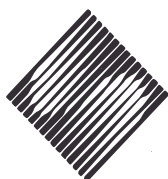


# ACM SIGGRAPH VIDEO REVIEW

ISSUE 123



SIGGRAPH 97

ENTERTAINMENT & COMMERCIAL PROGRAM

TABLE OF CONTENTS

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- 1 Smirnoff—*Buf Compagnie*
- 2 Virtual Andre—*Digital Domain*
- 3 (IMC) The Dolphin—*Taiyo Kikaku Co., Ltd.*
- 4 CALTEX STARPOWER—*Animation Research Ltd.*
- 5 Bell Atlantic "Big Deal"—*Blue Sky Studios, Inc.*
- 6 New D.N.A. Pattern—*MTV Japan: On-Air Promos*
- 7 Waterman—*Menfond Electronic Art & Computer Design Co. Ltd.*
- 8 "HOLOGRAPH"—*The Moving Picture Company*
- 9 Levi's—*Buf Compagnie*
- 10 Home—*Digital Domain*
- 11 Halls Penguins Airport—*Pacific Data Images*
- 12 Mainstay Mutual Funds' UP...DOWN...UP...—*Little Fluffy Clouds*
- 13 BBC AUTUMN ON ONE—*The Moving Picture Company*
- 14 Top Ramen - Space Search—*Menfond Electronic Art & Computer Design Co. Ltd.*
- 15 The Adventures of Pinocchio—*Medialab*
- 16 Batman & Robin—*Warner Digital Studios*
- 17 Mars Attacks!—*Warner Digital Studios*
- 18 THE SHAPEMAKER PRELUDE—*XANTHER*
- 19 The Rock—*Dream Quest Images*
- 20 Donkey Kong Country—*Medialab*
- 21 Critical Depth—*Argonaut 3D Graphics*
- 22 Pocari Water Adventure—*Mac Guff Ligne*

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## **ACM SIGGRAPH VIDEO REVIEW**

**ISSUE 123  
SIGGRAPH 97  
Entertainment & Commercial  
Program**

### **1 Smirnoff**

#### **PRODUCER:**

Partizan Midi Minuit

#### **SUMMARY:**

A crazy pursuit—part of director Michel Gondry's world.

#### **CONTRIBUTORS:**

Director: Michel Gondry  
Pierre Buffin, Yves le Peill t,  
Geoffrey Niquet, Jérôme  
Bacquet, Claude Chabot,  
Olivier Gondry, Christophe  
Dupuis, Eric Deltour, Stephane  
Naze, Pasquale Croce, David  
Verbeke, Marie-Laure Laffitte,  
Laurent Gilet, Marianne  
Barcilon  
Software: Buf Software,  
Softimage, T\_Morph, Elastic  
Reality, Flint

#### **CONTACT:**

Marianne Barcilon  
Buf Compagnie  
9, Avenue de Villiers  
75 017 Paris  
France  
33.1.47.66.02.00  
33.1.47.66.03.02 fax  
ofely@buf.imagnet.fr

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Email: svrorders@siggraph.org**

## **2 Virtual Andre**

### **PRODUCER:**

Digital Domain

### **SUMMARY:**

Employing proprietary software with Lightwave and Alias Wavefront animation, this "virtual" Andre Agassi spot was aided with cyber-scanning and performance capture techniques that were blended into a fully CG-rendered virtual tennis cathedral.

### **CONTRIBUTORS:**

Director: Allan Van Rijn

Visual Effects Supervisor: Fred Raimondi

Visual Effects Producer: Eileen Moran

Animators: Mark Glaser, Derek Spears

Executive Producer: Ed Ulbrich

Agency: Wieden & Kennedy

### **CONTACT:**

Bob Hoffman

Digital Domain

300 Rose Avenue

Venice, CA 90291

USA

1.310.314.2981

1.310.664.2701 fax

bhoffman@d2.com

## **3 (IMC) The Dolphin**

### **PRODUCER:**

Akio Kobayashi

### **SUMMARY:**

Every image of this video showing the detailed movements of fish was created by computer graphics.

### **CONTRIBUTORS:**

Producer:

Taiyo Kikaku Co., Ltd.

CG Producer: Masahiro Katsuta, Hitoshi Suenaga

Client: UNISYS

Agency: Asatsu

Director: Katsuya Kaminuma, Kazuma Morino

Production Manager: Hitoshi Hasegawa, Ryo Uno

Editor: Hideto Kano

### **CONTACT:**

Kazuma Morino

Taiyo Kikaku Co., Ltd.

2-26-3 Nishishimbashi

Minato-ku

Tokyo 105

Japan

81.3.3436.4540

81.3.3436.0175 fax

kazuma@t3.rom.or.jp

## **4 CALTEX STARPOWER**

### **PRODUCER:**

Brian Kassler

### **SUMMARY:**

A glowing meteorite changes Caltex forever.

### **CONTRIBUTORS:**

David Green, Stuart Smith

### **CONTACT:**

Dean McRobie  
Animation Research Ltd.  
Level 2, 4-50 Moray Place  
Dunedin  
New Zealand  
64.3.477.2995  
64.3.479.9751 fax  
deano@arl.co.nz

## **5 Bell Atlantic "Big Deal"**

### **PRODUCER:**

Cindy Brolsma

### **SUMMARY:**

In this spot for Bell Atlantic, a computer generated phone cord bursts with personality and goes through many choreographed movements to illustrate a new calling service offered by Bell Atlantic.

### **CONTRIBUTORS:**

Agency Credits:  
Agency: Draft Direct/NY  
Client: Bell Atlantic  
Product: Bell Atlantic  
Producer: Sue Rafter  
Art Director: Ted Eyes  
Blue Sky Studios Inc. Credits:  
Director: Carlos Saldanha

Producer: Cindy Brolsma  
Animators: Ed Gavin, Steve Talkowski, Aimee Whiting  
Modeling: Ed Gavin  
Lighting: Carlos Saldanha  
Tech Director: Hilmar Koch  
Editor: Fritz Archer

### **CONTACT:**

Alison Brown  
Blue Sky Studios, Inc.  
One South Road  
Harrison, NY 10528  
USA  
1.914.381.8400  
1.914.381.9790 fax  
alison@blueskystudios.com

## **6 New D.N.A. Pattern**

### **PRODUCER:**

Hironori Terai

### **SUMMARY:**

Sponsored by NEC, the first prize winner of the Station-ID Contest '95, "New D.N.A. Pattern" has been airing on MTV networks around the world since 1996.

### **CONTRIBUTORS:**

Director: Takeo Hatai  
Executive Producer: Y. Yonekubo  
Producer: H. Terai  
Sound: H. Takashima

### **CONTACT:**

Hironori Terai  
MTV Japan: On-Air Promos  
4-2-11 Shirokanedai  
Minato-Ku  
Tokyo 108  
Japan  
81.3.5448.1108  
81.3.5448.1408 fax  
oap-01@ar.aix.or.jp

## **7 Waterman**

### **PRODUCER:**

Victor Wong

### **SUMMARY:**

The human body is 70% water. This video points out that polluted water in our environment means that the water inside our bodies is also polluted. To ensure our future, the filmmakers take a stand endorsing clean water.

### **CONTRIBUTORS:**

Eddy Wong, Thalia Tau

### **CONTACT:**

Victor Wong  
Menfond Electronic Art &  
Computer Design Co. Ltd.  
30/F Sunshine Plaza  
353 Lockhard Road  
Wanchai  
Hong Kong  
852.2802.3382  
852.2802.3386 fax  
menfond@hk.super.net

## **8 "HOLOGRAPH"**

### **PRODUCER:**

Annette Berkenbusch

### **SUMMARY:**

To create the effect of a man walking through a car, "Holograph" uses digitized, built-in 3D and animation to match the motion control passes. There also was a pass of a cube, which was replicated in 3D, to match the exact position of the man. Reflection, shadow, and intersection mattes were composited in Flame.

### **CONTRIBUTORS:**

Agency: DDB Needham,  
Dusseldorf  
Producer: Annette Berkenbusch  
Creative Director: John  
Meszaros  
Production Company: Paul  
Weiland Film Company  
Director: David Garfath  
Producer: Mary Frances  
Post Production: The Moving  
Picture Company  
Flame Artists: Harry Jarman,  
Perri Wainwright  
3D Computer Animation: Martin  
Costello, Andy Hall, Jane  
O'Callaghan

### **CONTACT:**

Amanda Libotte  
The Moving Picture Company  
25 Noel Street  
London W1V 3rd  
United Kingdom  
44.171.434.3100  
44.171.734.9446 fax  
amanda-l@moving-  
picture.co.uk

## 9 Levi's

### PRODUCER:

Partizan Midi Minuit

### SUMMARY:

Mermaids take a sailor into the water's depth.

### CONTRIBUTORS:

Director: Michel Gondry  
Pierre Buffin, Marie-Laure Laffitte, Olivier Luffin, Jérôme Bacquet, Olivier Gilbert, Yves le Peillet, Christophe Dupuis, Eric Deltour, Stephane Naze, Pasquaale Croce, Geoffrey Niquet, Guillaume Niquet, David Verbeke, Bernard Stulzaft, Martin Fugerole, Sabine Castay  
Software: Buf Software, Softimage, T\_Morph, Elastic Reality

### CONTACT:

Marianne Barcion  
Buf Compagnie  
9, Avenue de Villiers  
75 017 Paris  
France  
33.1.47.66.02.00  
33.1.47.66.03.02 fax  
ofely@buf.imagnet.fr

## 10 Home

### PRODUCER:

Digital Domain

### SUMMARY:

"Home" presents an audacious blend of miniature model photographic elements, still photographs, digital matte paintings, and live action. The result is a bleak urban landscape of the near future juxtaposed with a colorful rural setting.

### CONTRIBUTORS:

Director: Sam Bayer  
Digital Effects Supervisor: Gray Marshall  
Visual Effects Producer: Margaux Mackay  
Animators: Lyse Beck, Craig Mullins, Alan Sonnemon  
Executive Producer: Ed Ulbrich  
Agency: M & C Saatchi

### CONTACT:

Bob Hoffman  
Digital Domain  
300 Rose Avenue  
Venice, CA 90291  
USA  
1.310.314.2981  
1.310.664.2701 fax  
bhoffman@d2.com

## **11 Halls Penguins Airport**

### **PRODUCER:**

Martin Oppus

### **SUMMARY:**

For this commercial, Pacific Data Images created ice-skating digital penguins and integrated them into live action footage. As the live action footage was shot at night, significant amounts of shadow casting and ambient lighting had to be matched.

### **CONTRIBUTORS:**

Executive Producer: Denise Minter

Producer: Martin Oppus

Director: Eric Strand

Technical Director: Cassidy Curtis

Assistant Technical Director: Kristi Higgins

On-location TD: Noel McGinn

On-location Producer: Les Hunter

Lighting Director: Jeanie Cunningham

Lighting Specialist: Jin Liou, Sherry Hsieh

Character Motion: Fred Nilsson, Collin Hennen

Assistant Producer: Jennifer Dahlman

Rendering: Chanda Cummings

Agency: J. Walter Thompson, NY

Agency Producer: Gary Bass

Creative Director: Frank Constantini

Production Company: Morton Jankel Zander, Hollywood, CA

Producer: Lisa Rich

Live Action Director: Rocky Morton

Post Production House: Razor Boy, Los Angeles, CA

Editor: Louis Lyne

### **CONTACT:**

Judy Conner

Pacific Data Images

3101 Park Boulevard

Palo Alto, CA 94306

USA

1.415.846.8100

1.415.846.8103 fax

info@pdi.com

## **12 Mainstay**

### **Mutual Funds'**

### **UP...DOWN...UP...**

### **PRODUCER:**

Betsy De Fries

### **SUMMARY:**

"Up...Down...Up..." combines traditional cel animation with new and unique techniques in 3D digital animation to create an overall woodcut 2D effect. More than thirty texture maps were hand drawn and applied to the 3D CG sea serpent to give it just the right traditional effect. Twenty texture maps were applied to the head alone.

### **CONTRIBUTORS:**

Animation Director: Jerry van de Beek

Little Fluffy Clouds Director:

John Hays

### **CONTACT:**

Betsy De Fries

Little Fluffy Clouds

Pier 29 Annex

San Francisco, CA 94111

USA

1.415.956.8699

1.415.956.8599 fax

betsy@littlefluffyclouds.com

## **13 BBC AUTUMN ON ONE**

### **PRODUCER:**

Janice Beale

### **SUMMARY:**

Created in Alias, "BBC AUTUMN ON ONE" comprises three sequences. Proprietary software HardImage was used to create the gentle lantern movement, paper textures, and depth of field. Ray tracing achieved the yoyos' multiple internal refractions, with motion blur enhancing the motion. The complex animation in the "Tea Party" included as much action as possible.

### **CONTRIBUTORS:**

BBC Graphic Design  
Designers: Jane Walker, Ahmet  
Ahmet  
Post Production: The Moving  
Picture Company  
3D Computer Animation Tea  
Party: Paul Franklin  
3D Computer Animation  
Lanterns: Eric de Boer  
3D Computer Animation YoYo:  
Nigel Hardwidge, Jane  
O'Callaghan

### **CONTACT:**

Amanda Libotte  
The Moving Picture Company  
25 Noel Street  
London W1V 3rd  
United Kingdom  
44.171.434.3100  
44.171.734.9446 fax  
amanda-l@moving-  
picture.co.uk

## **14 Top Ramen - Space Search**

### **PRODUCER:**

Victor Wong

### **SUMMARY:**

Astronauts propel a special crafted spaceship "bowl" into space to search for the most delicious ramen.

### **CONTRIBUTORS:**

Eddy Wong, Thalia Tau

### **CONTACT:**

Victor Wong  
Menfond Electronic Art &  
Computer Design Co. Ltd.  
30/F Sunshine Plaza  
353 Lockhard Road  
Wanchai  
Hong Kong  
852.2802.3382  
852.2802.3386 fax  
menfond@hk.super.net



## **15 The Adventures of Pinocchio**

### **PRODUCER:**

Kushner Locke

### **SUMMARY:**

This is an excerpt from the recent motion picture "Pinocchio." Medialab was responsible for the animation, compositing, and special effects for all seventy shots shown here. Pepe was animated using a combination of Medialab's real-time performance animation system and Softimage's key-frame systems and then rendered in Wavefront Explore.

### **CONTRIBUTORS:**

Director: Steve Barron  
Courtesy of Kushner Locke International and New Line Productions, Inc.  
Copyright 1996 Allied Pinocchio Prod. Ltd. All Rights Reserved.

### **CONTACT:**

Joulia Pierre-Jean  
Medialab  
104 Avenue du President  
Kennedy  
75016 Paris  
France  
33.1.66.30.66.30  
33.1.66.30.66.60 fax

## **16 Batman & Robin**

### **PRODUCER:**

Warner Digital Studios

### **SUMMARY:**

This excerpt from the popular film series shows Mr. Freeze's rays freezing people, city extensions, and CG vehicles.

### **CONTACT:**

Suzanne Datz  
Warner Digital Studios  
1935 Buena Vista Street  
Burbank, CA 91504  
USA  
1.818.977.8452  
1.818.977.0530 fax  
sdatz@warnerdigital.com

## **17 Mars Attacks!**

### **PRODUCER:**

Warner Digital Studios

### **SUMMARY:**

These excerpts from the Tim Burton film "Mars Attacks!" feature flying saucers and robots.

### **CONTRIBUTORS:**

VFX Supervisor: Michael Fink  
Production Supervisor: Ellen Somers  
VFX Producer: Lauren Alexandra Ritchie  
Digital FX Supervisor: Guy Williams  
Art Dept. Supervisor/Matte Artist: Jesse Silver  
CGI Lead - Robot: Brian Steiner  
CGI Lead - Saucers: Chris Waegner

Technical Director/CG Landing  
sequence: Bill Konersman  
CG Artist: Rhett Bennett, Jeffrey  
Benoit, Heather Bushman,  
Vince DeQuattro, Adam Dotson,  
Jamie Engel, Mark Farquhar,  
Vincent M. Giordano, Kelly  
Hartigan, Christian Hatfield,  
Matthew Head, Roger Huynh,  
Todd Jahnke, Arthur Jeppe,  
Carolyn Ippisch, Hiroki Itokazu,  
Alice V. Kaiserian, James Kuo,  
David C. Lawson, Janice Lew,  
Shanna Lim, Aaron Linton, Mary  
E. Manning, Rob Ostir, Robert  
Shrider, David A. Smith, Evelyn  
Spencer, Kathi Spencer, Kenji  
Sweeney, Marc Toscano, Kelly  
Wilcox, Lindy Wilson,  
Genevieve Yee, Ingrid Yegros  
Inferno Supervisor: Victor  
Jimenez  
Inferno Artist: Fortunato  
Frattasio, John Kohn  
2D Artist: Jillian Backus, Katie  
A. Tucker, Bonjin Byun, Craig  
Simms  
2D Roto Artist: Michael  
Adkisson, Michael Hemschoot,  
Nicole Graham  
2D Texture Artist: Darren  
Bedwell, Phil Carlig, Linda  
Shepard, Christine Serino  
Matte Painter: Tim Clark,  
Michelle Moen  
VFX Production Manager: Mimi  
Medel  
2D VFX Production Manager:  
Lynn M. Gephart  
VFX Assistant Coordinator:  
Lindsay Burnett  
Model Prod. Coordinator: Casey  
Steele  
On-Set Plate Manager: Bill  
Maher  
Film Assembly Technician:  
Diane Caliva

Assistant Film Assembly  
Technician: Heather J. Morrison  
Color Imaging Supervisor: Dave  
Gregory  
Digital Camera Supervisor:  
Megan Bryant  
Digital Color Lead: Jason  
Piccioni  
Digital Camera Operator:  
Christopher Savides, Robert  
White  
Tape Operations Lead: Michael  
Wilhelmi  
Tape Operator: Walt Cameron  
Software Lead/Systems  
Administration: Chris Steinke  
Software Lead/Systems  
Administration: Kevin Smith  
Hardware Lead/Systems  
Administration: Andy Chua  
Systems Administration: Robert  
Gorichanez  
Software Project Manager: Yun  
Chen Sung, Hiroyuki Miyoshi  
Software Engineer: Cesar  
Velazquez, Phil Graham, Sosh  
Mirsepassi, Francesco Chiarini  
Acme Model Shop Supervisor:  
Michael Joyce  
Modelmaker: Mark Ross-  
Sullivan, Ken Swenson

**CONTACT:**

Suzanne Datz  
Warner Digital Studios  
1935 Buena Vista Street  
Burbank, CA 91504  
USA  
1.818.977.8452  
1.818.977.0530 fax  
sdatz@warnerdigital.com

## **18 THE SHAPEMAKER PRELUDE**

### **PRODUCER:**

Mark Allen

### **SUMMARY:**

"THE SHAPEMAKER PRELUDE" is a short digital movie promoting an unmade feature film titled "THE SHAPEMAKER." Using the power of his desktop Macintosh computer, Mark Allen creates a fantasy world in which a street artist, bending shapes from aluminum foil, constructs a shape that begins a revolution.

### **CONTRIBUTORS:**

Brad Rushing, Lisa Hannan, Mark Setrakian, Sarah Campos, Craig Barnes, Rick Morris, California Communications, Inc., Electric Image Animation System, Opcode, Ultimatte, Autodesys, Radius, Random Creations, Necromat, Kristin Calkins, Ernest Hardy, Wendi Granthem, Eiji Inoue, Stuart Weiss, Richard Frank Adams, Wyatt Weed, Dorsay Alavi, Ynot Navillus, Christiane Masterson, Jeremiah Carafano, James Adam Patterson, Matt Ullman, Carey Hollis, Deborah Velarde, Hiroko Imai, Michael Wang, Corey D. Leamon, Dustin McGinnis, Susie Johnson, John Leamon, Kim Snyder, Eric Ford, Vic Randolph, Ziggy, Michael Melamed, Hector Rivera, Karen Rall, Sean Allen, Michael Anastasio, Paul Debenedictus, Alexandra Yessios, Lynn Sauve, Susan Correl, Paul Babb, Sandra Barrera

### **CONTACT:**

Mark Allen  
XANTHER  
8437 Ridpath Drive  
Los Angeles, CA 90046  
USA  
1.213.650.9030  
1.213.650.9030 fax  
mark.allen@usa.net

## **19 The Rock**

### **PRODUCER:**

Rae Griffith  
Dream Quest Images

### **SUMMARY:**

For the motion picture "The Rock," Dream Quest Images created computer generated F18 fighter jets, missiles, and their particle system exhaust trails. All of this required the creation of virtual worlds for motion tracking. A blue screen explosion was composited over Alcatraz Island with animated interactive light and shadows. Digital bubbles and wakes were added to motion controlled puppet Navy SEAL divers and model submersible vehicles.

### **CONTRIBUTORS:**

Visual Effects Producer: Rae Griffith  
Dream Quest Executive Producer: Dennis Hoffman  
Digital Effects Supervisor: Dan Deleeuw  
3D Technical Supervisor: Darin Hollings

3D Artists: John Murrah, Megan  
McBurney, Matt Hightower  
2D Technical Supervisor: Blaine  
Kennison  
Compositing Art Director: Marlo  
Pabon  
2D Compositors: Amy  
Pfaffinger, Jen Howard, Michael  
Miller, Deborah Wiltman  
Data Management: Rory Hinnen  
Scanning/Recording  
Technicians: Rock Lopez  
Head of Digital Technology:  
Rob Burton  
Digital Department Supervisor:  
Mitch Dobrowner

**CONTRACT:**

Mary Reardon  
Dream Quest Images  
2635 Park Center Drive  
Simi Valley, CA 93065  
USA  
1.805.587.3155  
1.805.583.4673 fax  
mary\_reardon@studio.disney.  
com

## **20 Donkey Kong Country**

**PRODUCER:**

Medialab  
Nelvana

**SUMMARY:**

An excerpt from a 26-episode  
half-hour 3D CG series currently  
in production at Medialab,  
"Donkey Kong Country" is  
based on the well-known  
Nintendo video game. The  
animation is 20% keyframe and  
80% performed with Medialab's  
real-time performance  
animation system. Final  
rendering was done with  
Wavefront Explore.

**CONTRIBUTORS:**

Donkey Kong Country TM,  
Copyright 1996 Ninteno -  
Game by Rare  
3D animated TV series,  
Copyright 1997  
Medialab/Nelvana

**CONTACT:**

Joulia Pierre-Jean  
Medialab  
104 Avenue du President  
Kennedy  
75016 Paris  
France  
33.1.66.30.66.30  
33.1.66.30.66.60 fax

## 21 Critical Depth

### PRODUCER:

Benjamin Harrison  
Argonaut 3D Graphics

### SUMMARY:

"Critical Depth" is an introduction, and part of the ending, of a game to be released by Sony and Microsoft. The beginning details the unfortunate fate of the submarine pilot who discovers an alien threshold. His fate forms the basis for the gameplay. The conclusion presented here is a generic ending. Different endings depend on the type of character the player has chosen to play.

### CONTRIBUTORS:

Matthew Harrison, Tyler Williams, Bob Lee, Steve Lee

### CONTACT:

Benjamin Harrison  
Argonaut 3D Graphics  
1900 North Canyon Road  
Provo, UT 84604  
USA  
1.801.373.7040  
1.801.373.7250 fax  
benjamin@argonaut3d.com

## 22 Pocari Water Adventure

### PRODUCER:

Dentsu  
Dentsu Tec

### SUMMARY:

A ride simulation film for IWERKS hardware.

### CONTRIBUTORS:

Director: Pascal Roulin  
CG: Mac Guff Ligne

### CONTACT:

Nicholas Trout  
Mac Guff Ligne  
14 Rue Sthrau  
75013 Paris  
France  
33.1.45.86.31.00  
33.1.45.86.32.33 fax  
niko@macguff.fr