SIGGRAPH ASIA 2008

NEW HORIZONS

Computer Animation Festival Highlights

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00 SIGGRAPH Asia 2008
Computer Animation Festival Opening

:30

Software: Autodesk Maya

Director: Se-hyung Park
Producer: Sangmok Ha
Contributors: Assistant Director:
Jung-min Lee
Animators, Photographers, Editors:
Mincheol Shin, Jiwon Kang
Music: Won II "DADRI "

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01 Appleseed Ex Machina

"Appleseed: Ex Machina," a full 3D CGI film, premiered in
Japan in October, 2007. The DVD was released by Warner Home
Video in March 2008. It is the fourth full 3D CGI production
from Digital Frontier, Inc. The film combines a deformated,
anime-like design and modeling based on anatomy to achieve
the best character balance. Toon shader and ambient occlusion
were used to achieve an illustration-like touch, rather than a
cell-animation look. Target and Skeleton were used to produce
a rig that would support delicate, anime-like expressions.
© 2007 Shirow Masamune/Seishinsha Ex Machina Film Partners

Software: Autodesk Maya, 3ds Max, MotionBuilder; Massive;
SOFTIMAGE|XSI

Director: Shinji Aramaki
Producer: Sumiji Miyake
Contributors: Producer: Hidenori Ueki
CG Producer: Yusaku Toyoshima
CG Directors: Yasuhiro Ohtsuka, Yasushi Kawamura
CG Line Producer: Takehisa Yoshimura

Senior Designers: Keigo Takaya,
Sachiko Okada
Chief Designers: Kazuaki Kanou,
Kiyoshi Ishimaru, Hiroyuki Okada,
Toyokazu Hashimoto, Keiichi Suda,
Kensaku Ishiyama, Tsubasa Harikae,
Seiji Tayama, Yoshiharu Komiya
Matte Paint Artist: Shiho Tamura
R&D: Hiroyuki Goto, Ken Otani

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02   Fly Out Blue   12:42

This animation short tells a story about an office worker and
his gloomy life. This is an inspiring story about his work life,
family, inner struggles, and desire to liberate his emotions.
The "Blue" in the title refers to his state of mind and "Fly Out
Blue" is the tragic-comic story of one man's attempt to escape
the case of his day-to-day life.

Software: Adobe After Effects; Autodesk Maya

Director/Producer: Jack Shih

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03 DELHAIZE :45

A sad star is watching people in a small town preparing for Christmas in a fairy atmosphere. The star decides to come down and share these happy moments with a family.
© ChezEddy

Software: Autodesk Maya; Eyeon Fusion

Director: Fraggleboo
Producer: ChezEddy
Contributors: Commissioning
Company: DELHAIZE
Agency: TBWA Brussels

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04 KUDAN

KUDAN is a Japanese mythological creature that consists of a human head and the body of a cow. It speaks human language, predicts significant incidents such as war or disaster and dies in three days. This story is about a man who is accidentally transformed into a KUDAN when he receives a box that contains a strange helmet. He is transformed when he wears the helmet and becomes troubled by the visions he sees of his son. The helmet is a door to another world where spirits of human beings, including the spirit of his son, form giant creatures such as large trees. The roots of these trees are individually connected to all the people in the real world.
© Links DigiWorks Inc.

Director: Taku Kimura
Producer: Takashi Fukumoto
Contributors: Animation:
Koichi Yamagishi
Music: Karin Nakano
Sound Design: Makoto Morimoto
Voice Action: Keigo Sena,
Rina Koduru

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05 They Will Come to Town

New York is still, not a soul in sight. The cafes are all empty, no lights are burning. The city seems dead, as if it was just recently deserted. Then, shadows begin to fall over the streets and buildings. Their numbers keeps increasing...Stop global warming. Before it stops us.
© 2008 Ewers/Wenzl/Specht, Filmakademie Baden-Wuerttemberg

Software: Adobe Photoshop, After Effects; Autodesk Maya; Royal Render

Director: Thilo Ewers
Producer: Franziska Specht
Contributors: Design/Visual Effects Supervisor: Thilo Ewers
Digital Artists: Holger Wenzl, Klaus Würrtemberger, Hannes Appell
Animation: Felix Graf, Ellen Hoffmann
Technical Directors: Stefan Habel, Daniel Stern
Modeling: Waldemar Fast
Rigging: Holger Wenzl
Music: Cornelius Renz
Sound Design: Michael J. Diehl
Sound Editor: Sven Kulik

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06 E.T.A.   4:20

Marvin has the most boring job in the universe, piloting his
cargo freighter through space. His only entertainment is a TV
with the worst picture reception in recorded human history. He
indulges himself consuming vast quantities of pizza and coffee
to barely stay awake for the journey...

Hardware: Quad and Dual-Quad Intel CPUs
Software: Adobe After Effects, Photoshop; Autodesk 3ds Max;
Custom Max-scripts

Director/Producer: Henrik Bjerregaard Clausen
Contributors: Story, Character Animation, Models:
Soren Pødenphant Andersen
Character Animation, Models,
Visual Effects: Michael La-Cour
Music/Sound Editing:
Rasmus Kudahl, Kaae Munch
Sound Mixing: Lars Christophersen
TV Speakers: Patrick Charlton,
Victoria Hannaford, Marc Burrows

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07 Minamitama District   1:45

After World War II, Japan accomplished an economic revival.
The concentration of population in the cities came during the
period of strong economic growth afterwards. Construction
and housing development advanced rapidly.

Director/Producer: Nobuo Takahashi
Contributors: Production: CG Laboratory,
Nagoya City University

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08 Keep Right

Sunoki suffers paranoia from following all the instructions on the signposts and manuals. He recognizes people as pictograms, but the world is shown for him to be very confused with immoral conducts and disorders. One morning, Sunoki faces a couple of difficulties on the way to the subway. He solves the problems one by one with his dutiful obstinacy for the rules. Eunomia, a goddess of regularity (the character of an old lady), happens to watch him and plots to reform the chaotic society around him. In the end, the subway becomes in good order by dancing along with Sunoki's yodel song.

Software: Adobe Premiere, After Effects, Photoshop; Apple Shake; Autodesk Maya, Custom NPR Styler

Director: Yang Sun Woo
Producer: Koo Bonki
Contributor: Line Producer: Lee Hyungsoo

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09 The Bird   18:40

"The Bird" is a story about love and sacrifice between a father and daughter. Residents have evacuated their small village, which is under imminent attack. Only a father and daughter remain with their plane, a family treasure that can only transport one. The daughter struggles to leave her elderly father behind, who insists she leave for a safer place and the prospect of a happier life.

Software: Autodesk 3ds Max

Director/Producer: Sung-Gil Kim
Contributors: Animators:
Nakyoung Kim, Sang-Won Han
Original Score: So-Young Yi
Sound: So-Young Yi, Ji-Hye Park

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10 Angkor Ruins – The Bayon Temple and Its Faces 4:35

At Toppan Printing Co., Ltd., we have been producing high definition, real-time computer graphics using the "Toppan VR System" since 1997. Our Virtual Reality (VR) titles feature photo-realistically reproduced spaces based on 3D and colorimetric measurement.

Hardware: HP workstations with Xeon 3.0GHz, 4GB RAM; NVIDIA GeForce 8800 GTX
Software: Adobe Photoshop; Autodesk 3ds Max; in-house real-time rendering system based on OpenGL

Director: Masaaki Sakata
Producer: Akira Hizawa
Contributor: Concept: Akira Hizawa

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11 RED RABBIT 7:52

"RED RABBIT" presents the perilous life of a man living with his giant rabbit in a small apartment. It is apparent that the situation has become unbearable. Frustration and isolation lead to delusion and weird reactions towards his nosy neighbor.

Director: Egmont Mayer
Producer: Flora Grolitsch
Contributors: Screenwriter:
Egmont Mayer
Composer/Music: Chris Bremus
Sound Editors: Marcus Neuberger,
Michael J. Diehl
Animation: Egmont Mayer,
Michael Schulz,
Wolfram Kampffmeyer,
Sonja Kumbarji

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12   The Girl Who Cried Flowers (excerpt)

A narrative that takes us through the life of a girl named Olivia, who is endowed with the unique blessing of crying flowers. The short film shows how her blessing helps her help people, although it means thinking of sad thoughts all day long and shedding tears so that others can have beautiful fragrant flowers. The story takes a turn when Olivia meets Ponos and how their lives undergo a complete change.

This 3D animated film has a unique style and treatment wherein every frame appears as if it were rendered in watercolors. The visual style is a result of Auryn's own research and development of the proprietary watercolor software.

Software: Autodesk Maya;
Proprietary watercolor

Director: Umesh Shukla
Producer: Amit Agrawal

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13   Search And Destroy   3:31

Dive into an immersive underwater odyssey, as we experience a sperm whale's world. Track and capture prey, encounter denizens of the deep and hunt for the elusive giant squid. Animation based on real scientific data taken from digital tags placed on sperm whales.

Software: Adobe Photoshop, Premiere; Autodesk Maya, Combustion

Director: Museum of New Zealand Te Papa Tongarewa
Producer: Taylormade Media

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14 Orb

"Orb" is an algorithmic animation piece consisting of a collection of decorative objects. Gilded ornamental patterns on the surface of the objects were rendered as procedural bump textures generated by using metaballs.

Software: Custom C programming

Director/Producer: Joe Takayama

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15 BAD HEAD DAY

This short film is a self-portrait, depicting those impossible days when nothing fits us, nothing pleases us. On those days, we have to pay attention to the things life tells us about without words.

Director/Producer: Karen Weiss
Contributor: Production: Sheridan College Institute of Technology and Advanced Learning

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16   Clothfighters

"Clothfighters" is a fast-paced action using state-of-the-art cloth simulation techniques, produced by students within a single semester of audiovisual media study at the Hochschule der Medien in Stuttgart, Germany, in cooperation with the WSI-GRIS of University of Tuebingen.

Director/Producer: Gunnar Heiss
Contributors: Creators:
Gunnar Heiss, Kai-Florian Franke,
Cristian Kaese, Karla L. Guarneros
Production: HdM Stuttgart

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17   The Turtle and the Shark

"The Turtle and the Shark" is one of the most popular Samoan legends. It tells the story of a man and a woman who are deeply in love. Unfortunately, the man is chosen to be the next meal to the cannibal King Malietofaiga. To avoid this horrible fate, they flee to another island. However, fearing their act of disobedience would bring dishonor on their families, they willingly gave up their lives at the cliffs of Vaitogi. The gods had mercy on them and transformed them into a turtle and a shark to live together, forever.
© 2008 Ryan Woodward

Hardware: Mac 2x3GHz Dual-Core Intel Xeon
Software: Adobe After Effects, Photoshop; Toon Boom

Director/Producer: Ryan Woodward
Contributors: Animation:
Ryan Woodward
Art & Design: Jason Knapp,
Jared Greenleaf

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18 Emily

Emily is a cute little girl who doesn't like going to school. And she's so lucky that her parents let her do what she prefers. Like playing with her sharp knife...

Software: Adobe Photoshop, After Effects, Premier; Autodesk Maya; Sony Sound Forge

Director/Producer: Kim Leow
Contributors: Screenplay, Animation,
Sound Design: Kim Leow
Script: Bruce Burrow
Narrator: Lara Salam
Faculty Advisor: Mark Simon

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19 EVIL TWIN

A girl falls in love with a man at her mother's funeral. After the funeral, she finds the best way to see that man again and realizes who the man is.

Director/Producer: Yun Wang

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20 Twisted

A strange character built out of a fish, a pot and some boxes runs through a completely messed up Stuttgart, to reach the cinema right in time for the International Trickfilm Festival Stuttgart (ITFS).

Software: Autodesk Combustion; Eyeon Fusion; SOFTIMAGE|XSI

Directors: Heiko Schneck, Martin Tallosy
Producer: Sinje Gebauer

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Big Buck Bunny

One sunny day when three rodents rudely harass a giant rabbit something snaps, and the rabbit ain't no bunny anymore! In the typical cartoon tradition the rabbit prepares a comical revenge. "Big Buck Bunny" is among the Blender Foundation's open movie projects, which brought together a small team of the best 3D artists and developers in the Blender community to work in Amsterdam from October 2007 until April 2008 to complete the 3D animated movie.
© Blender Foundation | www.bigbuckbunny.org

Software: Blender; Gimp; Inkscape

Director: Sacha Goedegebure
Producers: Ton Roosendaal,
Blender Foundation
Contributors: Art Director:
Andreas Goralczyk
Lead Artist: Enrico Valenza
Character Rigger: Nathan Vegdahl
Character Animator: William Reynish
Technical Director: Campbell Barton
3D Developer: Brecht van Lommel
Music/Sound Design: Jan Morgenstern

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22 Ghost in the Shell (promo)

Omnibus Japan produces a promotional television spot for the anime film "Ghost in the Shell" based on Masamune Shirow's manga of the same name. While the setting of "Ghost in the Shell" itself is in the imaginary city based on Tokyo, this TV commercial depicts the real Tokyo.

Directors: Synichi Yamamoto, Junji Munekata
Producer: Nobufumi Sadahara
Contributors: Planning: Tadayoshi Hirosawa
Creative Director: Akinori Kojima
Camera: Synichi Yamamoto
CG Director: Junji Munekata
CG Animators: Yu Nagasaki, Ryoko Miyazaki, Toru Inagaki
Matte Painter: Ayumi Hasegawa
Sound Design: Reiji Kitazato
Production: Omnibus, Japan, Inc.
Client: Animax Broadcast Japan, Inc.

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23 SIMULACRA   4:06

In the vast galaxy, there is one robot planet where all natural life is extinct, where only machine and robot live. When one robot finds a piece of organic life he travels to a forbidden planet where his adventure begins.

Software: Adobe Photoshop, After Effects, Premiere; Apple Shake, Final Cut; Autodesk Maya; Digidesign Pro Tools

Director: Tatchapon Lertwirojkul
Producer: Shuhan Yang
Contributors: Animator/Editor: Tatchapon Lertwirojkul
Composer: Naoto Kubo
Sound FX: Shuhan Yang
Advisors: Steve Rittler, In Pyo Hong

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24 Out to Play   1:50

While at the park, a little boy's playtime is interrupted by the sound of uncontrollable laughter. Nearby, there is another boy who's giggling at the contents of a box. What could be so funny? When approached however, he refuses to share the box...

Director: Jessica Lozano
Producer: Ringling College of Art and Design
Contributors: Animation:
Jessica Lozano
Voice Talent: Wil Gavin, Ethan Zeitler
Production: Ringling College of Art and Design

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25 MTV Our Noise :50

The idea behind this short animation was to play with the music sync through the movements of the birds. We also tried with texture to give a look to the birds that remind us of the 80's band Kiss. "MTV Our Noise" is a very simple but effective piece of animation.

Director: Fabio Berton
Producer: Dario Colombo
Contributors: Client: MTV Italy
Designer: Fabio Berton
Production and Post Production: 3DVision
Executive Producer: Federico Peluso
Compositing: Dario Colombo
Modeling, Rigging, Character Animation: Mirko Lanzetta
Shading, Lighting, Camera Tracking: Matteo Bacci

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26 Finders Keepers 2:46

In the darkness of space, a territorial war ensues. A futile, comical battle. Two species compete to plant the first flag, and then the greatest number of flags to claim a planet for their home world.

Director: Robb Gibbs
Producer: Ringling College of Art and Design
Contributors: Animation: Robb Gibbs
Music/Sound: David Stone, Jeremy Viner
Production: Ringling College of Art and Design

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27 Kieselstein

While playing outside the house, little Lisa builds her own
playfellow from various objects. But when her mother asks
her to tidy up and come to dinner, Lisa has a problem. Her new
friend is not willing to be cleaned up.

Software: Aquatree custom rendering software; Autodesk Maya

Director: Ellen Hoffmann
Producer: Julia Maier
Contributors: Script: Ellen Hoffmann, Johanna Stuttmann
Direction, Animation, Texturing, Rendering: Ellen Hoffmann
Character Design: Ellen Hoffmann, Derek Roczen
Music/Sound Design: Frank Schreiber
Rigging: Daniel Stern
Automatic Rig for Girl: Nico Sanghrajka
Color Grading: Thilo Ewers
Software Engineer: Thomas Luft
Software Support: David Maas
Technical Support:
Sebastian H. Schmidt, Stefan Habel
Voice (Girls): Paul Hoffmann,
Mathilda Hoffmann
Voice (Mother): Wilhelmina Lyffyt

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SIGGRAPH Asia 2008
Computer Animation Festival Media Trailer   3:33

The "SIGGRAPH Asia 2008 Computer Animation Festival Media Trailer" highlights the visually stunning work accepted to the juried program. It is shared with various international and national media bureaus to inform and stimulate interest in the Festival and Conference. The trailer reflects a wide range of juried works showcasing the world's best computer graphics for the year.

Software: Adobe Photoshop, After Effects; Apple Final Cut

Director/Producer: Jinny H.J. Choo
Contributors: Production: SBA Seoul Animation Center Technical Support Team
Technical Director: Dae-Hyun Jeon
Editor: Jong-Min Hahm
Sound: Dong-Joo Park

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ALL
NTSC

4:3

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