



# SIGGRAPH2009

Computer Animation Festival Highlights I





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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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## 01 Audi 'Unboxed'

1:00

A charming 2D character is drawn onto a paper box and transforms it into the new Audi Q5.

Software: Apple Final Cut; Autodesk Softimage; The Foundry Nuke

Directors: Aaron Duffy, Russell Brooke

Producers: Belinda Blacklock, Anna Lord

Contributors: Co-Produced by: 1st Ave Machine, Passion Pictures

Creative Director: Arvind Palep

Agency Producer: Olly Chapman

Agency: BBH

Creative Directors: Nick Kidney, Kevin Stark

Artists: Maja Fernqvist, Joakim Saul

Executive Producer: Serge Patzak, Michael Adamo

Live Action Producer: Patrick Duguid

DoP: Tony Brown  
TD: Julian Hodgson  
2D Design, Animation: Russell Brooke,  
Tim Sanpher  
Head of CG: Jason Nicholas  
Editor: Aaron Duffy, Jaime Rubio  
VFX Supervisor: Neil Riley  
Animators: Chris Welsby, Wesley Coman  
Lead Lighter: Harry Bardak  
Light, Rendering: Stu Hall, Tommy  
Andersson, Quetin Vien, Claire Michaud,  
Guillaume Cassuto  
Compositors: Neil Riley, Niamh Lines, Luke Carpenter  
Rigger: Chris Dawson  
Modeling: Ian Brown, Craig Maden, Dan Moore

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## 02 **SPRING (Jump)**

4:03

The music video to 'Jump' from the pop group Ben\*Jammin, follows the musicians as they learn some spectacular jumping skills, accidentally filmed by a handheld camera.

Software: Adobe After Effects; Andersson  
SynthEyes; Autodesk 3ds Max

Director/Producer: Till Nowak  
Contributors: Urban Guru: Roland Schupp  
Band: Ben\*Jammin  
Story, Concept: Till Nowak  
Director of Photography: Ivan Robles Mendoza  
2nd Unit Camera: Michael Kuhlmann  
CGI, Visual Effects: Till Nowak  
Styling, Make-up: Johanna Weirich  
Song: "Spring" composed by Daniel Agema, Michael Geldreich, Benjamin Hansen, Marc Jullien, David Kirchner, Florian Schlechtriemen  
Produced by Wolfgang Stach  
Acknowledgment: Saika Tumpach, Arend Krause, Can Azizoglul, Daniel Standke, Siebeth, Alexander Metzler, Kessler Kommunikation, Henning Gross

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## 03 **House of Numbers: anatomy of an epidemic HIV Replication Sequences**

1:34

Created for a feature-length documentary on the worldwide AIDS crisis to illustrate the generally accepted view of the replication process of the Human Immunodeficiency Virus (HIV).

Hardware: Apple quad G5; MS XP PC  
Software: Adobe After Effects; Blender;  
Trapcode Particular

Director/Producer: Brent Leung  
Contributors: Editor: Brent Leung  
Animator: W. Scott Meador  
Compositor: James Lockhart  
Music Editors: Brent Leung, Urcela Rowan  
Production: Knowledge Matters, LLC;  
Emagination-Media

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## 04 **Gorilla**

:41

Hundreds of Internet users represented by their mouse pointer, get together to empower animal rights in the form of a Gorilla.

Software: Autodesk Combustion, Maya

Director: Lucas Elliot  
Producer: Coke Ferreira  
Contributors: Client: ADENA WWF  
Product: Fundraising  
Production Company: boolab  
Composition 2D/3D: Jaime Ramos  
Music: Gerónimo Balado  
Advertising Agency: Contrapunto (Madrid)  
Executive Creative Director:  
Antonio Montero  
Creative Team: Iván de Dios,  
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## 05 Steel Life

5:45

An experimental short film based on the aesthetics of visual effects.

Software: Adobe After Effects; Autodesk Maya; Next Limit RealFlow

Director/Producer: Mathieu Gérard

Contributors: Composer, Orchestrator, Conductor: Mathieu Alvado

Sound Mixing: Thibaut Maillart, Etienne Graindorge

Sound Recording: Etienne Oury, Benoit Navarret, Thibaut Maillart, Etienne Graindorge

Contractor: Christophe Eliot

Production: Arts et Technologies de l'Image Université Paris 8

Violins: Olivier Bernard, Grace De Morgan, Elise Douylliez, Sonia Essaddam, Gabriel, Henriet, Bernard Jullien, Samuel Leloup, Raphaël Maillat, Cyrille Métivier,

Séréna Moroni, Chloé Parisot, Claire Quezel, Emmanuel Resche

Violas: Thomas Aubry, Pascaline Baguenier-Desormeaux, Diane Bécart, Thierry Gileni, Léa Legros, Aurélie Métivier

Cellos: Vincent Tailleur, Fanny Balestro, Oriane Fohr, Morgan Gabin, Johanna Ollé, Axelle Porret, Justine Vervelle

Basses: Baptiste Andrieu, Patrick Estivals, Benoît Levesque, Nathanaël Malnoury

Flutes: Julien Vern, Yua Souverbie

Oboes: Claire Taurignan, Mandy Quennouelle

Clarinets: Vincent Régis, Rozenn Le Trionnaire

Bassoons: Mathias Arnaud, Amélie Boulas

French Horns: Ilan Sousa, Nicolas Fleury, David Moulié, Jennifer Sabini

Trumpets: Nicolas Pardo,

Jocelyn Mathevet, Christophe Eliot

Bass Trombone: Benjamin Guiliani

Harp: Clara Izambert

Percussion: François Dumoux

Acknowledgment: CNSM de Paris,

Marie Hélène Tramus, Pascal Ruiz,

Mathias Charton, Nicolas Chatenet

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## 06 THE BIG ONE

2:43

A visualization illustrating rupture and wave propagation phenomena of a magnitude 7.8 earthquake on the San Andreas fault in southern California.

Hardware: OnDemand Cluster; Ranger Supercomputer; Dell Precision 670 Workstation; Ranger; Datastar; Blue Gene/L

Software: Adobe After Effects, Illustrator; Autodesk Maya; TEEM toolkit;  
Custom Vista volume renderer

Director/Producer: Amit Chourasia

Contributors: Simulation: Kim Olsen,  
Steven Day, Luis Dalguer, Yifeng Cui,  
Jing Zhu, David Okaya, Phil Maechling,  
Thomas H. Jordan

Acknowledgment: Mahidhar Tatineni,  
Krishna Muriki, Eva Hocks,  
Douglas Weimer, Dongju Choi, Tim Kaiser,  
Sweta Gupta, Geoffrey Ely,  
Tommy Minyard, Karl Schulz

Data Sources: SCEC, National Geophysical  
Data Center, USGS, NASA

Grants: NSF SCI-0503697, NSF OCI-  
749313, NSF EAR-074493

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shakeout/SO2.g3d7/

## 07 The Sound Of Silence

9:42

To make our lives better, for centuries our rapidly developing civilization creates a flourishing society, but our flourishing society is nibbling up nature.

Directors: Yi-Yun Chen, Pei-Ling Liou, Yi-Shiang Jau, Jeng-Han Li, Jr-Wei Jou

Producer: Yi-Yun Chen

Contributors: Script: Yi-Yun Chen, Pei-Ling Liou, Yi-Shiang Jau, Jeng-Han Li,  
Jr-Wei Jou

Animation: Jr-Wei Jou, Pei-Ling Liou, Yi-Shiang Jau

Editor: Pei-Ling Liou, Yi-Shiang Jau

Music: Jeng-Han Li

Camera: Yi-Yun Chen, Jr-Wei Jou,

Pei-Ling Liou

Sound: Jeng-Han Li

Voice: Ming Li, Jyun-Hong Lin,

Chia-Hao Liou

Graphics: Yi-Yun Chen, Pei-Ling Liou,

Yi-Shiang Jau, Jeng-Han Li, Jr-Wei Jou

Compositing, Photography: Pei-Ling Liou,

Yi-Shiang Jau

Character Design, Photography:

Yi-Yun Chen, Jeng-Han Li

Production: Ling Tung University

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## 08 **lilium urbanus**

1:40

The story of a growing city in the form of a Lily.

Hardware: Intel Macintosh; Boxx Workstations

Software: Adobe After Effects, Photoshop; Autodesk Maya

Directors: Anca Risca, Joji Tsuruga

Producer: School of Visual Arts

Contributors: Art Direction, Concept Artist, Matte Painting, Lead Texturing, Lead Lighting, Compositing, Animation,

Modeling: Anca Risca

Technical Direction, Animation Direction,

Lead Animator, Lead Compositor,

Texturing, Lighting, Modeling, Rigging:

Joji Tsuruga

Music, Sound FX: Dante Nou

Acknowledgment: Joseph Burrascano,

Christopher Fung, John McIntosh,

Andre Stringer, Dan Vislocky, Dante Nou,

Shilo, Nathan Love

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## 09 **REACH**

3:50

A tiny robot is given the gift of life with only one limitation, the length of his power cable. When a curious bird appears at the window, his lust to live outside of his reach may be his demise.

Software: Adobe After Effects, Premiere; Autodesk Maya

Director/Producer: Luke Randall

Contributors: Sound Design: Luke Randall

Music: Philip Glass

School: Animation Mentor

Mentors: Sean Sexton, Mike Gassaway

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## 10 Counterclockwise

1:51

This animation explores tonal and timbral qualities of various harmonic drones juxtaposed against each other.

Director/Producer: David Muth  
Contributor: Music: Hiaz

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## 11 Hit and Run

3:25

How low will a superhero stoop to get out of a sticky situation?

Hardware: HP Workstations

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

Directors: Alex Marino, Greg Peltz  
Producer: Ringling College of Art and Design  
Contributors: Deconstructor: Chris Friday  
Knockout: Christine Alexander  
Department Head: Jim McCampbell  
Faculty Advisor: Heather Thomson  
Preproduction Advisor: Billy Merritt

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## 12 MR No. 316

3:30

“MR 316” refers to one of the inventory numbers assigned to the Mona Lisa. The number provides the starting point for an exploration of its shape, appearance, history, and rarely seen details as revealed through scientific study.

Software: Adobe After Effects, Premiere, Photoshop; Atelier3D (custom); Autodesk 3ds Max; InnovMetric Polyworks; Virtual Dub

Directors: Guillaume Poirier, Philippe Massicotte, Louis Borgeat, Guy Godin  
Producer: Visual Information Technology Group, National Research Council of Canada  
Contributors: Technical Assistance:

Luc Cournoyer, Daniel Gamache,  
Michel Picard

R&D: Angelo Beraldin, François Blais,  
Borgeat, Luc Cournoyer,  
Louis-Guy Dicaire, Jacques Domey,  
Guy Godin, Massicotte, Michel Picard,  
Guillaume Poirier, Marc Rioux, John Taylor

Acknowledgments: Musée du Louvre,  
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iit-iti.nrc-cnrc.gc.ca/about-sujet/  
vit-tiv\_e.html

## 13 Krishna's Garden

2:14

The Hindu god, Krishna reduces a little rain cloud to tears in order to get him to restore his dying garden.

Hardware: HP Workstations

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

RenderMan; Tsunami

Director: Miriam Nagi

Producer: Ringling College of Art and  
Design

Contributors: Faculty Advisor:  
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Acknowledgment: Jamie DeRuyter,  
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## 14 MIZU-HANABI

1:00

The work gives priority to fluid simulation and particle animation by RealFlow, and attempt to unify those simulation result and direction in the setting of microgravity world. It asks, what would it be like if a water drop explodes like fireworks?

Hardware: HP XW8600 Workstation  
Software: Adobe After Effects, Photoshop;  
Autodesk 3ds Max; Next Limit RealFlow

Director: Tetsuka Niyama  
Producer: Masahito Katsuta  
Contributors: Animation: Tetsuka Niyama  
Sound Design: Yoshio Matsumoto,  
Floating in Space

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## 15 KUDAN

9:24

One day a man, who doesn't communicate with his son, receives a box by mail in which he finds a strange helmet. Once he wears it, he is transformed into a Kudan (a human head with the body of a cow which wanders around the parallel world).

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

Director: Taku Kimura  
Producer: Takashi Fukumoto  
Contributors: Man (Kudan): Keigo Sena  
Boy: Rina Koduru  
Story: Taku Kimura  
Character Mock-up: Koichi Yamagishi  
Art Director: Taku Kimura  
Sound Design: Makoto Morimoto  
Composer: Karin Nakano  
Animator: Koichi Yamagishi  
Compositor: Taku Kimura  
Graphic Design: Taku Kimura  
Production: Links DigiWorks Inc.

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## 16 Taming the Cat

1:31

We have observed the typical behaviors of a cat with 'curious toys', and reproduced them with 3D animation in comical way.

Hardware: Mac Pro; PC

Software: Adobe Photoshop; AKVIS Light Shop; Apple Final Cut, Shake; Autodesk 3ds Max; custom spatial keyframe plug-in and construction kit for Autodesk Maya

Producer: Visual Media Lab @ KAIST

Contributors: Executive Producer: Prof. Junyong Noh

Executive Supervisor: Prof. Jiwon Paik

Story: Jeonghee Kim, Hyungjin Kim

CG Supervisor: Jeonghee Kim

Modeling, Texture: Hyungjin Kim, Mi You, Jungkyung Yoon

Rigging: Byungkuk Choi, Yeongho Seol, Sehwi Park

Animation: Hoopyung Shin, Jungkyung Yoon

FX: Donggock Kim, Kyounglee Park, Younghui Kim

Rendering: Younghui Kim, Hyungjin Kim

Compositing: Jeonghee Kim,

Younghui Kim

Editing: Jeonghee Kim

R&D: Hwiryong Jung, Jaewoo Seo,,

Taekwon Chang, Byungkuk Choi,

Yeongho Seol, Mi You, Younghui Kim,

Donggock Kim, Daehyun Wi, Sehwi Park

Mixing: Sooduk Kim [KOFIC]

Acknowledgment: Jinho Park Ph.D.,

Hyukmin Kwon, Sara Hwang, Yoonji Kim,

Taeksoo Chun; Graduate School of Culture

Technology Dept., KAIST; "GARU" the Cat

Support: IITA; KOCCA; Korean Ministry of

Culture, Sports and Tourism

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## 17 Harmonic Fluid Sound Synthesis

:40

This research animation demonstrates 3D fluid simulations with synchronized procedural fluid sounds (of dripping, pouring, splashing and babbling water) that were synthesized by our physically based 'Harmonic Fluids' sound radiation algorithm [Zheng and James 2009].

Hardware: Beowulf cluster, 160 Xeon core, RedHat Linux; 8 Xeon core, Mac OS X  
Software: Adobe After Effects; Autodesk Maya; Pixar RenderMan; Custom software for liquid simulation; Robust least-squares Helmholtz solvers for wave radiation and auralization of 3D fluid sounds

Director: Changxi Zheng  
Producer: Doug James  
Contributors: R&D: Changxi Zheng,  
Doug James

Acknowledgment: NSF CAREER-0652597,  
Alfred P. Sloan Foundation, Pixar,  
Intel Corporation, Autodesk Maya

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## 18 **Yankee Gal**

4:45

Unconscious in his crashing plane, an American pilot has to face his upcoming fatality. He struggles between his dreams of a mysterious pinup girl, and the dangerous reality.

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

Directors: Celine Desrumaux,  
Gary Levesque, Antoine Perez,  
Francois Pons  
Producer: Marie Anne Fontenier,  
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## 19 **Cherries**

:31

Through a custom created particle system, this commercial spot reveals different sensual situations choreographed to flow seamlessly.

Software: Custom particle system; Apple Final Cut; Autodesk Combustion, Maya

Director: Cisma  
Producer: Coke Ferreiro  
Contributors: Client: Myrurgia  
Product: Pacha fragrance  
Production Company: boolab  
Composition 3D: Jaime Ramos  
3D: Sergio Pinto  
Advertising Agency: McCann (Barcelona)  
Executive Creative Director: Luis Díez  
Account Executive: Jordi Pujol

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## 20 **ONE**

3:32

A nameless person wants to change the circles he and his buddies live in. He renames himself 'One', develops new ideas and works on new symbols, leading out of the circles he's been trapped. Then he gives it up. Did he fail?

Software: Apple Garageband; MAXON CINEMA 4D; Pinnacle Commotion; Realviz Matchmover

Director: Jens Bendig  
Producer: motionDesign  
Contributors: English Narrator:  
Jens Bendig  
German Narrator: Hermann Zahn  
English Translation: Derek Buckle  
Fish-Images: Barbara Zahn  
Best Girl: Cathrin Wawer  
Music: Jens Bendig

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## 21 **2BTextures**

3:09

"2BTextures" is a two movement experimental animation that takes viewers on an integrated sonic and visual journey into an abstract environment influenced by nature.

Software: Adobe After Effects; Apple Logic Studio; Custom Particle Expressions in Autodesk Maya

Directors/Producers: Bonnie Mitchell,  
Elainie Lillios  
Contributors: Composer: Elainie Lillios  
Animator: Bonnie Mitchell

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## 22 Tongue of the Hidden

5:54

The 13th Century Persian metaphysical poet Hafez used the language of human love and metaphor to describe his intoxication with the mysteries of the Universe. An original and kinetic meditation offering insight into Iranian culture beyond the two dimensional popular view.

Software: Adobe After Effects; Autodesk 3ds Max, Maya, Softimage

Director/Producer: David Alexander Anderson  
Contributors: Calligraphy, Translation, Narration: Jila Peacock  
Animation: Florian Guibert  
Kaleidoscope, Additional Animation: Jerome Deroncourt  
Music: Anoosh Jahanshahi, Jack Pickett  
Additional Calligraphy: Ahmad Khonsari  
Additional Calligraphy Animation: Brigitta Anderson  
Post Production: Glassworks

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## 23 PeKing 1935

4:04

This project uses the tools of 3D animation to restore the Chinese city of Peking to its 1935 beauty in a completely digital way.

Hardware: PC

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

Director: Ah Tsann

Producer: Forest & Land 3D Animation  
Studio

Contributors: Story: Liu Yali

Art Director, Music, Animator, Composer:  
Ah Tsann

Composer: Ji Yun Tong "Peking Soul"

System, Network: Xiaozhong

Production Assistant: Xiaozhong

Production: Forest & Land 3D Animation  
Studio

Acknowledgment: Xiao Lan, Xiao Rong

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## 24 Unplan the Moment

:30

This TV ad creates a liquid world using hundreds of ink drops. The mixed media approach of this commercial was the visual solution to achieve our goal of achieving a visually fluid, floating like sensation.

Software: Apple Final Cut, Shake; Autodesk Combustion, Maya

Directors: Toni Costa, Kal Karman

Producer: Bárbara Sáenz de Buruaga

Contributors: Client: Freixenet

Product: Cordón Negro cava

Production Company: boolab

Executive Producer: Coke Ferreiro

Music: Gerónimo Balado

Composition 2D: Jaime Ramos, Enric

Miquel, Agustín Verrastro, Guillem Bayo

3D: Jaime Ramos, Enric Miquel

Advertising Agency: JWT (Barcelona)

Executive Creative Director: Álex Martínez

Creative Directors: Rory Lambert,

Carles Puig

Producer: Diana Belmonte

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## 25 Insulin Production and Type 1 Diabetes

4:12

The animation is an accurate scientific visualization of the role of insulin in the body and illustrates how its production is destroyed in type 1 diabetes.

Hardware: Mac Intel quad core  
Software: Adobe After Effects;  
Apple Final Cut Pro; Autodesk Maya

Directors/Producers: Etsuko Uno,  
Drew Berry  
Contributors: Animation: Etsuko Uno  
Art, Technical Direction: Drew Berry  
Sound: Lachlan Carrick, François Tétaz,  
Moose Mastering  
Production: The Walter and Eliza Hall  
Institute of Medical Research

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## 26 Honglong Century Plaza

3:21

Modern architecture in the central city of Shenzhen, China.

Software: Autodesk 3ds Max; Next Limit RealFlow

Director: Deng Bohong  
Producer: Dans Digital  
Contributors: Modeling: Xiang Hongming, Huang Ting, Xiao Yuqin, Ye Huilin,  
Xu Chuang, Yang Congming  
Animators: Wei Jing, Tang Mengyu,  
Yang Xianchun, Lin Mingsheng,  
Zhu Zhuoya, Mo Xiaojuan,  
Song Chengxiang  
Fluid Dynamics: Zhen Binbin, Wei Jing,  
Tang Mengyu  
Shooting: Yang Bo, Lin Mingsheng  
Editors: Duan Yupin, Rong Yuxuan  
Compositors: Xu Guanghao, Li Yan,  
Liu Zhenzhen, Wang Jun, Tan Bin  
System, Network: Xu Guibing  
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## 27 **Mercurius (excerpts)**

3:00

One sound-synthesis process and nearly 12,000 individual points are continually transformed and warped, restrained and released without cuts, to form sonic and visual curtains and vortexes evoking both unity and destruction.

Software: Custom plug-in for Apple Motion;  
Autodesk 3ds Max

Director/Producer: Brett Battey  
Contributor: Music, Images: Brett Battey

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## 28 **Heroes of the Nation**

2:10

This short shows the artists' feelings about the hypocrisy of soviet propaganda by using icons and graphical representations from the era.

Software: Adobe Photoshop, Premiere; Autodesk Combustion, Maya

Directors: Kenny Rossett, Henri Bouvand,  
Romain Revert, Matthieu Villain  
Producer: Lisaa  
Contributors: Réalisation: Romain Revert  
Préproduction, Animation, Rendering,  
Compositing, Sound FX: Henri Bouvand,  
Romain Revert, Kenny Rosset,  
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## 29 The Day The Earth Stood Still

1:45

A photo-real CG drone aircraft crashes into a CG tank in this sequence from “The Day The Earth Stood Still”.

Software: Apple Shake; Autodesk Maya;  
Pixar RenderMan; Side Effects Houdini

Director: Scott Derrickson  
Producers: Paul Harris Boardman,  
Gregory Goodman, Erwin Stoff

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## 30 Mon(s)tre

3:34

A little girl plays with a clock that happens to break, revealing a brutal mechanical monster disrupting the time of her world.

Software: Adobe After Effects, Photoshop, Premiere; Anime Studio;  
Autodesk 3ds Max; TVPaint Animation

Directors: Charles Schneck, Geoffroi Ridel, Daphné Parrot, Yann Poyac,  
Anthony Le Saout  
Producer: Lisaa

Contributors: Environmental Animations, Titles, Credits: Anthony Le Saout  
Animation, Colorization, Monster & Girl: Charles Schneck  
Camera Mapping, Matte Painting,  
3D Monster's Cogwheel, Compositing:

Daphné Parrot  
Matte-Painting, Compositing, VFX,  
3D Clock: Geoffroi Ridel  
Compositing, Matte Painting,  
3D Integration, Editing: Yann Poyac  
Acknowledgments:  
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## 31 **EvoBeat**

1:40

This visual music piece shows images of evolution by the rhythms using sounds. The gene of the character changes when sound is injected while the character expresses evolution.

Software: Adobe After Effects, Premiere; Autodesk Maya

Director: Shun Hachiya  
Producer: Norio Nagai  
Contributors: Animators: Dai Hara,  
Shin Suzuki, Shun Hachiya  
Music Director: Dai Hara  
Production: Japan Electronics College

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www.jec.ac.jp

## 32 **återbesök**

3:00

A short piece, exploring the interplay between rigid structural elements and shifting organic forms.

Hardware: Mac Pro, GeForce 8800GT

Software: Adobe After Effects, Photoshop; Apple Logic; Houdini Escape

Director: Mondì  
Contributor: Software Developer: Mondì

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### 33 Alarm

8:50

The story of a salaried man living with a problem. It is so difficult for him to wake up early.

Software: Adobe Premiere; Apple Shake; Autodesk Maya; McNeel Rhinoceros

Director: Moo Hyun Jang

Producer: MESAI

Contributors: Story: Moo Hyun Jang,  
Young Suck Choi

Art, Design, Animation, Modeling:

Moo Hyun Jang, Jung Woo Choo

Set, Rigging, Surface, Lighting, Edit,

Composite: Moo Hyun Jang

Cloth Dynamic: Jung Woo Choo

Music Producer: Jung Won Yang

Foley Design: Dong Hee Wee

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### 34 Fernet 1882 “Mini Cab Company”

2:30

The space-aged TV commercial stars the owners and staff of a real mini cab company, ‘Renta Car’, located in Cordoba, Argentina, the city that leads the country in alcohol consumption. The ultimate goal of the ad, attract 1,882 more customers.

Software: Adobe After Effects; Apple Final Cut; Autodesk Combustion, Toxik;  
Pickle Tracking System

Director: Armando Bo

Producer: Patricio Alvarez Casado

Contributors: Visual Effects Company:  
Pickle House

Visual Effects Supervisor: Fabian Galvez

Visual Effects Designer: Ana Esperon

Compositing: Ana Esperon, Leo Castro,  
Ezequiel Cesana

Film Company: Revolucion

Agency: Madre Buenos Aires

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www.picklehouse.tv

## 35 Hydrodynamic Butterflies

1:42

We present hypothetical CG butterfly robots, exploring the north pole of the planet Mars in the near future. This animation is a realization of physical simulation of hydrodynamics around the butterfly robots.

Hardware: PC

Software: Custom hydrodynamics simulation, OpenGL rendering

Director/Producer: Yoichiro Kawaguchi

Contributors: Sound, Graphics Editing:

Seiji Hori

Programming: Shuhei Tsuruoka

Technical Adviser: Takahiro Harada

Modeling: Sayaka Itabashi

Support: JST, CREST

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## 36 LRO Scouts for Safe Landing Sites

2:51

The Lunar Reconnaissance Orbiter (LRO) is NASA's scouting mission to prepare for a return to the moon. One of its primary objectives is to assess the lunar terrain for areas that could provide safe landing sites for future missions. The stereoscopic visualization demonstrates how LRO will accomplish its objective.

Software: Adobe After Effects; Apple Final Cut; Autodesk Maya; Electro; NewTek LightWave 3D; Pixar RenderMan; Custom shaders; MEL scripts

Director: Helen-Nicole Kostis

Producer: Scientific Visualization Studio, GSFC/NASA & Goddard Television

Production/CILab, GSFC/NASA

Contributors: Stereoscopic Production, Editing: Helen-Nicole Kostis

Monoscopic Production, Editing: Andrew Freeberg

Stereoscopic Lead Animators: Helen-Nicole Kostis, Chris Meaney

Monoscopic Lead Animators: Alex Kekesi, Chris Meaney

Science Advisors: John Keller, Rich Vondrak, Craig Tooley, Bill Sluder, Kristina Safdie

Written by: Bill Steigerwald,  
Andrew Freeberg  
Narration: Erica Drezek  
Music: Fantastic Voyage  
Camera Rig Visualization Support:  
Greg Shirah  
Contributors: Tom Bridgman, Randall  
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## 37 Hum

3:53

A small robot with a turntable for a head sits alone in an old wooden workshop. The shop is inhabited by other living devices created by an old inventor who has passed away. With the inventor gone, it's up to the small robot "Hum" to bring life back to the workshop.

Software: Adobe After Effects, Audition, Encore, Photoshop, Premiere; Apple Logic; Autodesk Maya; Propellerhead Reason; Steinberg Cubase

Director: Søren Bendt Pedersen  
Producer: The Animation Workshop  
Contributors: Animation:  
Søren Bendt Pedersen  
Music: Rene Brokop  
Direction Supervisor: Ignacio Ferreras  
Production Supervisor: Michelle Nardone  
Sound Effects: Henric Wallmark  
Additional Animation: Jamie Holmes  
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“murmur” is a contemplation on memory and landscape. In this experimental piece the artists blend live action footage with abstract hand drawn and computer generated composite animation sequences.

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

Directors: Peter Byrne, Carole Woodlock

Contributors: Imagery, Animation, Video:

Peter Byrne, Carole Woodlock

Editor: Peter Byrne

Music: Michaela Eremiasova

Music Production: Jairo Duarte-Lopez

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16:9 LB



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