It definitely came across, oh yeah.

Phoe: This interview is turning into a geek-out session.

JT: Canterlot is a great place as well, so..

Tek: Oh, yeah, oh yeah.

Phoe: Oh, certainly.

Tek: Yeah, when we were watching the "At the Gala" song with everything, that was pretty magical too. Mm-hm.

JT: Oh yeah, yeah, I love that song. That's an amazing.. amazing piece.

Tek: Yes.

JT: My wife storyboarded that song... section... of that episode.

Phoe: Nice.

Tek: Yeah.

JT: So I had it playing in the house for a long time.

Phoe: And didn't get sick of it?

Tek: No.

JT: And she was working on it. It's been in my brain for a long time.

Tek: Ok then, just quick random tangent: I know that you guys can take from fan stuff, but like, there's "At the Gala", have you listened to some of the remixes, some of that fan content?

JT: Here and there, you know, if I see it. I don't get everything, I don't think.

Tek: Oh no, it's almost impossible at this point.

Phoe: I don't think we get everything. And it's our job.

JT: Yeah, I'm a... I love the 8-bit remixes. I'm a 8-bit fan, so, everything chiptune I'm into.

Tek: There you go.

Phoe: Wonderful.

Tek: Did you hear that, RainbowCrash88, Jayson Theissen loves your 8-bit remixes, dude, so keep it up, dude. All the way over the...

JT: Yeah, give me more!

Tek: Yeah, hear, there, "Give me more!", straight from Jayson himself. Get on it, bony. If at all possible, if you could get any sort of chiptune into the soundtrack of the show, get on that.

JT: Well, I don't know if it would fit in the old world setting of My Little Pony.

Tek: Ok.

Phoe: Yeah, probably not.

Tek: Well, just put a beep or a boop in a Dash song, there you go. Just a little shout.out.

JT: I did try to get some of that into Pucca when I was working on that show. There was a couple of scenes here and there, I actually made some sounds on my Gameboy and brought it in to the composer and gave it to him like "Put this in the soundtrack."

Tek: That's phenomenal.

Phoe: Yes, that's wonderful.

Tek: It is.

Phoe: Ok, so, shifting a little bit, like, you know, we discussed, obviously, how all of, like, the various improvements you've been made and we talked about world building as part of storytelling.

JT: Mm-hm.

Tek: Mm-hm.

Phoe: One thing that we have also noticed just going over... Again, just pouring over screenshots because that's what we have to do these days... That, like, in the stained glass windows in that one shot, I think it was the first one to go up.

JT: With the blue light reflecting on them?

Phoe: Yeah. There appears to... Like, if you pay attention to the images in all the panels in the panes of glass, it looks like there's a whole lot of foreshadowing going on, or hints at various things that came before might come... You know, this sort of foreshadowing of a strict following of dramatic structure and a more traditional narrative type sense is the kind of thoughts we've been we've been trending towards. Is that kind of stuff being employed by the writing staff in season 2 or, like, as opposed to the more self-contained slice-of-lifey stuff.

JT: Oh. Yeah, I mean, we delve into the history of Equestria now and then, and we try to, you know, make that all... congeal into... You know, it's one world, it's one kind of conti... No, I wouldn't say continuous, but it does feel kind of continuous. And we, we like to create some... an arc of some sort. I mean, those stained glass windows do depict a story... Trying to choose my words wisely...

Phoe: We understand.

Tek: Yes.

JT: All will be revealed in the episode!

Tek: It shall.

JT: Don't worry!

Tek: Surprise! [?] ruining it!

JT: They're there for a reason. They are part of the literary device. I mean, you'll see, you'll see.

Phoe: Mm-hm.

JT: I mean, I don't wanna ruin things for people.

Phoe: I'm sorry for giving you such a difficult question.

JT: No, that's not difficult. I'm just... I could probably tell some stuff, but... You know, some people probably want to keep it a surprise.

Phoe: Right.

JT: I think it's pretty cool, I think it what we did was a really cool way of depicting the ancient history of Equestria. We've done that a few times on the season. So, you'll see some great backstory for the world.

Phoe: I'm very much looking forward to it.

Tek: Yeah, absolutely, that's very promising, dude.

Tek: One other thing that stood out to me, one time in particular, was how a lot of shows you'll

have a perfectly neat happy ending without real sensible resolution to the conflict. Just... fluffy. And, Friendship is Magic does have a lot of happy endings but the characters have to endure trials and realistic conflicts to get there, except in the case of Swarm of the Century; that ending was tragicomic, because Ponyville was obliterated. And then it was fine in Winter Wrap Up because it's a slice-of-life episodic show, but, I mean it's just... "No, we saved Ponyville!", and "No, you didn't, it's toast!". Do we have the potential to see more of these less than fluffy resolutions to the episodes, [?], things like that?

JT: Right. Well, yeah, we do bring, you know, the cast to the brink of their destruction on several occasions.

Phoe: Oh my!

Tek: Ooh!

JT: It's very emotional a lot of times. But you know, we do... It is intended for children, and, you know...

Phoe: Of course.

Tek: Mm-hm.

JT: ...we like to keep it a happy ending where it... at all possible.

Tek: Oh, sure, sure.

JT: It's part of the format of course, and...

Tek: Mm-hm.

JT: You know, you want to end on a positive note, that's classic story telling.

Tek: Sure.

Phoe: Mm-hm.

JT: We're not trying to create any, like, avantgarde pony shows here.

Tek: Oh, there we go.

JT: That's for you guys.

Tek: Ok, Friendship is Avantgarde, we'll jump on that.

JT: Yeah.

JT: Although Fluttershy does enjoy haute couture. But... which maybe has nothing to do with avantgarde, I don't know.

Phoe: Haute couture is pretty bizarre, so...

Tek: Are we talking Dada art now?

JT: Well, Salvador Dali does not make an appearance on the show.

Tek: Ok.

Phoe: Ok, good to know.

Tek: Yeah, that's concrete information, we'll keep that.

Phoe: OK, ponies, if you're listening, note it down: melting clocks confirmed for not being in Ponyville.

Tek: That changes that one image macro, doesn't it?

Phoe: A little, yeah, it does. Oh well.

Tek: With Pinkie standing in the painting. Sorry Pinkie, no Dali.

JT: There may be an episode in there, I dunno. Yeah, like, I do love to emotionally, you know, hit them hard, throughout the episode. It makes for...

Tek: Just don't break 'em.



JT: Well, you know, sometimes you gotta hit your rock bottom before you can learn the lesson.

Tek: True.

JT: It's just great, you know, it's part of, I think, doing a cartoon, you gotta go to the extremes, or else you can't really animate it.

Phoe: Push the pony envelope?

Tek: Yeah.

JT: That's right, yeah. Exactly.

Tek: Ok, well, without hitting any specific spoilers in particular, you got a few episode endings that are just gonna drop our jaws straight to the floor?

JT: Hmm... let me think... There... Well, it's hard to say, I don't know what people are gonna think, but yeah, there's some great endings I think, there some... we try to make them unexpected where we can... So, there's stuff in the works, let's just say, that could potentially make a splash.

Tek: Sweet. So that means you're not just chucking pebbles, this is a boulder, and the ripples are huge.

JT: Yeah, yeah, well I don't want to say too much. But.. not that... not that... See, now I'm just digging a hole. But yeah, like, there's... we go, we go place that, you know, perhaps other candy colored TV shows won't go. And that's part of what I love about this show, is that we're allowed to explore those areas, you know... They're not saying... I mean, they do make sure that, you know, we don't go too far, but.. You know... Sometimes I'm like "Is this gonna be too scary? I think... we gotta just try it.", you know, like, I think that kids love to be scared, and as long as you got a good resolution to it and no one really gets, you know, seriously hurt or anything like that, I mean, you gotta explore those avenues, I think that's just part of great entertainment and great storytelling.

Tek: It is, yeah.

JT: I mean, who... I mean, I remember when I was a kid, there were shows and movies I was really scared watching. But I loved those films, you know. I would work hard to make myself watch them because I enjoyed it so much, but I liked being scared, you know, I think kids like that. It's an experience, you know.

Phoe: Definitely. So, like, I'm giddily clapping my hooves in anticipation of seeing all this stuff come to fruition. You certainly... You may be digging yourself in a hole, but you're also doing a wonderful job of building excitement for us.

Tek: Oh yeah, oh yeah, I mean, it's \*clap clap clap\* all over the place.

JT: Well, you'll... It's only five days left.

Tek: Oh my goodness.

Phoe: Yeah, we can make it, we're gonna make it.

Tek: Oh, yeah.

JT: This may go up... I guess it'll be up as soon as you can.

Tek: It will.

Phoe: Yeah, soon as we can...

Tek: Hey, I mean, we'll just talk to you until episode goes up, that'll pass the time.

JT: Well, they... I am needed on set.

Tek: Yeah, absolutely, you definitely go to set, yes.

Phoe: Ok, of course.

JT: We film it live, you know...

Phoe: Oh, of course.

Tek: Live in front of a studio audience, that's good.

Phoe: Quick emergency question: Will there be a laugh track?

JT: Yes, every scene has a laugh track.

Phoe: Wonderful.

Tek: My dream come true.

Phoe: That's the one thing I thought season 1 was missing.

JT: And we even put an applause sign in the shot, so that you know when, as a viewer.

Phoe: I think everypony will appreciate that.

Tek: Right, so then...

JT: Interactivity.

Tek: ...so whenever we see all the ponies stomping their hooves that you can tell the applause sign is off screen?

JT: Oh, that's... that's definitely join in, you know, stomp your feet, stomp your hooves. Sorry, your hooves.

Phoe: Will do.

JT: Who has feet anymore?

Phoe: Not I.

Tek: What are feet?

Phoe: I forget.

Phoe: Ok, so keeping I'm kinda keeping the topics a little bit silly. You may have noticed if you look at some of the fan art that the background ponies are a very very very big draw for the brony crowd. We love them to pieces. Especially Lyra.

Tek: Especially Lyra.

Phoe: Lyra is best pony.

JT: And why is that? What did we do? What did we do right, with her?

Phoe: She always seems to be in those, like, goofy little scenes, you know, like, she's sitting in a bench in a humanized position or she's hopping up and down in the background with a kind of maniacal grin on her face, or when the parasprite eats her, I think it's pie, she makes that like completely crushed depressed face, like, her emotions are just bouncing all over the place. It's always her specifically. And on top of that, she happen to have a gorgeous design.

JT: Hmm... Well, that's... that's great to know. I mean... I think that that's part of of the great thing about our crew, is that everybody on staff tends to put something in there, and I mean, those kinds of things are put in by... somebody on staff, a layout artist or whatnot.

Phoe: Mm-hm.

JT: I think it's usually a layout artist. And these are things that aren't often boarded, you know, they're just somebody who's like "I wanna add something, this is a little something fun we can put in." and... you know it's... it adds to the depth of the world and the characters.

Phoe: Definitely.

Tek: Yeah, creative freedom, creative independence, to search good ideas.

JT: Yeah, I love that. I love that. And like, Hasbro's been really great about that too, and I have to applaud them so much, I mean, they've given us so much creative freedom on this show. And that doesn't happen very often. So... I'm very happy to be working with them, and hope to work them a lot more in the future, with... Because they just kind of great attitude about, you know, letting us be creative, and look what comes out of it! You know, this kind of fan base just, they eat it up! People love this stuff, you know, it's...

Tek: Yeah!

Phoe: Oh, we definitely do.

Tek: Yes.

JT: Yeah.

Phoe: And with all of your new storyboards and layout artists and what not, and deal with Top Draw giving you all this extra time to do the prepwork, are we gonna get to see any new models snuck into the background? With any kind of different varying identifying details? I mean, I don't know if you get to pay attention to this stuff, but I'm just curious, like, do you guys play around with pony makers?

JT: Well, I mean, we do have a lot of crowd shots.

Tek: Yeah.

JT: And were to fill the screen with a lot of ponies. So we don't always have quite enough to go around. Sometimes they need to be duplicated and that's been noticed, and you're not supposed to notice that, but you have. But you know it's the, maybe it's part of the charm, but...

Tek: Oh, yeah.

JT: I mean everything, you know Hasbro does, they like to keep things under control, they don't want things to go all crazy and off the rails so we try to stick with what's approved and stuff. But, every once in a while, yeah, a pony will show up that isn't exactly scripted or all, you know, expected, and, so, yeah, you'll... I think you'll find some things, here and there, if you look hard enough.

Phoe: And we certainly will be.

JT: And some things might just jump right out at you.

Phoe: Ohh! That's uh...

Tek: Oh there we go, ponies jumping out of the screen! Yeah, make that happen!

JT: Well, 3D we haven't cracked yet.

Tek: I no, I'm just... Actually jumping out of the screen, to us.

Phoe: Into our living rooms.

JT: Oh, well. Wouldn't that be something.

Phoe: Certainly some encouraging, interesting word choice there, I'm going to be thinking about that all night.

Phoe: So, kind of shifting from the background, like the completely nameless, voiceless ponies, to, like, the one-shot characters like Zecora, Trixie and the like.

JT: Right. Episodics.

Phoe: Yeah. Do you... Kind of feels like a silly question, but you have any plans of more of those types of things? Are we gonna see the return old favorites or? Without naming names.

JT: Yeah, you'll some... see the return of ponies, and there's plenty of new ones. Some non-ponies, you know, creatures and monsters and non-monsters, you know. Like, you know, just like season 1, we're gonna have lots of fun with the world and, you know, the various types of animals and creatures that live in Equestria. I mean, just think about it, you know, there are so different many animals that we can be using, they don't all have to be ponies.

Phoe: Yes, this is very true.

Tek: Mm-hm.

JT: So, yeah, you'll definitely see some... I've... Sometimes when I'm watching the show and we're doing a rough cut or something, I'm looking at it and like... That's gonna become a brony meme, I just know it. So... We'll see if my assumptions are correct.

Phoe: I'm sure they will be.

Tek: Yes.

Phoe: Kind of satisfying a bit of my own personal curiosity, in regards to all those things and the world around. Has there ever been any, like, the idea kicked around at least in the studio, of doing an episode that kind of focuses on Equestria or Ponyville in general, ignoring the main cast? Like how The Simpsons once did the 22 short films about Springfield kind of, where you just do a bunch of minor stories and world building sort of things? You ever, like, talked about that, or?

JT: Yeah, well, I mean we have episodes that definitely involve some of the minor characters that you know from season 1, you know, because it's like, a chance to expand on characters that you've seen before, and ... that haven't had a chance to have an episode, you know, we will focus on one of those people. But, you know, we do mostly follow the main cast, because...

Phoe: Of course.

Tek: Yeah.

JT: ...you know, there's still lots to tell with them, I mean, there's a lot to explore. But yeah, there's a good portion of season 2 that does have some, you know, background character, or... I don't want to say background characters, but the minor characters are coming out more.

Phoe: Right. Ok. That's...

JT: Because, yeah, because we have more stories to tell, and we can explore that area. Well how about this guy, maybe we should do something with him, you know, or her, or whatever...

Phoe: Ok, that's wonderful, that's so exciting.

Tek: Yeah, that is exciting, really.

Phoe: Ooh, I'm shaking.

Tek: Hooray!

Phoe: But, of course the main characters themselves are the heart of the show, the...

JT: Of course, yeah. I mean, it all surrounds them, I mean. So, even when it is about a minor character we still involve the main cast. It's... It wouldn't be the same show, so much...

Phoe: Yeah, no, it really wouldn't.

Tek: Absolutely right.

Phoe: Those ponies, and I guess also dragon are kinda the core of it. Nothing quite works without them filtering it.

JT: And that's the... that was kind of part of... You know, we don't want to change the show, it's a

great show and there's nothing wrong with it, so why fix what ain't broke, right?

Phoe: Yeah, that's...

JT: So we didn't want to ruin anything...

Tek: Sound logic, yeah.

Phoe: I'm sure that there's gonna be plenty of wonderful stores exploring them as well.

Phoe: We get to look forward to the main cast developing as characters at all? How much room is there in an episodic style show for permanent character growth, do you think?

JT: Hmm. I think there's definitely room, and I like that, when that happens. But, it's just about finding the right time to do it, and not, you know, kinda do it too soon or, you know, like, you wanna develop them over time.

Phoe: Right.

JT: And in a way... We'll... I mean, there's only season 2, I mean, there's gotta be room for more, right?

Tek: Right.

Phoe: Yes.

JT: Like, it's... My Little Pony is not a small brand, you know. There's lots to do. So, you know, I hope that they just keep going. And, that'll give us room to move on, you know, into new and exciting territories.

Tek: Absolutely. Yeah, the longer the better, the more you can do with everypony.

JT: Yeah. I mean, they do develop, they learn things in every episode, I mean, but... The part of the comedy too is, you know, they may learn something one moment and then, you know, they're right back to where they started. I mean, who doesn't know people like that?

Phoe: Yeah.

JT: Yeah, I get it, yeah sure, I'll change. Nope.

Phoe: And then...

Tek: And then nope.

JT: So it's... It's still a comedy too.

Phoe: Of course, so... so as in ponies as in life.

JT: Yeah, exactly. Well, you know, art imitates life.

Phoe: It's... Yeah.

Tek: Just wait 'til the day 'til life imitates pony.

JT: That's become a real thing! I mean, you're saying everypony already!

Phoe: Yeah that's... I can't stop.

Tek: I don't know where... what are hands? I just... hooves! We've always had hooves, right?

Phoe: I believe so.

JT: I've seen images of these amazing costumes that somebody made of the ponies. They look really on-model and I was really impressed by that, I was like "Wow, how much work went into that?", like, it's crazy...

Tek: Oh yeah, the fan community has produced really just, not just the quantity of fan output, but the persistently high quality of it. It's consistent in pretty much every aspect.

JT: Yeah, I know.

Phoe: And in every medium as well, it's...

Tek: Yeah, sure.

JT: Yeah. No, I'm always... I'm impressed often, I have to say.

Phoe: You have attracted a gathering of incredibly talented fans.

Tek: Yeah.

JT: Probably more talented than me in a lot of cases.

Tek: Ok, hire them!

JT: I wouldn't put it past... I mean, I've known people who started out as fans of a show and ended up working on the show, so it's not impossible, you know.

Tek: That's good. Yeah, actually, that's great. And yes, like you were saying, every aspect of the show is great but it has to revolve around the mane 6, and Spike, because they deserve our unbridled adoration.

Tek: Now, we're gonna wrap this up soon, Jayson, but before we do that we would just like to give you the opportunity to rave. Because I'm pretty certain there are moments that you're looking forward to the most, by far, but you can't say specific spoilers.

JT: Mm-hm.

Tek: What can you say about the high points of season 2, as you see them, these "Yes!" moments that you're like "I just can't wait to unleash this on people!"?

JT: There's... I'd have to say there's some great villains, coming up. And you know, villains aren't always, you know, evil creatures, they can be just anybody. And, you know, the stories, some of the stories that we've come up with, you know the writers have written and the board artists have interpreted into... damn, it's just they're epic! Some of them are like, I have to say... It's good. There's gonna be some great moments. You know, I was just going over an episode today, I think it's the season 2 finale...

Tek: Oh, wow.

Phoe: Oh.

Tek: My goodness!

JT: Yeah, we're far ahead. I mean it was just early stage, it's early stage, but... It's... I'm just like "Oh man, this is so cool." So, there's great stuff coming down the pipe... And funny too, you know. There's... Just, humor is abound, on the show. So I mean, every aspect of it is just... You're gonna love it, I think. And oh! And Daniel, and the music, the songs, the score. So far like, we haven't scored too many episodes yet, but what we've got is just pretty cool. Will has done an amazing job. I mean, you'll see on episode one and two, cause we did those a little earlier. He definitely brought his A-game on those, so his score is... I think it's just gonna be... very mindblowing. Yeah, we try to make it as theatrical as we can, because it's... I mean I don't, I don't wanna overhype it, I'm overhypeing it now! So, stop!

Tek: I don't think you can overhype this.

Phoe: I don't know if that's possible.

JT: So, like that's it, I don't wanna go too much farther, you know, I will...

Phoe: Ok.

Tek: Ok.

JT: ... run the risk of overhypeing things.

Tek: No.

JT: I'm proud of it, I'm proud of season 2, I'm proud of this... the whole show, I mean.

Tek: That's fantastic.

Phoe: We're glad you're proud of it.

Tek: Yes, absolutely!

JT: It's probably... I've said it before... Out of all my... of my entire career, you know, I have to say I'm the most proud of this show, and this is probably the best show I've ever worked on, in all aspects, you know so... I'm just happy to be a part of it.

Tek: We are happy you are a part of it too. We are happy, every single person that's working on it is a part of it.

JT: It's ama... I'm... I'm... I'm just happy to be noticed! Like, it's so many times you work on something in you put some much work and time and sweat into something and then, you know, if people don't notice it, it's, you know, it's a little disappointing.

Tek: Yeah, I know, absolutely.

Phoe: Yeah.

JT: You want people to see your work, right?

Tek: Right.

JT: And we see a fan base like, and the bronies picking out things that you go "Aw, man, I put that in there." and all the [?] are saying like "That was my idea!", you know, and people are pointing that out, it's like "This is a great moment!". And it's like... Wow, what a... it's just a great honor, you know, I really enjoy that, you know. I think everybody on the show enjoys that, because they all see it, and they... You know, when an animator puts an extra little something in there and that becomes like an animated gif on someone's profile or in... highlighted in a video, like, they're proud of it, and they love to see that stuff, because, you know, animators care. They love what they do and they love just to be appreciated.

Tek: Yeah.

JT: But we're behind the scenes people, you know, we're not actors on TV. We're the actors behind the actors.

Tek: Yeah, absolutely.

Phoe: Yeah.

JT: We act with our minds and our pencils. Digitals.

Tek: That's why it's so good.

Phoe: We can already tell how much love and attention that everything gets, and we see, just glancing even, how much you care about these things and I think that's really part of what shines through, and what makes it so popular.

JT: Uh, thanks.

Phoe: The attention is kinda returned. You encourage us to pay attention by adding all these little things to watch for.

JT: Mm-hm. Well, and it goes both ways. I mean, I see you guys making these videos and doing all this stuff and just, it makes my job so much more... like... more fun and more worthwhile, you know, to put in the extra effort, cause like, hey it's appreciated! I wanna put, you know, I wanna make this the best I can make it, you know, because I know somebody out there is gonna actually care... to see it, and enjoy it. And that's what working in this industry is all about. I mean that's the... everybody's dream, you know, in getting into animation and, you know, even

becoming a director. It's just to get attention for what you're doing, it's like...

Tex: Sure.

JT: You know, you're the class clown, that, drawing in the corner, no one looks at your drawing, but if someone comes along and says "That's a great drawing.", you know, feels good.

Tex: Sure.

Phoe: Yeah.

JT: I'm not used to it, I definitely don't know what to think of it, it's not part of my general job description, so it's all very new to me to get to be getting this kind of attention, so...

Tek: Well, have some great news for you, it's not slowing down at all. So you're just gonna keep receiving even more adoration and more attention as season 2 goes on. So be ready for that.

JT: Ok. I mean, I'm not even Lauren, you know like, don't... It's... She's really the mastermind behind it all and, you know, we learned a lot from her and it's... she started it all, you know. I mean, Hasbro started it all, but...

Tek: Sure.

JT: You know, she was the one who really put herself into the show, and I gotta give all my props to her because of that, you know. And she was great to work with, and an amazing person, so.. It's just... I'm honored, I was honored from day one when I saw the show and I knew she was gonna be on it. I was like "Oh man, I'm so happy to be working with someone like her, and on a show with this kind of development.", because I thought it was great.

Tek: That's awesome. Thank you, Lauren!

JT: Yeah, thank you, Lauren.

Phoe: Thank you very much, Lauren. And we really do love her for masterminding this and spearheading it and making it all come together. But at the same time we don't want to belittle your role, because you oversaw and controlled so many aspects and helped make sure that it became... Well, that her vision came to light.

JT: Right, yeah, yeah.

Phoe: So, while playing her up, please don't downplay yourself.

JT: Ok, I'm not used to it, I'm a humble guy, so.. I guess I should promote myself, shouldn't I? Yeah, I'm great, I guess. There, I said it.

Tek: Ok, good, well, would you like to do an interview with Equestria Daily some day?

JT: Oh, maybe. I don't know why'd they wanna talk to me.

Tek: I hear they kinda like that sort of thing.

JT: Aw, it's so weird for me to say things like that, it's... I've always been kind of like... You know, like, I don't know. Yeah, this is all new, I guess I should get used to it.

Tek: It's new for everypony. But it's awesome, and we appreciate it, non-stop. And I'm glad you guys do too.

JT: Yeah, love it, it's great, keep it coming.

Tek: Oh, absolutely, I mean, just absolute excitement for this coming season, because like you said, season 1, you got your hooves on the ground, you have your bearings, and we're heading Ponyville, Canterlot and every other great city, here we come!

JT: Yeah, yeah.

Tek: It's gonna be a fantastic season, and no question about it. Well, Jayson, it's been just an absolute sincere pleasure to have chatted with you about the second season today.



JT: Thank you, I had a great time.

Tek: Excellent, now I'm really, really glad that you have, yeah, you're welcome, most, most definitely.

Tek: Would you care to say a few words to us before you go off to your magical land of Equestria and get to make ponies?

JT: Well, yeah, I mean, I guess I said it just before, that, you know, I just, I love the fan base and how much that everybody's doing, I mean, I'm just blown away by it. It's kinda every animators dream, you know, to be recognized for your work. You know... And so, I really appreciate it, and, you know, I'm gonna be at the Bronycon in a couple of weeks, and that's gonna be exciting. And I don't know what to expect.

Tek: Lot of fleece.

JT: So, yeah, it's all new to me, so it's... I love new experiences, so it's gonna be great. And I just love being part of this show, and I'm glad you guys love the show.

Tek: Oh, we do, we definitely do, so much. We do, don't we, Phoe?

Phoe: Yes, we do.

Tek: Oh, yes.

Phoe: It think we've made it clear there's really no understating it, is there?

Tek: No, it's impossible at this point.

JT: Great. Well I hope I didn't sound too much like simpleton on here.

Tek: No, not at all.

Phoe: No, you've been brilliant, thank you so much.

Tek: Yeah, all of our gratitude, seriously. Yeah, thank you.

JT: Yeah, you're welcome.

Tek: Oh, yeah, yeah, I mean, thanks so much for agreeing to chat with us in the first place. I mean, that's just phenomenal. We're talking with the show-runner for season 2. Equestria Daily, a fan site, that sort of thing is also unprecedented. So, from the bottom of our hearts, our pony hearts, thank you.

JT: Oh, well, you're all very welcome.

Tek: Excellent! You hear that pony fans, Jayson loves you! And we love him!

JT: I love you!

Tek: Yeah, we love you too!

Phoe: We love you enthusiastically!

Tek: Yes, very enthusiastically! As enthusiastic as Lyra. Right, Phoe?

Phoe: Yes.

Tek: Well, on behalf on every single pony fan, every brony, heck, we'll even do the target demographic here, I wish you the absolute best as you continue to helm My Little Pony in season 2 and, we just hope, years beyond. So, thanks so much, Jayson, and take care.

JT: No, thank you guys, and I really look forward to seeing your new viral videos. And I hope you really hope you enjoy season 2 as much as I think you will. It's gonna be great.

Tek: We will, we definitely will. Well, then I'll just wrap this up. First of all: my most sincere thanks to Phoe for being my co-interviewer today. Thank you so much, Phoe!

JT: Thank you, Phoe!

Phoe: You're quite welcome, I... Oh thank you!

Tek: Yeah, see, there you go, thank you Phoe from Jayson and Tek.

Phoe: It's been an absolute honor, I'm so glad I got to participate in this.

Tek: So am I.

Phoe: Yeah, ok, losing composure now.

JT: Just breathe, breathe.

Tek: It's the good tears, definitely. It is, it is, this has been fantastic. Fabulous, excellent. A thank you to every single brony and pony fan that's listening to this. It's been our absolute pleasure and honor to bring you this. I mean, I'm just thrilled. I'm totally satisfied with how this has progressed, how it's gonna conclude and season 2 is going to blow us out of the water, all the way straight to the moon for a thousand years. Oh yeah. On behalf of Equestria Daily, this is Tekeramity saying "So long, ponies!", and stay...

JT: So long, everypony! Sorry.

Tek: Jayson, go ahead, send them off.

JT: This is Jayson Theissen, signing off.

Tek: And Tekeramity, signing off. Stay awesome, ponies. Tek out.