

# ACM SIGGRAPH VIDEO REVIEW

ISSUE 128



SIGGRAPH 98

COMMERCIAL/VISUALIZATION/RIDES

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## **ACM SIGGRAPH VIDEO REVIEW**

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**Commercial/Visualization/Rides**

### **SIGGRAPH 98 In-between Animations**

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## **1 Digital Backlot and CG Set Creation for Films**

### **PRODUCER:**

Matte World Digital

### **SUMMARY:**

For the films "The Truman Show" and "Great Expectations," Matte World Digital used digital backlot techniques to complete partially built locations and interior sets. CG architectural renderings were combined with live action photography to create the scenes shown.

### **CONTRIBUTORS:**

Contributors: Craig Baron, Krystyna Demkowicz, Paul Rivera, Todd R. Smith, Morgan Trotter, Brett Northcutt, Chris Evans, Caroleen Green, Ken Rogerson, Brian Ringseis, Ben Barron, Lori Casler, Martin Matzinger

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## **2 Quest for Camelot**

### **PRODUCER:**

Dalisa Cooper-Cohen

### **SUMMARY:**

This compilation piece shows the CGI elements that were incorporated into this 2D animated film.

### **CONTRIBUTORS:**

Director: Frederik Du Chau

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## **3 Mouse Hunt**

### **PRODUCER:**

Shannon Casey

### **SUMMARY:**

In the making of this popular film, scenes of a photorealistic mouse with fur, a cat's legs with fur, photorealistic cherries, olives, cheese, smoke and fire effects were composited over live action footage.

### **CONTRIBUTORS:**

Director: Sylvia Wong  
Animation & Lighting  
Supervisor: Sylvia Wong

Animation & Lighting Director,  
FX Supervisor: Charlie Gibson  
Visual Effects Producer:  
Shannon Casey  
Visual Effects Coordinator:  
Chad Merriam  
CG Supervisor: Mary Lynn  
Machado  
CG Lead Animators: Brian  
Dowrick, Raffaella Filipponi,  
Nancy Kato  
CG Animators: Doug Gallery,  
Glenn Ramos, Kent Yoshida  
CG Lead Lighters: Raymond  
Chen, John Dietz, Todd Shifflett  
CG Lighters: Karl Herbst, Marc-  
Andre Samson, Randy Wei,  
Brian Young, Jongo Yuk  
Effects Animators: Peter  
Farson, Chris Sjöholm  
R&D/Animation Setup: Daryl  
Munton, Chris Perry, Hans  
Rijpkema  
Lead Composer: Betsy Paterson  
Compositing Artists: Sue Benko,  
Scott Seuss, Colleen Smith  
Digital Compositing Supervisor:  
Tom Leeser  
Digital Painters: John Alex  
Lockwood, Tristan Tang  
CG Match Movers: Mark  
Hamilton, Julius Wang  
CG Modelers: Tom Capizzi,  
Mark Cheng, Chris Pulvino  
Software: Perry Kass, Toshi  
Kato, Charles Knowlton, Steve  
Sullivan, Harold Zatz  
Technical Support: Juan-Luis  
Sanchez  
Concept Artists: Ed Lee, Sei  
Nakashima  
Visual Effects Editor: Josh  
Margolies  
Visual Effects Assistant Editor:  
Dorre Street  
Production Management:  
Prashant Buyyala, John Hughes

Post Production Manager:  
Michael Taylor  
Scanning & Film Recording  
Engineer: Will McCown  
Film Recording Technicians:  
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## **4 Danteum of Giuseppe Terragni and Pietro Lingeri**

### **PRODUCER:**

Takehiko Nagakura

### **SUMMARY:**

Using radiosity-based computer graphics tools, this demonstration film is an effort by MIT scholars to visualize sensations in great unbuilt architecture. Presented here is the Danteum, a monument dedicated to the great Italian poet Dante, which was designed in 1938 by two Italian architects for Rome, but which was never built.

### **CONTRIBUTORS:**

Director: Takehiko Nagakura  
Contributors: Ben Black,  
Handane Liew, Birgul Colakoglu

### **CONTACT:**

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## **5 South-Eastern United States Fly-By**

### **PRODUCER:**

Vibeke Friis-Christensen

### **SUMMARY:**

This animated flight through the South-Eastern United States was created using computer-generated geographically accurate terrain.

### **CONTRIBUTORS:**

Director: Vibeke Friis-Christensen  
Software Engineering: Satish Annapureddy

### **CONTACT:**

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## 6 Goldies

### PRODUCER:

Diane Fazio

### SUMMARY:

Two gold fish are tortured by a platter of cheese outside their bowl. Just as the fish leap to land on it, the platter is moved. The techniques used in this commercial—CG and Inferno—work as well as live action.

### CONTRIBUTORS:

CGI Director: Kerry Colonna  
Live Action Director: David Kellogg  
Head of Production,  
Commercial Digital: Ken Ruppenian  
CGI/Inferno Producers: Diane Fazio, Karey Maltzahn  
CGI/Assistant Inferno Producer: Jenny Groener  
Inferno FX Supervisor: Theresa Ellis  
Inferno Artist: Betsy Paterson  
Flint Artist: Tristan Tang  
Inferno I/O and Avid Editing: Tony Barraza  
Animation Set-up: Hans Rijpkema  
Technical Support: Eric Tsai  
Choreographer/Animator: Lyndon Barrois  
Animator: Glenn Ramos  
Head Technical Director: Robert Lurye  
Technical Directors: Sandra Voekler, Todd Harvey, Young Joo Paik, Jae Wook Chang, Chris Sjöholm, Theodore Bialek  
Technical Consultants: Steve Sullivan, Jerome Solomon  
Modeling Manager: Keith Hunter  
Modelers: Chien-Hsiung Wang,

Nancy Klimley, Bradley Sick  
Animation Manager: Kristina Reed  
Director of Digital Production: David Weinberg

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## 7 Atlantis 'Royal Towers Preview'

### PRODUCER:

Dante Piacienza

### SUMMARY:

This architectural ride film shows an expansion that was designed for the Atlantis resort in the Bahamas.

### CONTRIBUTORS:

Director: Ralph Guardiano  
Contributors: Bhavesh Patel, Gates Councilor, Jay Nilsen, Eric Paynter, Craig Foster, Gerardo Orioli

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## **8 Hamlet Glow Worm**

### **PRODUCER:**

Hector Macleod

### **SUMMARY:**

Hamlet cigars are featured in this commercial.

### **CONTRIBUTORS:**

Director: Alastair Hearsum

Animation: Alastair Hearsum

Title Animation: James Mann

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## **9 Race For Atlantis - in Imax 3D**

### **PRODUCER:**

Barry Kemper

### **SUMMARY:**

This three and a half minute motion base ride film was entirely computer generated.

### **CONTRIBUTORS:**

Director: Arish Fyzee

CG Producer: Ellen Coss

Head Technical Director:

Nik Titmarsh

### **CONTACT:**

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