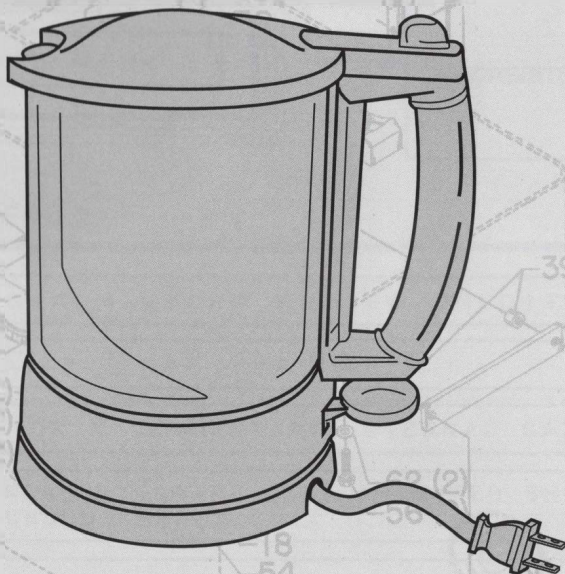
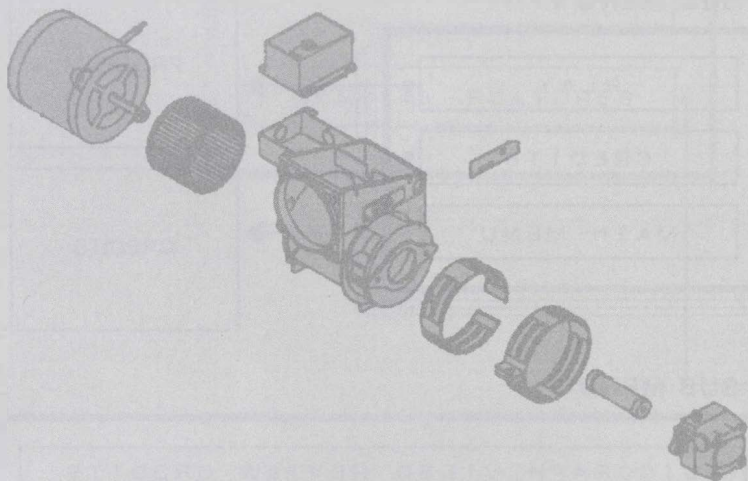




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01 Respire

3:42

A 3D animation for a French rock band, completed in 1 month with 5 people.

Directors: Jerome Combe,
Stephane Hamache, Andre Bessy
Producer: Virgin Music, EMI
Contributors: Eric Prebende,
Sylvain Tardiveau

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Jerome Combe
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02 Dawn

2:41

We tried to create an attractive, realistic-looking real time character to show off the power of programmable shading and vertex processing on the GeForceFX. Dawn walks around, flirts with the camera, and makes faces at the audience.

Contributors: NVIDIA Demo Team

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03 The Boxer: Round 1

1:15

In a dark room, a pair of boxing dolls stare at each other silently. Even with the smallest move they cannot help hitting each other. A funny boxing game featuring Vicky and Johnny, a tomboy and a poor fella who can never win.

Director: Shin Tae Sik
Producer: Ahn Sung Jai

Contact:

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04 Molecular Visualizations of DNA

3:05

These DNA molecular visualizations were created for the multifaceted 'DNA' project, celebrating the 50th anniversary in 2003 of the discovery of the double helix. The 'DNA' project includes a five-part documentary series, museum film and online resources for teachers and students. The dynamics and molecular shapes were based on X-ray crystallographic models and other published scientific data sets. Leading scientists, including many Nobel Laureates, critiqued the animations during their development. Particular effort was made to ensure that relative shapes, sizes and 'real-time' dynamics were as accurate as possible. The primary system used for building the animations was Maya PaintFX.

Director: Max Whitby
 Producer: Drew Berry
 Contributors: Jeremy Pickett-Heaps,
 Suzanne Parke, Franc Tetaz

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05 Mickey's Buddy

1:50

Mickey's life has changed forever since his dog died. He found a new dog to keep him company though. He's a good dog but very lazy. He never wants to play ball or even go for a walk without a struggle. See what happens when a surprise visitor stumbles upon them.

Director: Pete Paquette
 Producer: Ringling School of Art and Design
 Contributors: Ringling Computer Animation Faculty, LucasArts "Gladius" Team, Class of 2003, Computer Animation Seniors, Somchi Greene, Emily Paquette

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pete_paquette@yahoo.com
www.rsad.edu

06 After You

2:24

A power struggle for one and simply an act of kindness for another. There is a thin line between good manners and manipulative behavior. "After You" is a comical play derived from that very line.

Director: Christopher Cordingley
Producer: Ringling School of Art and Design
Animation & Music:
Christopher Cordingley

Contact:

Christopher Cordingley
Ringling School of Art and Design

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cordingleyct@netscape.net

www.rsad.edu

07 Chainsmoker

3:46

An old woman living in a home badly wants to smoke but is not allowed to. She struggles in a situation where she suddenly is treated as a child and therefore acts as one. A celebration to the greatness of being small and very human, but also of one's determination in never giving up.

Director/Producer: Ulf Lundgren
Contributors: Joel Lundgren,
Mia Tinglaf

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Ulf Lundgren

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www.lost.com.tj

08 The Boxer: Round 2

1:45

Round 2 of the funny boxing game featuring Vicky and Johnny, boxing dolls who cannot help but hit each other. The tomboy and a poor fella who can never win, take aim at each other in this second in a series of animations by Tuba Animation Studio.

Director: Shin Tae Sik
Producer: Ahn Sung Jai

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09 WarCraft III: Reign of Chaos

2:28

This beautiful and evocative glimpse into the story of Warcraft is the best representation of the lands of Azeroth yet created. The Warcraft III Pre-Rendered Cinematics break new ground in computer graphics by bringing huge armies, cloak-enshrouded, long-haired characters, and photorealistic landscapes to the screen. Created on PC's running 3D Studio MAX. Compositing was handled using Adobe After Effects and Discreet Combustion.

Director: Nick Carpenter
Producer: Scott Abeyta
Contributors: Scott Abeyta,
John Burnett, Nicholas S. Carpenter,
John Chalfant, Jeff Chamberlain,
Aaron Chan, Ben Dai, Joe Frayne,
Jay Hathaway, Harley D. Huggins II,
Jared Keller, Jon Lanz, James McCoy,
Matthew Mead, Dennis Price,
Matt Samia, Mark Skelton,
Patrick Thomas, Seth Thompson,
Ru Weerasuriya, Kenson Yu

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10 GDF "Dolce Vita"

1:07

A man floating on a bubble armchair, a woman flying down the stairs in a coat of feathers, another man bathing.

Director: Bruno Aveillan

Producer: Quad

Agency: Australie

Digital Visual Effects: la maison, Annie Dautane

Shooting Supervisors: Francois Dumoulin, Pierre Pilard

Graphic Artists: Bruno Maillard, Eve Ramboz, Francois Dumoulin

CG Supervisor: Luc Froehlicher

CG Artists: Pierre Pilard, Matthieu Royer, Vincent Thomas, Guy Rabiller, Ahmidou Lyazidi,

Luc Froehlicher,

Bénédicte Legrand Robert,

Myriam Catrin

Digital Visual Effects Coordinator:

Dorothee Dray

Contact:

Annie Dautane

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www.alamaison.fr

11 Exigo

3:40

Through the realistic fantasy world of the Exigo computer game, the film portrays the death of a nameless soldier in the land of the Mordens. In making the animation, DIGIC Pictures gathered together Hungary's most experienced CG artists. Primary aims were to fully execute all details, reflected in the extremely thorough models, character textures and fineness of movement, and to create a visual world which uses graphics originally yet remains photorealistic, moving the viewer deeply both in detail and as a whole.

Director: Jeni Udvardi
 Producers: Alex Sandor Rabb, Istvan Zsuffa
 CG Supervisor: Gabor Marinov
 Leading CG Artists: Andras Tarsoly, Istvan Zorkoczy
 Technical Director: Imre Toske
 CG Artists: Daniel Bukovec, Gyorgy Horvath, Gergely Kali,
 Andras Ketzer, Sandor Molnar, Ivan Sarosacz, Attila Sziklai
 Matte Painter: Ikos Haszon
 Concept Design: Zoltan Boros, Tibor Dimity, Gabor Szikszai,
 Gergi Sziptner
 Director's Assistant: Judith Pethi
 Motion Capture: Szabolcs Jozsa,
 Philos Laboratories
 Stunts: Laszlo Mecseki, Béla Unger
 Sound FX: Yellow Studio
 Narrator: John Well
 Original Music: Ikos Ambrus,
 Péter Tolnay
 Music Performance:
 Budapest Symphony Orchestra
 Orchestra Conductor: Laszlo Kovacs

Contact:

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Black Hole Entertainment /
Digic Pictures
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gabor.marinov@blackholegam
es.com

12 Bjork “Nature is Ancient”

4:16

The piece features intricate Adam and Eve creatures that have an abstract, primitive form and live in a fluid environment alive with microscopic life. Using NURBS modeling, Glassworks' 3D department created layers of texturing to achieve the complex look of the characters. The membrane layers were achieved via a plug-in shader which essentially creates millions of soft particles that build up without all the hard edges of typical 3D geometry. Completed using Maya and Inferno with the shader programmed in C++.

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13 The Boxer: Round 3

2:29

What can be expected of Vicky and Johnny, the funny pair of boxing dolls in this 'Round 3' of animation? Is Johnny truly destined to never win? Or will Vicky, the tomboy prevail with a knock-out?

Director: Shin Tae Sik
Producer: Ahn Sung Jai

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www.tubaani.com

14 The Dog Who Was A Cat Inside

3:11

The difference between these two animals comes to represent inner conflict and learning to live with it. The visual style is inspired by Cubism and how that style can illustrate many facets of the same thing. A mixture of traditional, hand-painted and 3D computer animation.

Director: Siri Melchior
Producers: Andrew Ruhemann,
Sian Rees
Contributors: Siri Melchior,
Russell Brooke, Tessa Lewin,
Tanya Vardaki, Tim King,
Itxaso Larrocea, Tessa Lewin,
Tanera Dawkins, Tim Barker,
Julian MacDonald, Sonia Riller,
Matt Duncan, Kevan O'Brien

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+44.207.323.9030 fax
joanna@passion-pictures.com

15 Eat Your Peas

1:55

Should you follow your heart, or follow instructions? There are times when people should listen to that little voice inside their head, and there are times when they should listen to the voice of authority. The difficulty lies in distinguishing the two.

Director: Paul Hargrave
 Producer: Ringling School of Art and Design
 Music: Ivan Kaplow
 Piano: Pat Osborne

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16 Show & Tell

4:19

Earl is a student in a dank Victorian schoolhouse. A bit of a misfit amongst his classmates, it is his turn to "Show & Tell". In a building crescendo of showmanship, he draws forth from his bag a barrage of items. Ms. Beeble, the Teacher, does her best to control the ensuing anarchy, but Earl gets the better of her, and has the best day of his life.

Director: Mark Gravas
 Producer: Sandra Walters
 Contributors: Bradley Trevor Greive,
 Darren Price, Ben Cowell

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Philip Klaunzer
Kapow Pictures
5 Ridge Street North Sydney
2060 Sydney
Australia
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+612.9929.4755 fax
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17 Poor Bogo

1:39

Inside the wonderful world of a young girl's imagination, Bogo has the best time in ones life.

Constantly laughing, playing and eating candy, life couldn't get any sweeter. It is only until this beautiful world is confronted by a boring and cruel reality that all the joy quickly fades away.

Director: Thelvin Cabezas
 Producer: Ringling School of Art and Design
 Contributors: Maggie McCampbell,
 Steve Houston, Don Brandes

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18 Polar Bears "Gary's Fall"

2:16

Captive polar bears Gary and his son Shane are playing football with an old tin. Just as mum Claudia warns Shane not to fall, Gary falls in the recently emptied pool instead. He ends up with both arms sticking out sideways in plaster, prompting the other polar bears to tease him relentlessly. This computer animation was produced over a 7 month period by animation house and post facility MacGuff Ligne in Paris using Maya software for the animation and their own proprietary software MGLR (MacGuff Ligne Rendering) for the rendering and compositing.

Director: Pierre Coffin
 Producers: Hugo Sands, Erika Forzy
 Production Company: Tiger Aspect
 Series Producer: Lucy Robinson
 Executive Producer: Mark Chapman

Writer: Christopher Benson
Voices: Lenny Henry (Gary), Alison Steadman (Claudia),
 Trevor Peacock (Uncle Ian), Barry Farrimond (Shane)
Voice Recording: Graham Stotten at Videosonics
Animation Production: Passion Pictures
Director: Pierre Coffin
Art Directors: Pierre Coffin, Etienne Pecheux
Editors: Pierre Coffin, Etienne Pecheux
Executive Producer: Andrew Ruhemann
CG Animation: MacGuff Ligne
Animators: Barthelemy Boirot,
 Christophe Barnouin,
 Isabelle Auphan, Valerie Ede,
 Luc Degardin
Producer: Jacques Bled,
 Nicolas Trout
FX Supervisor: Etienne Pecheux
Rendering: Niklaus Bruneau,
 Franck Clarenc, Mathieu Gros,
 Etienne Pecheux
Production Assistant:
 Delphine Le Roch

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joanna@passion-pictures.com

19 Tim Tom

4:20

Two animated characters, Tim and Tom want to meet, but their creator does not readily oblige. A homage to the cartoon film, with touches from the Thaumatrope, the studio Aardman, and the influences of Tex Avery.

Directors: Romain Segaud,
 Christel Pougeoise
Producer: Supinfocom Valenciennes

Contact:

Maud Bonassi
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14, rue de Marignan
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maud@oneplusone.fr

20 Eternal Gaze

15:46

A poignant story of an artist, his art, and reciprocated love. Inspired by the life of one of the greatest artists of the twentieth century, the film follows Alberto Giacometti through the last 9 years of his remarkable life, and journeys into the depths of his famously tortured psyche. Along the way, we experience the human condition of despair, love, and hope that is as much a part of Giacometti's art as it is about the artist himself.

Director/Producer: Sam Chen
Contributor: Jamey Scott

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www.EternalGaze.com

SPECIAL FEATURES

21 SIGGRAPH 2003 Papers Review

2:33

The SIGGRAPH Papers Review is an opportunity to showcase video segments from the Papers Sessions within the Computer Animation Festival. This year's review includes new ideas for skinning models, rendering skin, calculating shadows, and simulating cloth, smoke and collisions. The narration reflects the light tone given to the piece, featuring the vocal talents of Chris Miller. Edited by Maurissa Horwitz with music by Kristin Dyrud.

Directors/Producers:
Jessica Hodgins, Carnegie Mellon
University; Joe Marks,
MERL; Mark Edwards, DreamWorks
Editor: Maurissa Horwitz
Magic Mirror: Chris Miller
Animation: Chung Chan
Music: Kristin Dyrud
Video Transfer: Brian Staszal

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marks@merl.com

22 Computer Animation Festival Trailer 3:04

Each year, the Computer Animation Festival Chair produces a number of different high-energy pieces consisting of clips from some of the most visually stimulating work accepted into the program. These pieces are shared with international and national media bureaus, used to advertise the Animation Theater at the conference, and used to generally stimulate interest in the festival. The trailer included on this year's DVD is a reflection of the various trailers that were cut for the show.

Director/Producer: Darin Grant
Editor: Russ Glasgow
Music: Matt Fairclough

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23 Director's Commentary for "Eternal Gaze" 15:46

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24 2002 Academy Award Winner for Best Animated Short "The ChubbChubbs!"

5:37

When Sony Pictures Imageworks president Tim Sarnoff encouraged company artists and animators to create an original story, "The ChubbChubbs!" was conceived. Imageworks' first all-CG short introduces the alien inhabitants of the Planet Glorf: Meeper, the earnest but oh so awkward hero, the singing Diva, the Zyzaks and the ChubbChubbs. In this debut short, Meeper valiantly tries to warn the patrons of the Ale-E-Inn, an intergalactic watering hole with its own constellation of stars, of impending danger only to find himself face to face with the toughest creatures in the universe. "The ChubbChubbs!" began as a test of Imageworks' production pipeline and went on to win an Academy Award® for Best Animated Short Film.

Director: Eric Armstrong

Producer: Jacquie Barnbrook

Story by: Jeff Wolverton

Production Designer: Yarrow Cheney

Digital Supervisor: Alberto Menache

Animation Supervisor: Steve Markowski

CG Supervisor: Andrew Titcomb

Effects Animation Supervisor: Darren Lurie

Character Technical Supervisor: JJ Blumenkranz

Modeling Supervisor: Kevin Hudson

Lead Storyboard: Kevin Johnson

Lead Layout: Donald Reich

Lead Animation Support: Yakov Baytler

Storyboard and Character Design: Thor Freudenthal, Brian

Kindregan, Sean Mullen, Vladimir Todorov

Digital Production Manager: Franco Pietrantonio

Production Coordinator and Voice of Meeper: Bradford Simonsen

Animators: Ana Alvarado, Renato Dos Anjos, Ralph Fernan, Derek Friesenborg, Peter Giliberti, Pedram Goshtashpour, Nicole Herr, Chris Hurtt, Paul Jessel, Anthony LaMolinara, Jeff Lin, Kenn McDonald, Noel McGinn, Gavin Moran, Jason Reisig, Rick Richards, Troy Saliba, Henry Sato, Brian Schindler, David Earl Smith, Keith W. Smith, Chad Stewart, Bill Tessier, Alex Tysowsky, Dave Vallone, Jim Van der Keyl, Roger Vizard, Christopher D. Williams

Color and Lighting: Dan Abrams, Grant Anderson, Steven Blakey, Alan Chan, Clint Colver, Greg Derochie, Mark DeSouza, Jeff Dillinger, Colin Drobnis, Sing-Choong Foo, Alex Grau, Harry Gunderson, John T. Lee, Lyndon Li, Benjamin Lishka, Tim Llewellyn, Simon Maddocks, Arnon Manor, Mario Peixoto, Alan Precourt, Thomas Pushpathadam, Allen Ruilova, Sergi Sagas, Laura Scholl, Jeff Shank, Aliza Sorotzkin, Baudoin Struye, Dan Ziegler

Visual Effects: Doug Creel, Sho Igarishi, Daniel Kramer, Daniel La Chapelle, Steve LaVietes

Layout Artists: Alex Head, Gregory Nic Nicholson, Eric Peterson, John Schmidt

Character Set Up and Support: Aaron Campbell, Lauren Carr, Sumit Das, Koji Morihira, Maks Naporowski, Carolyn Oros, Todd Pilger, Brian Thompson, Christopher Waegner, Kelly Wilcox

Modelers: Henry Darnell, Marvin Kim, Kui Han Lee, Edward Taylor, Alex Whang, Dustin Zachary

Shader Writer: Mark Hall

Inferno Artist: Andrew Mumford

Painters: Suzy Brown, Sully Jacome-Wilkes, Susan Kornfeld, Sonserae Leese, Raquel Morales, Travis Price, Donna Tracy

Matte Painter:

Joshua Geisler-Amhowitz

Software Engineering Lead:

Armin Bruderlin

Contact:

Mary Reardon

Sony Pictures Imageworks

9050 W. Washington Blvd.

Culver City, CA 90232

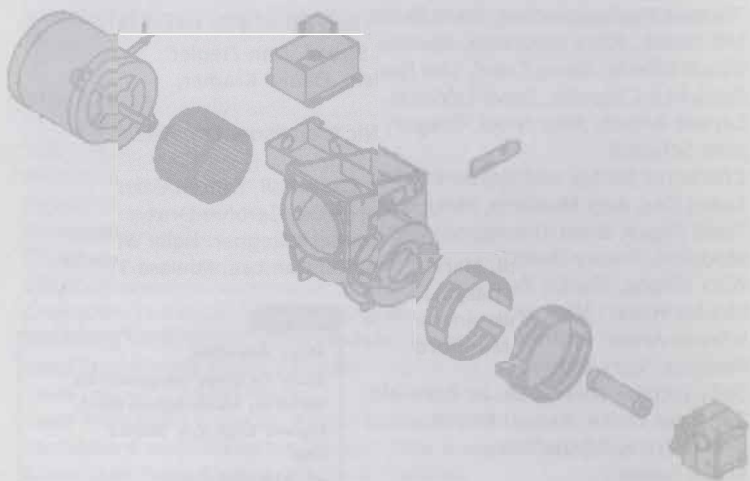
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