

ACM SIGGRAPH Video Review Issue 160  
Computer **Animation Festival**  
**part 2**

 **SIGGRAPH2008** | **Evolve**



Computer **Animation Festival**  
**part 2**

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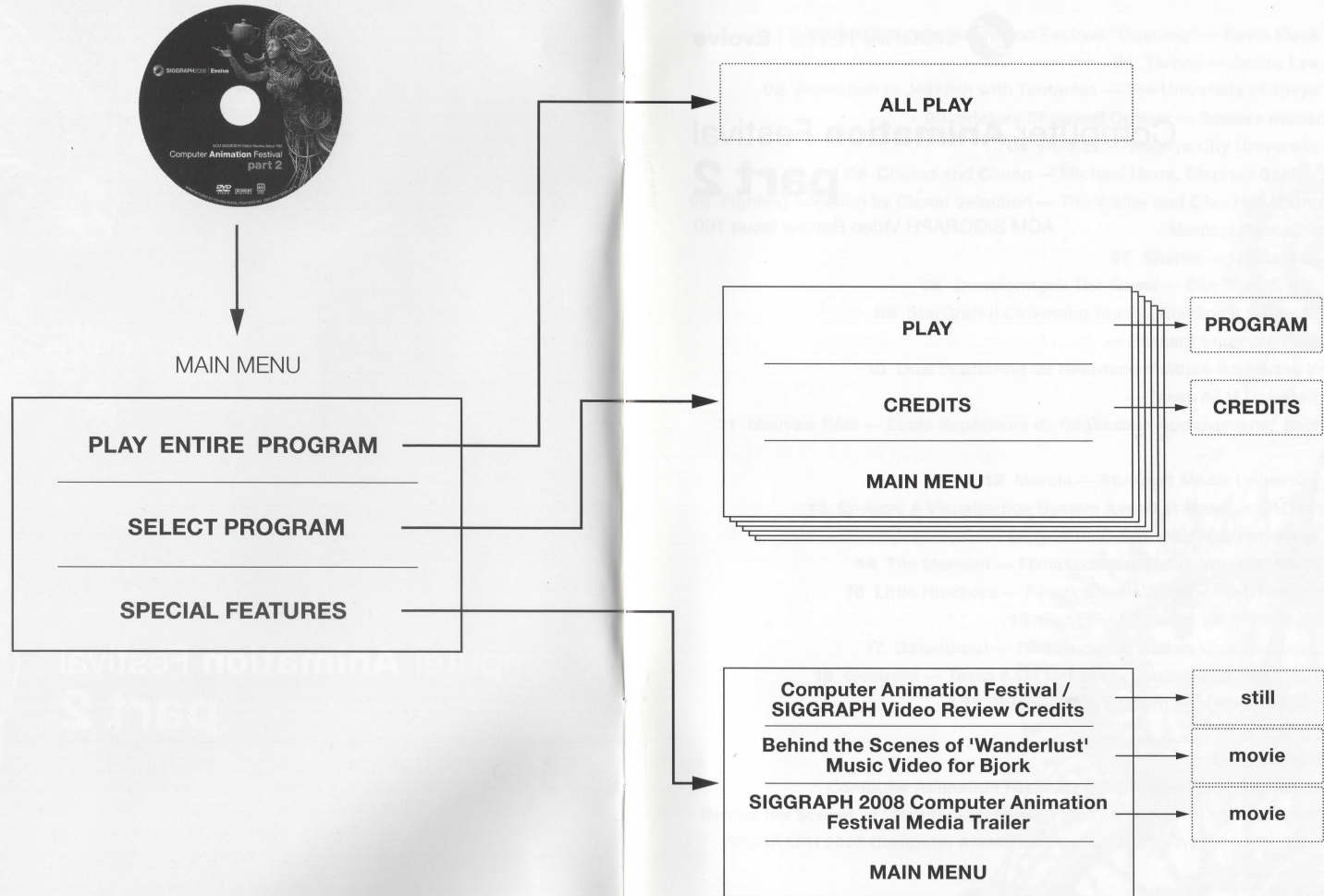


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# Computer Animation Festival part 2

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**S2008 Computer Animation Festival "Opening"** | 1:15

"Opening" explores evolving complexity as an abstract 3D animation. A simple black box contains forces that bring about an explosion of evolving psychedelic visions of complexity.

**Hardware:** Intel Processors  
**Software:** Side Effects Houdini

*Director/Producer: Kevin Mack*

*Special Thanks: Jon Mack, Ray Mack, Snow Mack, Ryan Ulyate, Mark Elendt, Caleb Howard, John Arballo, Joel Einhorn, Karl Kohlman, Eddie Smith, Anna Suh, Aliza Sorotzkin, Martin Leslie, Phil Henry, Jill Smolin, Carlye Archibeque, Sande Scoredos, Judith Crow, Kim Davidson, Leyla Tirgari, Jenny Blacklock, Intel, Side Effects Software, Sony Pictures Imageworks*

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**01 Tarboy** | 6:19

Winner of Best Visual Effects at the Griffith University Film Awards, "Tarboy" is an experimental web-animation based upon my thesis of 'Moving beyond the Flash Aesthetic.'

**Software:** Adobe Flash

*Producer: Edible Industries*  
*Contributors: Story: James Lee, HANIA*  
*Animation & Art: James Lee*  
*Original Score: HANIA*  
*Cast: Eric Gusky, Zachary Gusky*  
*Special Thanks: Griffith Film School,*  
*Queensland College of Art*

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**02 Animation of Jellyfish with Tentacles** | 1:15

A method for generating animations of a jellyfish umbrella and lots of tentacles, with consideration to the influence of fluid force.

**Software:** Adobe Premiere;  
POV-Ray

*Director: Junsei Hirato*

*Producer: Yoichiro Kawaguchi*

*Contributors: Background Images:*

*Yoichiro Kawaguchi*

*Source Code: Seiichi Koshizuka*

*Funding: JST CREST*

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**03 3deluxe Showreel Opener** | :25

A continuous flow of evolving flowers blend into graphical abstractness.

**Hardware:** PC

**Software:** Adobe After Effects; Autodesk 3ds Max;  
MAXON Cinema 4D

*Contributors: Story: Andreas Lauhoff*

*Creative Director: Sascha Koeth*

*Composer: Dauerfisch*

*Animators: Till Nowak, Sascha Koeth*

*Compositor: Martin Speidel, Sascha Koeth*

*Graphic Design: Falko Ohlmer,*

*Sascha Koeth*

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## 04 Renkan

1:36

A 100-second computer animation that describes the manufacturing vitality of Nagoya.

**Software:** Autodesk Maya

*Director/Producer: Nobuo Takahashi*  
*Contributors: Senior Animators:*  
*Hiroshi Hotta, Shota Okamoto,*  
*Ayana Shimizu, Kaori Torazawa*  
*Animators: Akemi Domoto,*  
*Satoshi Gonokami, Taro Hirano,*  
*Jun Kawabata, Yuhei Omiya, Hiroko Ota,*  
*Kosuke Sekiya, Yasuhiro Takao,*  
*Yukako Watanabe, Shohei Yamaguchi*  
*Composer: Nobuo Takahashi*

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## 05 Chump and Clump

9:48

Chump and Clump meet at a bus stop and miss the bus. While being forced to wait one week for the next bus, a strange and wonderful friendship develops.

**Software:** Adobe After Effects, Photoshop; Apple Shake;  
 Autodesk Maya, mental ray

*Directors: Michael Herm, Stephan Sacher*  
*Producer: Javelle Bauersfeld*  
*Contributors: Story: Michael Herm, Stephan Sacher*  
*Executive Producer: Holger Lochau*  
*Art Director, Storyboard: Stephan Sacher*  
*Music Director, Composer: Friedemann Matzeit*  
*Supervising Sound Editor: Paul Rischer*  
*Re-Recording, Music Mixer: Marian Mentrup*  
*Music Recording: Veit Norek*

*Editing: Sven Fox*

*Technical Directors: Michael Herm, Dennis Rettkowski, Stephan Sacher*

*Lead Animators: Michael Herm, Stephan Sacher*

*Animator: Daniel Zinner*

*Composers: Michael Herm,*  
*Stephan Sacher, Dennis Rettkowski*  
*Graphic Design: Michael Herm,*  
*Stephan Sacher*

*Production: Hochschule fuer Film und*  
*Fernsehen*

*Cast: Volkram Zschiesche, Michael Herm*

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## 06 Fighting Infection by Clonal Selection

4:29

A rich visualization of the human immune system, created to celebrate the 50th anniversary of a Nobel Prize-winning theory by Sir Frank Macfarlane Burnet, illustrating how the body combats infection.

**Hardware:** Mac Pro

**Software:** Adobe After Effects;  
 Apple Final Cut; Autodesk Maya

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*Producer: The Walter and Eliza Hall Institute of Medical Research*

*Contributors: Etsuko Uno, Drew Berry*

## 07 Shatter

2:13

Fall into a trance of shattering glass.

**Software:** Adobe After Effects, Photoshop;  
Autodesk mental ray; SOFTIMAGEXSI

*Director:* Kouhei Nakama  
*Producer:* Nabla, Inc.

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## 08 Transformers: The Game

2:04

Activision called on Blur to create one high-powered, montage-style open and two alternate endings for their much-anticipated "Transformers: The Game."

**Software:** Autodesk 3ds Max; Eyeon Fusion

*Director:* Tim Miller  
*Producer:* Mandy Sim  
*Contributors:* CG Supervisors: Dave Wilson, Iain Morton  
*Animation Supervisor:* Leo Santos  
*Executive Producer:* Al Shier  
*FX Supervisor:* Kirby Miller  
*Layout:* David Nibbellin, Derron Ross  
*Modeling:* Shaun Absher, Heikki Anttila, Corey Butler, Marek Denko,  
Kris Kaufman, Barrett Meeker, Brandon Riza, Daniel Trbovic  
*Rigging:* Steve Guevara, Bryan Hillestad, Mattias Jervill,  
Malcolm Thomas-Gustave  
*Transformation/Rigging/Animation:* Heikki Anttila, Remi McGill  
*Animation:* Jean-Dominique Fievet, Jeff Fowler, Brent Homman, Marlon  
Nowe, Derron Ross, Peter Starostin, Adam Swaab, Gus Wartenberg,  
Brian Whitmire

*Lighting, Compositing:* Heikki Anttila, Corey Butler, Kris Kaufman,  
Barrett Meeker

*FX:* Seung Jae Lee, Gus Wartenburg, Attila Zalanyi

*Mocap:* Chris Bedrosian

*Mocap Prep, Clean-up:* Ryan Girard, Jeff Weisend

*Character Technical Supervisor:* Jon Jordan

*Character Modeling QC Supervisor:* Ian Joyner

*Concept Design:* Hugo Martin, Sean McNally, Chuck Wojtkiewicz

*Matte Painter:* Hugo Martin

*Title Animation:* Adam Swaab

*Production Assistant:* Amanda Powell

*Tools/Scripts:* Diego Garcia, Eric Hulser,  
Remi McGill

*Programming, Systems Administration:*

Duane Powell, Paul Huang, Matt Newell,

Abe Shelton

*Production:* Blur Studio, Inc.

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www.blur.com

09 StarCraft II Cinematic Teaser:  
Building a Better Marine

4:27

The short film, "Building a Better Marine," served as Blizzard Entertainment's announcement teaser for the company's highly anticipated real-time strategy game, StarCraft II.  
[www.starcraft2.com/movies.xml](http://www.starcraft2.com/movies.xml)

**Software:** Autodesk 3ds Max;  
Pixologic ZBrush;  
Skymatter Mudbox; Sputterfish  
Brazil

*Director:* Nick Carpenter  
*Producer:* Angela Blake  
*Contributors:* Blizzard Entertainment's  
Cinematics Team

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www.blizzard.com

**10 Dual Scattering for Real-time Multiple Scattering in Hair** :52

Dual scattering is a novel method for physically based approximation of multiple scattering in hair, which brings the realism of expensive off-line techniques to real-time hair rendering.

**Hardware:** PC, 3 GHz DualCore, GeForce 8800

**Software:** Custom software using OpenGL developed by Cem Yuksel

*Director/Producer:* Cem Yuksel  
*Contributors:* Hair Modeling: Cem Yuksel, Anton Andriyenko  
*Head Model:* Murat Afsar  
*Music:* Kevin MacLeod  
*Special Thanks:* Arno Zinke, John Keyser

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**11 Mauvais Rôle** 7:28

A kind monster is trying to find the job he is made for, but it will be harder than he thinks? mauvais-role.com

**Hardware:** 10 PC's

**Software:** Adobe After Effects, Photoshop, Premiere; Autodesk Maya, mental ray; Next Limit RealFlow; Pixologic ZBrush

*Producer:* ESRA Bretagne  
*Contributors:* Graphic Artists: Alan Barbier, Camille Campion, Dorian Fevrier, Frédéric Fourier, Frédéric Lafay, Min Ma, Jean-Francois Mace, Emanuel Reperant, Jeremie Rousseau, Olivier Sicot  
*Sound Artists:* Guillaume Bertrand, Florian Monchatre, Laetitia Virloup  
*Real Shots:* Gloren Biancchi, Yoann Gannor, Yann Le Cornec

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destroyfred@hotmail.com

**12 Morula** 2:49

Being born, growing up, getting to know fear and magic and finding the parts which belong to you. A little graphic novel about the circles of life. www.morula.de

**Software:** Adobe After Effects, Photoshop; Autodesk Maya, MotionBuilder; Next Limit RealFlow; Vicon iQ

*Director:* Kristian Labusga  
*Producer:* Hochschule der Medien, Stuttgart (Stuttgart Media University)  
*Contributors:* Story: Kristian Labusga, Stephan Schaeferholz, Anja Hartmann  
*2D, 3D Animation:* Kristian Labusga  
*3D Animation:* Stephan Schaeferholz, Anja Hartmann  
*Fluid Simulation:* Stephan Schaeferholz  
*Motion Capture:* Anja Hartmann  
*Music:* Florian Gubba

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**13 Environ: A Visualization System Aimed at Massive CAD Models** 3:02

"Environ" is an application motivated by the demand to visualize large industrial engineering models coming from CAD tools.

**Hardware:** PC, nVidia 8800  
**Software:** Autodesk 3ds Max

*Director: Ismael Santos*

*Contributors: Executive Producer:*

*Luciano P. Soares*

*Story: Alberto B. Raposo*

*Art Director: Eduardo T. L. Corseuil*

*Director: Pedro J. Ponce*

*Technical Director: Gustavo N. Wagner*

*Research & Development: Paulo Santos, Rodrigo de Toledo*

*System and Network: Marcio Henrique Pinto*

*Production: Tecgraf/PUC-Rio, CENPES/Petrobras*

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www.tecgraf.puc-rio.  
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**14 The Moment** 1:10

The moment of enlightenment sometimes comes unexpectedly.

**Software:** Adobe After Effects, Premiere; Autodesk Combustion, Maya; Joe Alter Shave and a Haircut; Next Limit RealFlow

*Directors: Verena Fels, Csaba Letay*

*Producer: Franziska Specht*

*Contributors: Story, Art Directors, Music Directors, R&D: Verena Fels, Csaba Letay*

*Composer: Patrizio Deidda*

*Sound Design: Christian Heck*

*Lead Animator: Verena Fels*

*Animators: Csaba Letay, Ilija Brunck,*

*Wolfram Kampffmeyer*

*Shading, Lighting, Compositing,*

*System and Network: Csaba Letay*

*Hair Simulation: Hendrik Panz*

*Particle Simulation: Heiko Schneck*

*Fluid Simulation: Sascha Geddert*

*Cloth Simulation: Verena Fels*

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**15 Little Huntress**

:58

A small girl becomes the little huntress and overpowers the monsters of the forest.

**Software:** Adobe After Effects;  
TVPaint

*Director:* Ina Findeisen

*Producer:* Nadja Hermann

*Contributors:* Music Director: Rami Al-Regeb

*Lead Animator, Composer:* Ina Findeisen

*Additional Animator:* Leszek Plichta

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**16 Fight For Life**

6:27

This is the definitive story of the inside of the body as we've never seen it before. The believability of the CG means that it engages and serves dramatic and narrative purposes not just explanation, a first for factual programming of this kind.

**Hardware:** PC; Mac G5

**Software:** SOFTIMAGEIXSI; Apple Shake

*Director:* Philip Dobree

*Producers:* Kate Beetham, Nicola Kingham

*Contributors:* Lead TD: Marco Iozzi,  
Matt Chandler

*Animation:* Antonio Mossucca,  
Katrina De Graaff, Gemma Thomson,  
Sam Howell, Jayson King, Mark Docherty,  
Howard Kingston, Conal Wenn  
*Compositing:* Sam Meisels, Ben Parrot,  
Arthur Broome, Dominic Halford,  
Richard Fox

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www.jellyfishpictures.co.uk

**17 Bärenbraut**

8:43

A woman and a bear live peacefully in the woods. But as sure as seasons change, a cub will grow and what was nice and cuddly today may become a menace tomorrow. A film about disproportionate love.

**Hardware:** Wacom Cintiq

**Software:** Adobe After Effects, Photoshop;  
Avid Media Composer; Toon Boom Digital Pro, Harmony

*Director:* Derek Roczen

*Producer:* Julia Maier

*Contributors:* Story, Lead Animator, R&D, Graphic Design: Derek Roczen

*Executive:* Julia Maier

*Music Director:* Katherine Doe

*Composer:* Frank Schreiber

*Technical Director:* Frank Schreiber

*Animators:* Ina Findeisen, Viola Baier

*Editor:* Caroline Biesenbach

*System and Network:* Kai Servay,  
John Holt, Viet Nguyen

*Special Thanks:* Animationsinstitute,  
Thomas Hägele, Andreas Hykade,  
Ged Haney

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18 **Goobees**

2:32

Candy canes glisten, green frosted hills sparkle, and battered steel weapons glint in the setting sun. Tensions flare on both sides of the battlefield. Gumdrops glare with hatred at the Chocolates. The Chocolates wait with confidence, eager to slaughter their enemies.

A short animated film that mixes comical and colorful imagery with a dark tale of how candy is made.

**Hardware:** Fedora Core Linux; Mac

**Software:** Adobe Photoshop;  
Apple Final Cut, Shake;  
Autodesk Maya; Pixar RenderMan

*Contributors: Patrick O'Brien,  
Michael Losure, P. Antonio Piedra,  
Seth Freeman*

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19 **Bridgestone: Scream**

1:01

We brought to life with technique and humor a group of forest creatures, including one in full photorealistic 3D, that are screaming in panic as their best mate, Chester the squirrel, is inches away from becoming road kill!

**Software:** Adobe After Effects; Apple Shake; Autodesk Flame,  
Maya; Side Effects Houdini

*Producer: Kathy Rhodes*

*Contributors: Lead 2D VFX Artist: Alex Frisch*

*Lead 3D VFX Artist: Andy Boyd*

*2D VFX Artist: Tara DeMarco*

*3D VFX Artists: Chris Smallfield, Felix Urquiza, Floyd Raymer, James LeBloch, Matt Wheeler, Seong Joon Lee*

*Visual Effects Shoot Supervision: Alex Frisch*

*Visual Effects Executive Producer: Lisa Houck*

*Visual Effects Producers: Chandra Irving, Stephanie Gilgar*

*Director of Photography: Max Malkin*

*Agency: The Richards Group*

*Creative Director: Glen Dady*

*Art Director: Shane Altman*

*Agency Producer: JR Dixon*

*Copywriter: Mike Bales*

*Production Company: House of Usher*

*Executive Producer: Nancy Hacohen*

*Editorial Company: Nomad*

*Editor: Tom Muldoon*

*Telecine Company: Company 3*

*Colorist: Sean Coleman*

*Audio Post, Sound Design: Wave Studios*

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## SPECIAL FEATURES

### Behind the Scenes of 'Wanderlust' Music Video for Bjork

4:15

Behind the scenes EPK for Bjork's 'Wanderlust' music video combines live action, miniatures, animatronic puppetry, and innovative use of 3D CG, all shot and created stereoscopically for a true 3D experience. [www.uvph.com/bjork](http://www.uvph.com/bjork)

**Software:** Adobe After Effects, Photoshop, Premiere;  
Apple Final Cut; Imagineer Systems Mocha; Next Limit RealFlow;  
PFTrack; Pixologic ZBrush; SOFTIMAGE|XSI

*Directors:* Isaiah Saxon, Sean Hellfritsch

*Post Production Company:* UVPFACTORY

*Producer:* Mark De Pace

*Contributors:* Production Company: Ghost Robot

*Executive Producer:* Zach Mortensen

*Label:* One Little Indian

*Commissioner:* Paul McKee

*Post Production:* UVPFACTORY

*Principals, Co-Founders:* Scott Sindorf, Damijan Saccio

*Creative Director:* Alexandre Moors

*Executive Producer:* Brian Welsh

*CGI Supervisor:* Damijan Saccio

*CGI Team Leader, Technical Director, R&D Lead:* Tsvetomir Marinov

*Lead CGI Artists:* Susie Jang, San Charoenchai

*CGI Artists:* Daniel Uranowski, Nayoun K. Charoenchai, Nicholas Fischer,

Raj Soni, Jeff Baghai, Nick Martinelli

*Special Thanks:* Dilip Singh

*Compositing Supervisor:* Matthew Lane-Smith

*Compositors:* Isaiah Saxon, Sean Hellfritsch, Melanie Abramov,

Mike Burgoyne, Toon van den Broek, John Dorocki, John Earle,

Eric Epstein, Rose Garschina, Tenzin Phuntsog, Gyunam Kim

*Artists:* William Loyd, Moki Goyal, Seung Hyung Lee, Keith Yan,

Scott Simmons, Cryssy Cheung, Amanda Amalfi

*Render Wrangler:* Mark De Pace

*Sound Design:* Fabio Fonda

*Production Manager:* Matthew Achterberg

*Art Director:* Isaiah Saxon

*Practical Effects Supervisor, Associate Director:* Daren Rabinovitch

*Fabrication Supervisor:* Tirsch Hunter

*Lead Puppet Artist:* Vanessa Waring

*Mold & Cast Supervisor:* Erik Dunn

*Mold Maker:* Sabrina Lessard

*Puppet Mechanics:* John Weissberger

*Costumers:* Cat Warner, Lia Cinquegrano, Katie Casano,

Susan Hasselbrook, Emily Boulléar, Mikaela Holmes

*Lead Landscaper:* Judge Finklea

*Landscaper:* Chris Lawson

*Lead Carpenter:* James Bolenbaugh

*Carpenters:* Jamie Ven Eyck, Ryan Cheresnick

*Matte Painter:* Ram Bhat

*Pre-Visualization:* Mike Plunkett

*Fabricators:* Oran Bumroongchart, Theresa Nguyen, Jason Krugman,

Amanda Scuglia, Thu Tran, Akash Nihalani, Genevive Simms,

Alexis Distler, Mary Kate Rex, Lily Montemarano, Mac Pohanka,

Maggie Lysikiewicz, Elizabeth Heilich, Sara Greenwalt,

Rebecca Bersohn, Katrina Vonnegut, Nadia Lachance, Amanda Blue,

Katie Widloski, Gabriel Abrantes, Alex Carver, Jenae Wilkins,

Mihail Kossev, Trey Kirchoff, Max Nova

*Stereographer:* Sean Hellfritsch

*Digital Imaging Technician:* Nick Kay

*Technical Consultant:* Joel Edelstein

*First AC:* Bobb Lovett

*Lighting Designer:* Michael Yetter

*Gaffer:* Corey Eisenstein

*Key Grip:* Olivia Kuan

*Grips:* Danya Apt, Fletcher Wolfe, Andrew Roddewig, Kevin Phillips,

Jim McGibbon

Still Photographers: Nathan Jones, Brian Derballa, Alyona Mindlin

3D Guru: Greg Dinkins

Hair & Make-up: Andrea Helgadottir

Body Make-up: Cheyenne Timperio

Body Make-up Assistants: Nina Stewart, Loran Gurgin

Choreographer: Chris Elam of Misnomer Dance

Pain Body: Coco Karol

Bjork Double: Bryne Billingsly

Lead Puppeteer: Jessica Scott

Production Coordinator: Emily Anderson

2nd Assistant Director: Stephanie Hamilton

Production Assistants: Eli Stonberg, Jacquelyn Moses, Tiffany Chung,

Danilo Parra, Brian Debralla, Mihail Kossev, Sarah Casey,

Hunter Fairstone Levin, Alex Tibbets, Bobby Saferstein, Ben Bindra,

Robert Montemarano, Mike Burden

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## SIGGRAPH 2008 Computer Animation Festival Media Trailer

The S2008 CAF Media Trailer highlights the visually stunning work accepted in the Computer Animation Festival of the annual SIGGRAPH Conference. The trailer is shared with various international and national media bureaus to inform and stimulate interest in the festival. The trailer reflects a wide range of juried works showcasing the world's best computer graphics for the given year.

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