



SIGGRAPH2009

Computer Animation Festival Highlights II

ACM Order # NDVD-165 ISBN: 978-1-60558-653-3



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16:9 LB



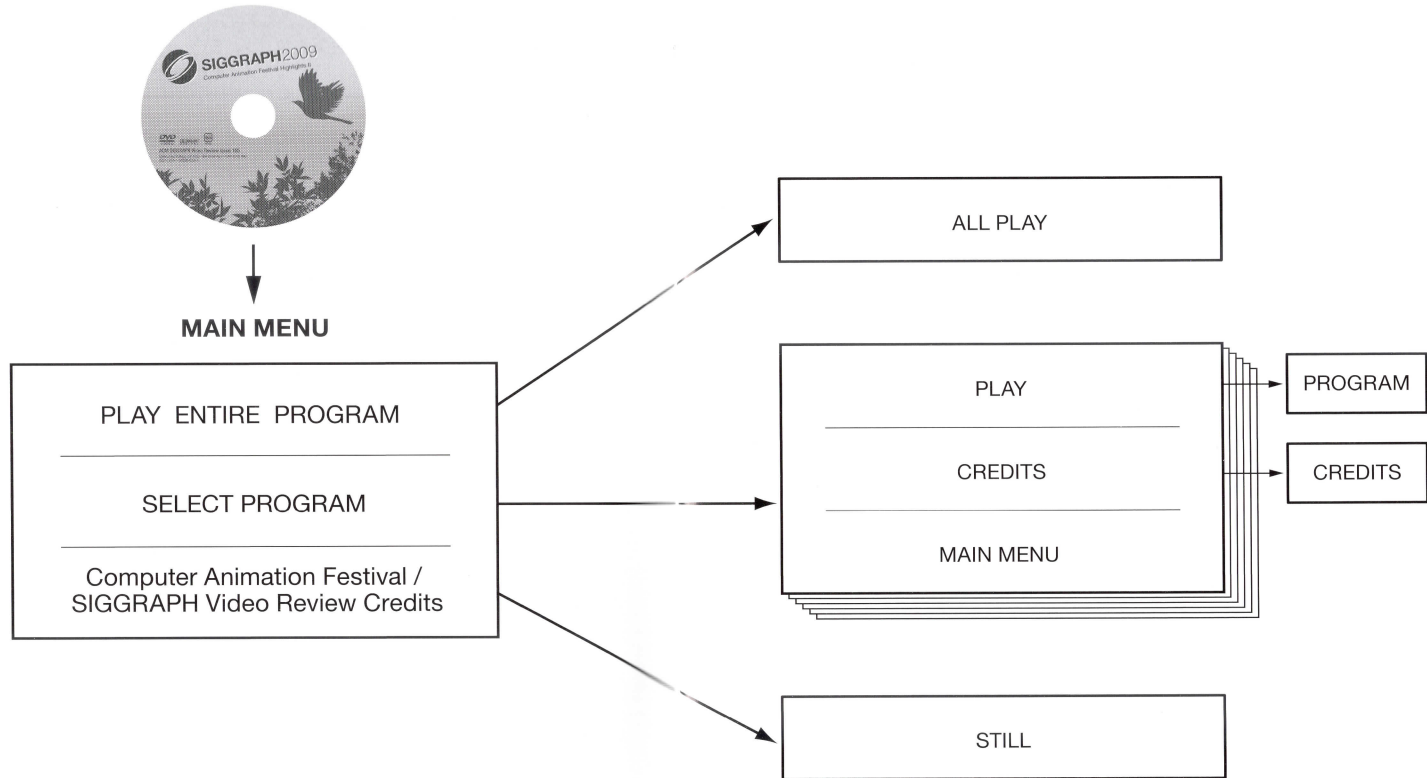
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Computer Animation Festival Highlights II

SIGGRAPH 2009

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Vestige

1:07

“Vestige” shows a single particle transforming into complex organic shapes. It’s appearance progresses into various stages of natural phenomena, each of which intentionally comes from a computer-simulated world and are slightly artificial and hyper real in appearance.

Software: Adobe After Effects, Photoshop; Autodesk 3ds Max, Maya, mental ray, Softimage; FumeFX; Xfrog; The Foundry Nuke

Director: Florian Witzel
Contributors: Art Direction: Kim Dulaney
Particle Animation: Jimmy Gaas
Software Engineer: Andreas Gebhardt
Audio: David Kamp
Compositing: Hyunjeen Lee
3D Animation: Heiko Schneck
Art Direction, Compositing: Anh Vu
Art Direction, 3D Animation, Compositing:
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Johnson, David Barosin, Marco Iozzi

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01 Escape From the Temple

5:48

A tale of two people in separate towns who took their vows to become a monk and a nun while very young. In the lonesome life of monasticism, they long for the happy life of ordinary people. Effected and performed with traditional Chinese water color and opera.

Hardware: PC
Software: Adobe Photoshop, Premiere; Apple Shake; Autodesk Maya

Director: Xing Zhou
Producer: Yu Shaofei
Contributors: Music Director: Ma Hongbo
Production: The National Academy of Chinese Theatre Arts
Voice: Jiao Jingge, Lu Jie
Music: Xu Dajun, Jiang Ying, Lou Jiali, Huang Shan, Liu Fusheng

Acknowledgment:

Wang Qiang, Meng Jun, Wang Zhigang,
Zhang Rui, Ma Chi, Qu Jia, Chen Hao,
Chai Hongyu, Zhuang Yanjie, Tang Jing,
Liu Jin, Zhang Chong, Chen Tianyi,
Dong Xiaoqian, Sun Yi, Liang Junwei,
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02 People in Red

:34

Drinking and driving? Consequences await.

Software: Adobe Photoshop; Autodesk Flame

Director: Roni Kleiner
Producer: Ishay Hadas
Contributors: Agency: Reuveni Pridan IPG
Digital Visual Effects: Gravity
VFX Supervisor, Creative Director:
Roni Kleiner
CG Supervisor: Yoav Savaryego
Compositing Supervisor: Ronen Sharabani

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03 Flame dance

1:00

Dramatic lighting effects achieved from the wildly dancing flames of fluid simulation.

Hardware: HP XW8600

Software: Adobe After Effects; Autodesk 3ds Max

Director: Tooru Hayai
 Producer: Masahito Katsuta
 Contributors: Animation: Tooru Hayai
 Music, Composer: Akihiro Morita

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04 Future Psychoanalysis

1:30

A future science PSA where a psychoanalyst teaches a blind person to see by communicating images brain to brain.

Software: Adobe After Effects, Illustrator, Photoshop; Apple Final Cut; Autodesk Maya; Blender

Director: Maribel Martínez Galindo
 Producer: Alejandra Pastrana Oliver
 Contributors: Animation, Compositing,
 Illustration: Diego Huacuja
 3D Models: María García Lumbreras
 Original Idea, Writer: José Gordon
 Executive Producer: Manuel Gilardi
 Concept, Project Development:
 Alejandra Márquez Abella
 Post Production Coordinator: Luis Cabrera
 Art Coordinator: Laura Carmona Barreda
 Sound Designer: Ezequiel Malberbier
 Client: Fundación Televisa

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05 LAUTRIV CHROMAGNON MEDUSA (LCM)

4:20

Excerpts from an interactive video animation based in the Lautriv Chromagnon Medusa. A handcrafted hybrid interactive augmented sculpture with intelligent skin embraces a compendium of ancient forms related to western ancient cultural heritage, history, art, literature, myths and storytelling.

Hardware: PC

Software: Adobe Photoshop, Premiere; Autodesk Maya; CAVE Library

Director: Franz Fischnaller
 Producer: Valter Ferrara
 Contributors: Animation, Rendering:
 F.A.B.R.I.CATORS
 Compositing: Franz Fischnaller
 Sound FX: Manuel Gallardo, Jorn Lavoll,
 Alfredo Miti, Amadeo Spganolo
 R&D: Virtual Archeological Museum of
 Herculaneum, Italy

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06 Office Noise

3:45

A short film about two very different colleagues. A clumsy elephant and a tidy rooster are forced to share adjoining cubicles.

Software: Adobe After Effects, Photoshop, Premiere; Autodesk Maya

Directors: Mads Johansen,
 Torben Søttrup, Karsten Madsen,
 Lærke Enemark
 Producer: Michelle Nardonne,
 The Animation Workshop
 Contributors: Sound: Thomas Ahlmark,
 Morten Wille

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07 The Happy Duckling

5:15

The use of 3D animation to bring a pop-up book to life. The artist simulates paper to create a believable, engaging and magical world where anything is possible.

Software: Adobe After Effects, Photoshop, Premiere; Apple Final Cut; Autodesk Maya

Director/Producer: Gili Dolev
 Contributors: Script: Gili Dolev
 Composer: Mick Cooke
 Production Designer: Janek Matysia
 Technical Supervisor: Paul Boyd
 Animators: Chris Seed, Jere Virta,
 Jonathan Blair, Vykintas Kazdailis,
 Katerina Kulendikova
 Additional Animation: Murray Sinclair,
 Andrew Strachan
 SFX, Foley: James Scanlan
 Acknowledgments: Karn David
 Support: Duncan of Jordanstone College
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 digital, Primus Design Group
 Sales, Distribution: Monster Distributes

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08 La Main des Maitres

4:04

In the middle of a revolution, two young workers try to carve out a life for themselves. A Steampunk style animated short film, with a mix of 2D and 3D techniques.

Hardware: Intel Core 2 Quad Q6600
 Software: Adobe After Effects, Photoshop; Autodesk Maya; MAXON BodyPaint 3D;
 Side Effects Houdini Apprentice HD

Directors: Looky, Clément Delatre, Adrien "CaYuS" Toupet
 Producer: Georges Méliès School, EESA
 Contributors: Concept, Modeling, Matte Painting, 2D Animation: Looky
 Rendering, Texturing, Compositing, 2D Effects, Props, Lighting: Clément Delatre
 3D Effects, Cloth, Character Rigging, 3D Animation: Adrien "CaYuS" Toupet

Music: Sébastien Renault
 Sound, Mix: Olivier Michelot
 Voice: Martial Le Minoux, Kira

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09 The Enlightened Monk

1:53

A monk learns to defeat a monster that attacks his town.

Hardware: HP Workstations
 Software: Adobe Photoshop, Premiere; Apple Shake; Autodesk Maya;
 Pixar RenderMan; Tsunami

Director: Emily Tse
 Producer: Ringling College of Art and
 Design
 Contributors: Narrator: Emily Tse
 Faculty Advisor: Jamie DeRuyter
 Acknowledgment: Jamie DeRuyter,
 Billy Merritt, Miriam Nagi, Lindsey Olivares,
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10 Daydreamer

1:58

A short about a boy who suffers from an extreme psychosis. It focuses on a monster that is a metaphor for the fear of being afraid, a fear that is manifest in the boy.

Hardware: Boxx Workstation 3.8GHz Quad
 Core
 Software: Adobe After Effects, Photoshop;
 Autodesk 3ds Max, Maya; Digidesign Pro
 Tools; Pixologic ZBrush

Director: Roland Womack
 Producer: School of Visual Arts

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11 Murano Togo - Lost Interiors 4:01

The resurrection of two legendary cruise-ships that met their fate over 60 years ago.

Software: Apple Final Cut; Adobe After Effects; MAXON CINEMA 4D

Director: Kazumasa Otsuki
 Producer: Tomoko Nagai
 Contributors: Editor: Kazumasa Otsuki
 CG Artists: CAD Center Creative Studio,
 Atsushi Masuda, Toshiki Munekata,
 Shota Sato, Hayakazu Nakamura,
 Einan Kim, Shinya Kitajima, Hidenori
 Jlinba, Kenta Kinugawa, Yuki Fukui,
 Takeru Shinohara
 Editing Engineer: Yoshitaka Nakamura
 Sound Engineer: Takeshi Yokokawa
 Acknowledgment: Murano Design, Shiodome Museum, Mitsui O.S.K. Lines, Ltd.,
 Mitsubishi Heavy Industries, Ltd. (Nagasaki Shipyard)

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12 THE REBEL 3:26

Mavericks and Renegades. Humans are Animals.

Software: Adobe After Effects, Photoshop

Director/Producer: Ben Logsdon
 Contributors: Audio: Buck 65
 Acknowledgment: Nick Blasko, Ilan Gabai,
 Sean Sullivan

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13 World of Warcraft: Wrath of the Lich King - Intro Cinematic 3:17

This pre-rendered cinematic sets the stage for the latest World of Warcraft game, "Wrath of the Lich King".

Software: Adobe Photoshop; Apple Final Cut; Autodesk 3ds Max, Maya; GeoControl; MAXON BodyPaint 3D; Pixar RenderMan; Skymatter Mudbox; The Foundry Nuke; TVPaint Mirage

Director: Jeff Chamberlain
 Producer: Phillip Hillenbrand
 Contributors: Additional Staff: Blizzard
 Entertainment's Cinematics Team
 Production: Blizzard Entertainment

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14 AS ONE 2:43

A theme of links, humanity, society and nature. Each connection is expressed through 3D visuals and ambient music.

Software: Adobe After Effects; Autodesk Maya

Director/Producer: Makoto Yabuki
 Contributor: Music: Takaya Murakami

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 www.tangram.to
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15 Roll'n Rock

1:40

One of the five viral films for the online project Black Thinking launched by the cigarette paper brand OCB.

Software: Adobe Photoshop; Apple Final Cut; Autodesk Maya

Director: Nico Casavecchia
Producer: Silvia Romero
Contributors: Client: Republic Technologies
Product: OCB

Production Company: boolab
Executive Producers: Lucas Elliot, Coke Ferreira
Creative Supervision: Lucas Elliot
Music, SFX: Andrés Reymondes
Composition 2D: Sebastian Baptista, Santi Justribó
3D Animation: Lactea Studio (Dominik Malzer)
Illustration: Ezequiel Cruz,

Nico Casavecchia
Singer: Marc Mallafre
Advertising Agency: Road (Barcelona)
Executive Creative Director: Emilio Lezaun
Creative Director: Xavi Solé
Creative Team: Iolanda Mora,
Marc Mallafre
Account Team: Natàlia Aznar,
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www.boolab.tv

16 GREED

2:20

A dark comedy about human greed illuminating the desire bubbling beneath the surface, the risks and the consequences. Seen through the eyes of a devastated outlaw during the lowest time of his life.

Hardware: MacBook Pro
Software: Adobe After Effects, Illustrator, Photoshop; Autodesk Maya, mental ray

Director/Producer: Alli Sadegiani
Contributors: Creator: Alli Sadegiani
Story Supervisor: Chris Derochie
Sound Design: Stefan Strandberg
Animation Supervisor: Sean Sexton
Production: Embrya AB
Acknowledgment: Johan Iroegbu,
Satrio Wijaya, Insert Coin,
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17 Oxygen

2:19

This educational video explores a new perspective on the dynamic relationships oxygen shares with a number of his other elementary kin.

Hardware: HP Workstations
Software: Adobe After Effects, Photoshop, Premiere; Apple Shake; Autodesk Maya;
Next Limit RealFlow; Pixar RenderMan; Tsunami

Director: Christopher Hendryx
Producer: Ringling College of Art and Design
Contributors: Animation, Lighting, FX,
Rigging, Story: Christopher Hendryx
Character Voices: Emily Tse,
Alejandra Quintas
Narrator: Andrew Bailes
Technical Support: Karissa Miller,
Owen Nelson
Faculty Advisor: Jim McCampbell

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18 second soufflé 1:51

A haunting experimental animation about death.

Software: Adobe After Effects; Autodesk Maya

Director/Producer: Maxime Causeret
Contributors: Music Director: Mathieu Alvado
Music performed by: Star Pop Orchestra, Saint Maur des Fossés Conservatory's Choir
Sound Recording: Etienne Oury, Etienne
Graindorge, Thibaut Maillard,
Benoît Navarret
Editing, Mixing: Etienne Graindorge,
Thibaut Maillard
Choir Conductor: Johanne Favre-Engel
Orchestra Contractor: Christophe Eliot

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19 Picciotti Della Benavita 3:43

A story about politics, Mafia, bribed authorities, vintage Italian cars and pin striped suits.

Software: Adobe After Effects, Photoshop; Apple Final Cut; Autodesk 3ds Max;
MAXON CINEMA 4D

Director/Producer: Bonsaininja Studio
Contributors: Music: AntiAnti feat,
Caparezza
D.O.P.: Marco Sirignano
Production Manager: Simone Colombo
Costumes, Make-Up: Parte Utile
Production: Bonsaininja Studio,
Metatron Group
Frankie Bisbiglio: Davide Pavanello a.k.a.
AntiAnti
Mickey Capafresca: Michele Salvemini a.k.a. Caparezza
Jimmy Basetta: Diego Perrone a.k.a. Diegone
The Inspector: Edoardo Favetti

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The Mayor: Nicola Sangermano
The Priest: Emiliano Audisio
The Protestants: Paolo Pavanello, Christian Montanarella
The Politician: Angelo Spinelli

20 salia 2:15

It's Jazz in color, shape, sound and computation. Relax. Hear the colors. Listen with your eyes.

Software: Adobe After Effects; U&I Artmatic, Metasynth

Director/Producer: Brian Evans
Acknowledgment: Support granted
by Cultural Arts Alliance of Greater
Birmingham and the University of
Alabama, College of Arts and Sciences
Academy for Research, Scholarship and
Creative Activity

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21 Sentinels of the Heliosphere 7:08

This scientific visualization shows the intricate orbits of NASA's fleet of solar observing spacecraft using accurate relative positions and velocities of spacecraft, planetary bodies and stars, illustrating vast ranges of spatial and temporal scales.

Hardware: 64-bit Linux renderfarm; Macintosh desktops
Software: Autodesk Maya; Pixar RenderMan; Custom MEL scripts; Python code

Director: Gregory Shirah
Producer: Dr. Horace Mitchell
Contributors: Visualizers: Greg Shirah, Ernie Wright, Dr. Tom Bridgman, Dr. Horace Mitchell, Trent Schindler, Cindy Starr
Science Advisors: Dr. Jeffrey Hayes, Jennifer Rumburg
NASA Public Affairs: Rani Gran

Script, Narration: Michael Starobin
Editor: Stuart Snodgrass
IT Systems Support: James W. Williams
Audio Design, Mixing: Michael Starobin,
Mike Velle
Database Management: Joycelyn Jones
Data Providers: NASA/GSFC SSCweb,
NASA/JPLHorizons, NASA/GSFC MODIS
Science Team, NASA's Earth Observatory,
Reto Stockli, SSAI, Inc., NOAA's Climate
Prediction Center, European Space
Agency, NASA's AMSR-E team
Music: Wolfgang Amadeus Mozart, Symphony No. 29, 1st Movement, Shockwave-
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22 Drench 'Brains Dance'

1:30

A combination of innovative 3D animation and Flame gives life (and dancing shoes) to the iconic Thunderbird puppet 'Brains' for Britivic's Drench Water.

Software: Autodesk Flame, Maya, MotionBuilder; FilmLight Baselight

Director: Ringan Ledridge
Producer: Gemma Smith (The Mill)
Agency: CHI
Post Production: The Mill
3D Producer: Laura Brooks
3D Lead Supervisor: James Sindle
Animation: Jesus Parra, Josh Fourt-Wells
Motion Builder: Ben Murray
Telecine: Mick Vincent, Adam Scott
Lead Flame: Barnsley, Richard Betts
Flame Assist: Jonathan Box, Adam Lambert
VFX Shoot Supervisors: Hitesh Patel,
Rich Roberts
Creatives: Ewan Peterson
Producer: Ben Clark
Production Company: Rattling Stick
Producer: Sally Humphries
Editing Company: Work
Editor: Richard Orrick

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23 Atherosclerosis

3:15

Created for a consumer audience, a story of Atherosclerosis from the point of view of a cell. Designed to be an immersive experience to hold the viewer's interest while educating them about this complex, slow-developing process.

Software: Adobe After Effects; MAXON CINEMA 4D

Director: Thomas Brown
Producer: Ron Collins
Contributors: Writer: Mary Beth Clough
Executive Producers: Ron Collins,
Keith Pavlik
Technical Director: Stephen Boyd
Animators: Thomas Brown, Stephen Boyd,
Hoc Kho, Nobles Green, Erin Frederickson
Sound Design: Thomas Brown
System, Network: Mike Shambaugh
Graphic Design: Shannol Grant,
Meredith Boyter
Production: Nucleus Medical Art

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24 NOBLE CENTER

5:10

This architectural visualization reveals the creation and placement of the Noble Center using 3D graphics.

Software: Autodesk 3ds Max

Director: Deng Bohong
Producer: Dans Digital
Contributors: Modeling: Yang Bo, Liu Hao,
Tang Mengyu, Wei Jing
Live-Action Shooting: Yang Bo, Xu Guibing
Animators: Yang Bo, Tang Mengyu,
Liu Hao
Animated Titles: Lei Zhijun
Editor, Mixer: Deng Bohong
Composer: Xu Guanghao
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25 **INTERIM CAMP (excerpt)** 2:00

With poor visibility, the weather again is unsettled today. Surreal rocks and riven lowlands, valleys fog-shrouded. Frightening depths, and emptiness. Rarity of air is noticeable. What are you looking for in this hostile stretch?

Software: custom generative software tool for morphing height maps

Directors: Vera-Maria Glahn,
Marcus Wendt
Contributors: Programmer, 3D:
Marcus Wendt
Editor: Vera-Maria Glahn
Music: Arran Poole
Support: Hessisches Ministerium für
Wissenschaft und Kunst

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26 **Coach** 8:00

What is in the head of an old soccer coach, and how does a ball breaking through his window change his life?

Software: Autodesk Maya; Eyeon Fusion; Pixar RenderMan

Directors/Producers: Nikita Ratnikov, Artem Sukharev
Contributors: Design, CG Visualization, Animation, TD: Nikita Ratnikov
Script: Artem Sukharev

Concept Artist: Ilya Fortuna
Music: Ivan Nebesnyi, Oleg (John) Suk
Sound Editor: Ivan Nebesnyi
Mixing, Mastering: Ivan Nebesnyi,
Roman Surga
Additional Modeling: Sergei Andreev,
Maxim Zavalishin
Consulting: Irina Ignatenko,
Yulia Ruditskaya, Olesya Grivenko

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27 **PoPoLëi** 1:18

Life is hard for street singers, but don't they deserve it?

Software: Autodesk Flame, Maya

Director/Producer: Frederic Mayer
Contributors: Story, Technical Director, CGI Director, Lead Animator: Frederic Mayer

Character Mock-up: David Fournage
Music Director, Composer: Les VRP
Composer: Aymeric Rochas
Graphic Design: David Alapond,
Thibault Pluinage
Popeye: William Costello
Bluto: William Pennell
Olive Oyl: Bonnie Poe
Narration: Mae Questel
Acknowledgment: Tiphaine Gentilleau,
Aymeric Rochas, Nery Catineau, Les VRP

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28 **Après la pluie** 3:04

A child fishing in a puddle using bananas as bait catches a bigger fish than he can handle and flees with the giant fish in pursuit.

Directors: Charles-André Lefebvre, Manuel Tanon-Tchi, Louis Tardivier, Sébastien Vovau, Emmanuelle Walker
Producer: Marie France Zumoffen, Les Gobelins, l'école de l'image

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29 Heavenly Appeals

2:21

It's never too late to prove one's worth, no matter how severe past judgments have been.

Hardware: HP Workstations

Software: Adobe Illustrator, Photoshop, Premiere; Apple Shake; Autodesk Maya; Pixar RenderMan; Tsunami

Director: David Lisbe

Producer: Ringling College of Art and Design

Contributors: Faculty Advisor: Jamie DeRuyter

Acknowledgment: Billy Merritt, Gary Schumer, Michael Rutter, Alex Marino, Andreas Theodorou, Sean Sullivan, Greg Hettinger

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30 This Way Up

:54

Laying the dead to rest has never been so much trouble. A.T. Shank & Son have a bad day at the parlor when a falling boulder flattens their hearse. Emotional and literal pitfalls lie in wait for the odd couple as they make their way cross country with just a coffin for company. This short animated caper puts the fun back into funeral as their journey and relationship unravel on an epic scale.

Software: Adobe After Effects, Photoshop; Autodesk 3ds Max, Combustion; Corel Painter; Sputterfish Brazil

Director: Smith & Foulkes

Producers: Charlotte Bavasso, Christopher O'Reilly, Christine Ponzevera

Contributors: Written by: Smith & Foulkes, Christopher O'Reilly

Layout Supervisor: Nicolas Domerego

Character Modeling Supervisor: Darren Price

Character Set-up Supervisor, Tools: Luis San Juan Pallares

Background Supervisor: Adam Willis

Visual Effects, Compositing Supervisor: Flether Moules

3D Modeling, Texturing: Darren Price, Michael Greenwood, Vincent Fiere, Ben Bigiel,

Alison Bond, Nicolas Domerego, Simon Landrein, Kub Gryglicki, Benjamin Devaux, Guillaume Julien
Pipeline TD: Luis San Juan Pallares
Character Rigging: Luis San Juan Pallares, Miguel Garcia Lluch, Michael Greenwood, Rudi Hammad

3D Animatic, Layout: Nicolas Domerego, Ben Cowell, Simon Landrein, Stuart Doig, Antoine Bourruel

Storyboard Artist: Lames Husbands

Technical Director: Mark Davies

CG Animation: Reece Millidge, Stuart Doig, Steve Brown, Antoine Bourruel, Melanie Climent, James Wilson, Mark Davies, Roly Edwards, Dominic Griffiths, Boris Lowinger

Digital Painting: Adam Willis, Florian Mounie, Justin Atkinson

Lighting, Rendering: Nicolas Domerego, Simon Landrein, Maelys Faget, Florian Mounie, Jerome Hauptert, Ludovik Boden, Guillaume Cassuto, Darren Rolmanis

VFX, Compositing: Fletcher Moules, Sheldon Gardner, Jerome Hauptert, Dylan White, Navid Bagherzadeh, Clayton McDermott, Kwok Fung Lam

Cloth Simulations: Lora Jensen

Render Assistant: Jens Blank

Sound Design: Andrew Jacquemin, AMPS at Redwood Studios

Re-recording Mixer: Craig Irving at Twickenham Film Studios

Voice-over Artists: Chris Grant, Marc Silk

Original Music: John Greswell, Christopher Taylor for MPM London

Arrangement by: Andy Mellon

Music Consultant: Jonny Trunk

Song: 'Happy Weekend'

Sung by: Ray Merrell

Composed, Written by: Jack Fishman, Roy Budd

Published by: JHP & Mood Media

Video, Film Transfer, 35mm prints: Technicolor

Head of Production: Julia Parfitt

Studio Manager: Theano Kazagli

Production Manager: Jo Berton

Head of 3D: Ben Cowell

Nexus Productions Support: Denise

Abraham, Matt Archibold, Ben Hunt, Ian Mansel-Thomas, Thana Shanmugam,

Matt Shepherd, Alice Wigley

Support: BBC Films, BBC Comedy & BBC

Film Network, The Animation Show,

Film London, UK Film Council

Co-production: Arcadi

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31 FRANK HAD A DREAM

2:54

Frank dreams an unconventional dream, but that doesn't mean he can't make it come true.

Software: Adobe After Effects, Photoshop;
Autodesk Maya

Director: Dae Jung
Producer: Sheridan College
Contributors: Story, Animation, Rendering,
Compositor: Dae Jung
Music: Kevin Macleod
Voice: Jerry Drozdowsky, Dae Jung

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32 Wild Dogs

2:35

Things become complicated when two wild dogs discover the remains of a giant dinosaur skeleton in the African plains.

Hardware: HP Workstations
Software: Adobe Photoshop, Premiere; Apple Shake; Autodesk Maya; Pixar
RenderMan

Director: Catherine Hicks
Producer: Ringling College of Art and
Design
Contributors: Story, Animation:
Catherine Hicks
Composer: Chris Haigh
Sound Mixing: Charles Vallely
Runt: Alex Willman
Big Dog: Charles Vallely, Beavan Blocker

Contact:

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33 Vilnius-Guggenheim

1:50

A dramatic 3D rendering of Daniel Libeskind's competitive design proposal for the Vilnius Guggenheim Hermitage Museum, set to a delicate musical score.

Hardware: 64-bit PC's; Mac workstations
Software: Apple Final Cut; Adobe After Effects, Photoshop; Autodesk 3ds Max; Chaos
V-Ray; Digidesign Pro Tools

Director: Richard Gönci
Producer: John Dollus
Contributors: Creative Director:
Richard Gönci
Executive Producer: Richard Dubrow
Co-Executive Producer, Studio Art
Director: Jon Kletzien
Line Producer: Sarah Waldman
Storyboard Artist: John Forcucci
Animation Supervisor: Tim Nelson
Digital Artists: Jeremy Brant, Tim Nelson,
Michal Pruchniak, Bill Sloman,
Curtis Swihart, Gordon Tarpley
Post Production: Animal-Studio LLC
On-line Editor: Joshua Backer
2D Animator, Compositor: Eric Weindel
Composer: Eric Aguiar
Audio Effects, Mix: Richard Bock

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34 Dim Sum

2:35

A story of a "Dim Sum" waiter in a busy San Francisco restaurant who struggles to keep his job.

Hardware: HP Workstation
Software: Adobe After Effects, Photoshop, Premiere; Autodesk Maya;
Pixar RenderMan; Tsunami

Director: Jin Sop Kum
Producer: Ringling College of Art and
Design
Contributors: Music: Brandon B. Jung,
Killer Track
Department Head: Jim McCampbell
Faculty Advisor: Heather Thomson
Preproduction Instructor: Billy Merritt

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www.ringling.edu/~jkum

35 MUZORAMA

3:03

A transposition of the graphic universe of a French comic's author, Muzo.

Software: Adobe After Effects, Premiere; Autodesk 3ds Max

Directors: Elsa Bréhin, Raphaël Calamote,
Mauro Carraro, Maxime Casaux,
Emilien Davaud, Laurent Monneron,
Axel Tillement

Producer: Pierre Coré

Contributors: Story, Graphic Design: Muzo

Art Director: Christian Janicot

Executive Producer: Supinfocom

Sound Design: Mathieu Maurice

Production: La Station Animation

Acknowledgment: Pascale Faure, Canal +,

Anne Brotot, Julien Deparis, Christophe Devaux, Gilles Ribstein, Catherine Palvadeau

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36 SOE | The Space on Earth Project | Quantum City

5:00

Excerpts from the Space on Earth project which joins architecture, design, science and entertainment technology in new generation connectivity and adaptability.

Hardware: PC

Software: Adobe Photoshop, Premiere; Autodesk Maya

Director: Franz Fischnaller

Producer: F.A.B.R.I.CATORS

Contributors: Animation, Rendering:

F.A.B.R.I.CATORS

Compositing: Franz Fischnaller

Sound: Manuel Gallardo, Shaun Harris,

Jorn Lavoll

Music: "Desert Nation" by Iskelu;

Composed by Jack Hallam; Licensed by

Really Free Music (UK)

R&D: F.A.B.R.I.CATORS

Acknowledgment: Jaffar Sharif (Space City)

Contact:

Yesi Maharaj Singh

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37 TEZCATLIPOCA

3:15

A three minute animation to the music of the classic ballet 'Swan Lake' by Peter Tchaikovsky, retelling the Aztec myth of Tezcatlipoca the deity who descends from heaven in the form of a jaguar.

Software: Adobe After Effects; Autodesk Maya; Blast Code; e-on Vue; Next Limit RealFlow; Pixologic ZBrush

Director: Robin George

Producer: School of Visual Art and Design
at Southern Adventist University

Contributors: Story, Art Director, Animator,

Composer: Robin George

Lava Simulation: Chris Wombold

Composer: Peter Tchaikovsky

Acknowledgment: Aaron Adams,

Zach Gray

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