



Computer Animation Festival



SIGGRAPH 2012

The 39th International Conference and Exhibition
on Computer Graphics and Interactive Techniques

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SIGGRAPH 2012 Computer Animation Festival **Committee & Jury**

Joshua Grow
SIGGRAPH 2012 Computer
Animation Festival Director
The Creative-Cartel

SUBCOMMITTEE

Kat Elliott
Producer
Digital Domain Productions, Inc.

Katie Fellion
Technical Director
Light Iron Digital, LLC

Cristobal Cheng
Production Assistant

Matthew Costa
Social Media Chair

Mike Walsh
Production Administrator
Talley Management Group, Inc.

JURORS

David “Grue” DeBry
Cloudpic, Inc.

Bruce Jones
*BJ Productions and Entertainment
Company, Inc.*

A. Bill Miller
Penn State Altoona

Bob Nicoll
Blizzard Entertainment

Rajesh Sharma
Walt Disney Animation Studios

Jason RM Smith
LucasArts

Joe Takai
Freelance Consultant

Christopher Williams
Knowledge Adventure/JumpStart

Dana M. Plepys (Alternate)
University of Illinois at Chicago

Introduction

Welcome to the SIGGRAPH 2012 Computer Animation Festival and Electronic Theater! This annual event brings together the most creative and technical minds of our industry, premiering some of the most beautiful and cutting-edge material in the world. We are proud to present an eclectic array of work, ranging from visually stunning animated shorts and VFX breakdowns to gorgeous and informative scientific visualizations. Our jury reviewed hundreds of excellent entries from all over the world and created a selection of works with the highest level of originality, craft, storytelling, and technology.

The Computer Animation Festival showcases submissions from several categories: computer animation shorts, music videos, TV and web commercials, visualizations and simulations, student projects, visual effects for short films and TV programs, visual effects for live-action, scientific visualizations, and games.

This year, we bring you an amazing Electronic Theater experience that presents an identical program three nights in a row. The Electronic Theater includes selections chosen by our jury mixed with curated content we just had to have. For 2012, we bring you “Paperman”, a new ground-breaking short from director John Kahrs and Walt Disney Animation Studios. We have also assembled a fantastic mix of pieces for the Computer Animation Festival Daytime Selects, presented throughout each day of SIGGRAPH 2012.

We’re also offering an impressive collection of cutting-edge Production Sessions that complement the festival screenings, ranging from blockbuster visual effects to cutting-edge animation for film and games.

My team and I are very proud to present the SIGGRAPH 2012 Computer Animation Festival. Now sit back and enjoy the ride!

Joshua Grow

Computer Animation Festival Director

The Creative-Cartel

Abiogenesis

Computer Animation Shorts

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Fuzzy Realms Ltd

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New Zealand



A mysterious robot lands on a desolate world and uses the planet to undergo a startling transformation that has profound implications for an entire galaxy.

Director/Producer

Richard Mans

Music

Rhian Sheehan

Designer/Animator

Richard Mans

Re-recording Mix Facility

Park Road Post Production

Sound Design

Justin Doyle

Michelle Child

Dave Whitehead

Amsterdam DNA

Miscellaneous

CONTACT

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PlusOne

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Netherlands



The Amsterdam Museum opened an entirely new department: Amsterdam DNA, a three-dimensional, 45-minute journey through the Dutch capital's history. The story of the city is presented in seven intriguing films.

Director

Martijn Hogenkamp

Music

Lennert Busch

Producer

Marcel Vrieswijk

Sound Design

Mauricio d'Orey

Motion Design

Sander van Dijk

Thanks to

Harold van Velsen

Lead 3D

Tim van der Wiel

Client

Amsterdam Museum

3D

Noam Briner
Chris Rudz
Hans Willem Gijzel
Richard Lundström

Bianca Schrauwen

Joost van de Weerd

Norbert Middelkoop

Laura van Hasselt

Aquatic Bloom

Student Projects

CONTACT

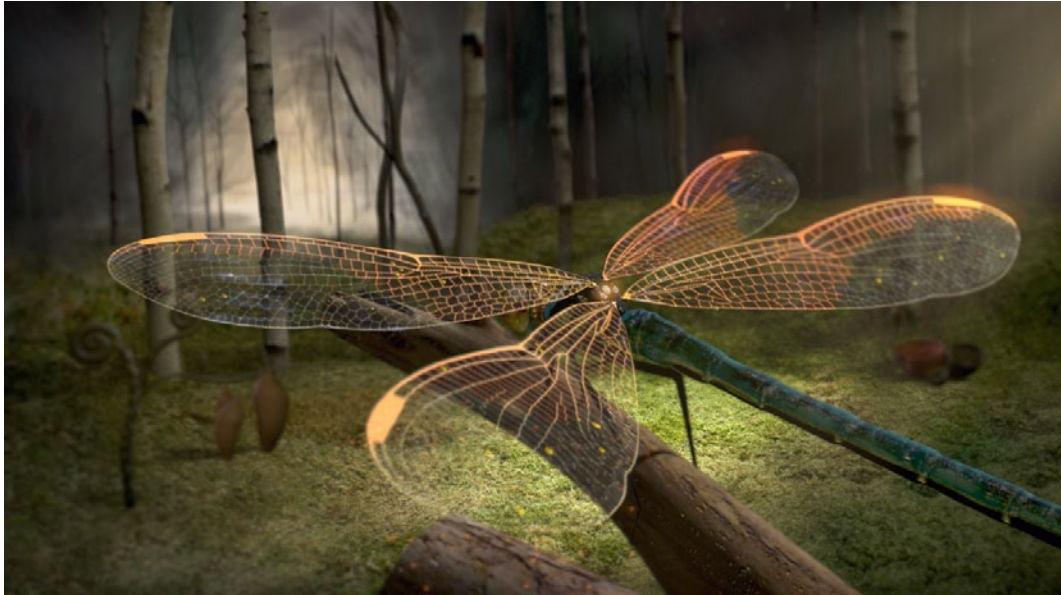
Sarah Schuerhoff

School of Visual Arts

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United States



“Aquatic Bloom” is about the playful interactions of a mechanical fish and a hermit crab with a flower.

Director
Writer
Rigging
Modeling
Lighting & Texture
Susie Hong

Director
Writer
Modeling
Texture
Bokyeong Kim

Dynamics
Henry Jean

Sound Design
Laszlo L. Ujvari

Lead Animators
Darren Chang
Jared Eng
Jerry Chow
Shendy Wu

Additional Rigging
Jared Eng
Zhenting Zhou

Music
“Aquatic Bloom”
composed and performed
by Hu Chul Lee

Brother

CONTACT

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School of Visual Arts
sari Brielle@gmail.com
United States



“Brother” is about a humanoid robot whose job in life is to build mechanical creatures. However, he is never able to succeed in bringing his creations to life. Brother later realizes that feelings and emotions play a large part in making a successful piece.

Director & Producer

Sari Rodrig

Creative Consultant

Stuart Cudlitz

Composer

Jerome Leroy

Sound Designer

Jim Rieder

Animator

Chris Rodriguez

Animator

Justin Melillo

Animator

Thomas Shek

Animator

Montaque Ruffin

Modeler

Ryan Chong

Modeler

Eric Schnell

Modeler

Tavon Reynolds

Modeler

Elizabeth Ko

Rigger

Thomas Szenher

Lighter

Matthew Dagrosa

Composer

Euna Kho

Composer

Vicky Penzes

Composer

Ryan Saxe

Clover “Way Better”

CONTACT

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Passion Pictures

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United Kingdom



Electronic Theater

TV Commercials

Shy The Sun creates a fantastical world of clover milk, cream, cheese and butter in the Milky Way.

Production Company
Shy The Sun

Animation Director
Jannes Hendrikz

**Character Designs and
Concept Development**
Ree Treweek

**Character and Environ-
ment Development**
Linsey Levendall

Modelling and Animation
Stanley Segal

Producer
Nina Pfeiffer

Assistant Producer
Andre Sales

**Post-Production
and Animation**
BlackGinger

VFX Supervisor
Hilton Treves

Animation Supervisor
Darrin Hofmeyr

Lead Nuke Composer
Marco Raposo
de Barbosa

Lighting & Rendering
Jason Slabber
William Harley

Post Producer
Tracy-Lee Portnoi

**Production House
(Live Action Top & Tail)**
CAB Films

Director
Bruce Paynter

Producer
Charles Gallacher

Line Producer
Suzanne Currie

Production Coordinator
Warren Amour

Coke: “Spirit of the Euro”

TV Commercials

CONTACT

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United States



In “Spirit of the Euro”, a crazed soccer fan, dressed in red and white Coca-Cola colors, flies a giant soccer shoe that runs on Coca-Cola and spews carbonated bubbles in the shape of soccer balls. The soccer balls shower the city, transforming its many residents into fun-loving fans.

Director/Production

Designer

Carlos Lascano

Executive Producer

Ray Di Carlo

Client

Coke

Agency

SANTO

Executive Creative

Director

Sebastian Wilhelm

Executive Creative

Director

Maximiliano Anselmo

General Creative

Director

Pablo Minces

Copywriters

Pablo Minces

Sebastian Wilhelm

Juan Pablo Lufrano

Art Director

Maximiliano Anselmo

Executive Producer

Leando Sussman

Agency Producers

Nadia Lozano

Global Account Director

Ignacio Diez

Account Executive

Ricardo Honnegger

Sheila Suaya

Production Company

Bent Image Lab

Producer

Marissa Weisman

Mixer/Engineer

Lance Limbocker

Technical Director

Joshua Cox

CG Art Director

Javier Leon

VO Talent

Sam Mowry

Dilated Pixels Episodic Television VFX 2011-12

CONTACT

PJ Foley

Dilated Pixels

pjf@dilatedpixels.net

United States



Electronic Theater

Visual Effects for Short Films
and TV Programs

This reel showcases episodic television work from 2011 to 2012:
effects from “*Fringe*” and “*CSI: Crime Scene Investigation*”.

Supervisors

Rik Shorten
Derek Smith

Producer

Les Lukacs

VFX Artists

Kevin Quattro
David Bryant
Brian Skvarla
Chris Peterson

Compositing

Renaud Talon
Johnny Renzulli
Sean Apple
Efram Potelle

CONTACT

Jenny McConchie
RealtimeUK
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United Kingdom



RealtimeUK was appointed by Codemasters to produce a CG teaser trailer for their new game release DiRT3—the latest game from the successful DiRT franchise.

CG Director

Ian Jones

Producer

Sarah Butler

Senior Modeller

Jason Swift-Clowes

Modeller

Gareth Aldred

Senior VFX Artists

Adrian Vickers
Graham Collier

Environment Modellers

Simon Dixon
Jon Clayton

Senior Lighting TD

Phil Shoebottom
Adrian Vickers

Lighting TD

Ben Robins

DiRT Showdown

Video Games

CONTACT

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RealtimeUK
jenny@realtimeuk.com
www.realtimeuk.com
United Kingdom



An action-packed, dynamic trailer for DiRT Showdown.

Senior Producer
Jane Forsyth

CG Director
Ian Jones

Senior Modeller
Jason Swift-Clowes

Modeller
Gareth Alldred

Senior VFX Artists
Adrian Vickers
Graham Collier
Simon Dixon

Senior Lighting TD
James Kirkham
Adrian Vickers
Graham Collier

Senior Animator
Will Eades

**Concepts
& Matte Painter**
Stuart Bailey

Divine Intervention

CONTACT

Alan Chiou

National Taiwan University of Science and Technology

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Taiwan



Two turtles are making a living as performers on the street. Suddenly, all the money they earned disappears without any reason, so the turtles misunderstand each other and fight. However, they do not know that the money was stolen by a human.

Director/Producer

Yen-Chi Tseng

Script

Chun-Wang Sun

Music

Ming-Hsun Yu

Sound

Jamie Wang

**Animation, Editing,
Camera, Graphics**

Yen-Chi Tseng

Dota 2 Teaser

Real-Time Animation

CONTACT

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blog.dota2.com

United States



Dota 2 is a multiplayer action game that pits players against each other as heroes fighting for control of a fantasy battlefield. On the surface, the game is marked by mayhem and magic. It is a deep and complex game that rewards players with endless opportunities for mastery.

Douce Menace

CONTACT

Annabel Sebag

Premium Films

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www.premium-films.com

France



Dawn. Paris is waking. A giant feather falls slowly to earth, settling over the city. We see Paris from a different perspective. A soft and light feather floating 80 meters above the city is more dangerous than it might seem.

Directors

Ludovic Habas

Yoan Sender

Margaux Vaxelaire

Mickael Krebs

Florent Rousseau

Producer

Supinfocom Arles

Dynamic Earth: Coronal Mass Ejection and Ocean/Wind Circulation

Electronic Theater

Visualizations and Simulations

CONTACT

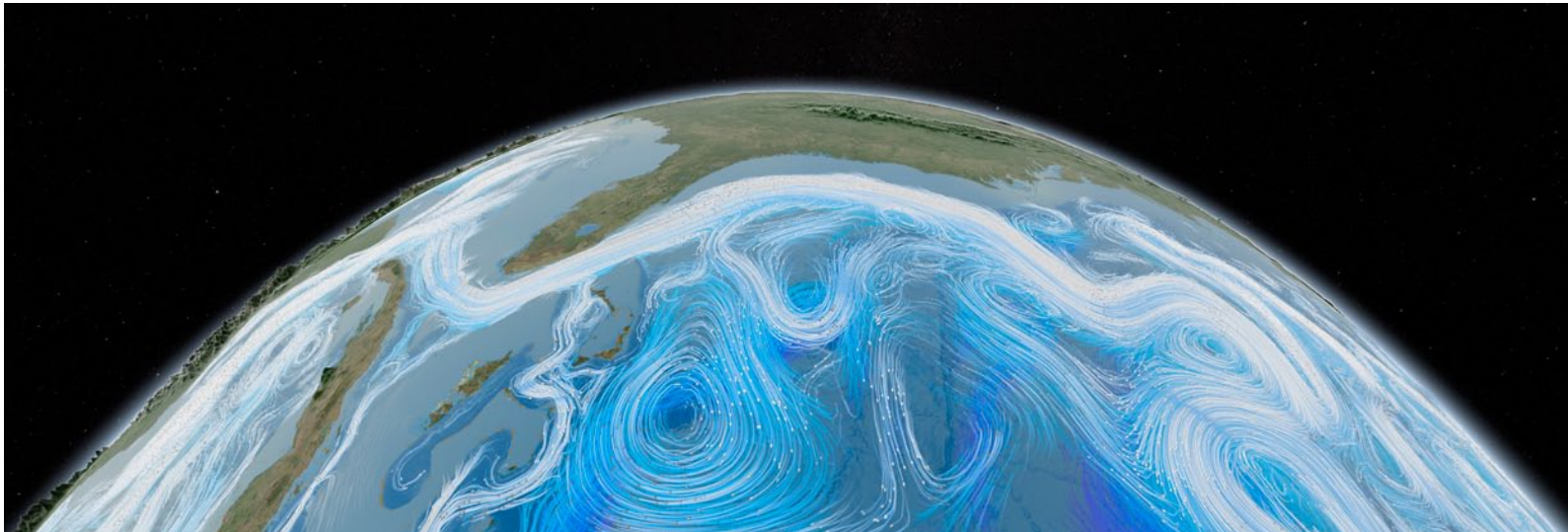
Gregory W. Shirah

NASA

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United States



This visualization is an excerpt from the full-dome planetarium show called Dynamic Earth. Using data from six computational models, it follows energy from the sun to the Earth. The sun's energy drives wind and ocean currents. The three dimensional structures of the atmosphere and oceans are explored.

Director

Gregory W. Shirah

Co-Director

Dr. Horace Mitchell

Producer

Thomas Lucas

Visualizers

Gregory W. Shirah

Dr. Horace Mitchell

Dr. Tom Bridgman

Ernie Wright

Trent Schindler

Cindy Starr

Lori Perkins

Editor

Stuart Snodgrass

Dynamic Earth: Hurricane Katrina

CONTACT

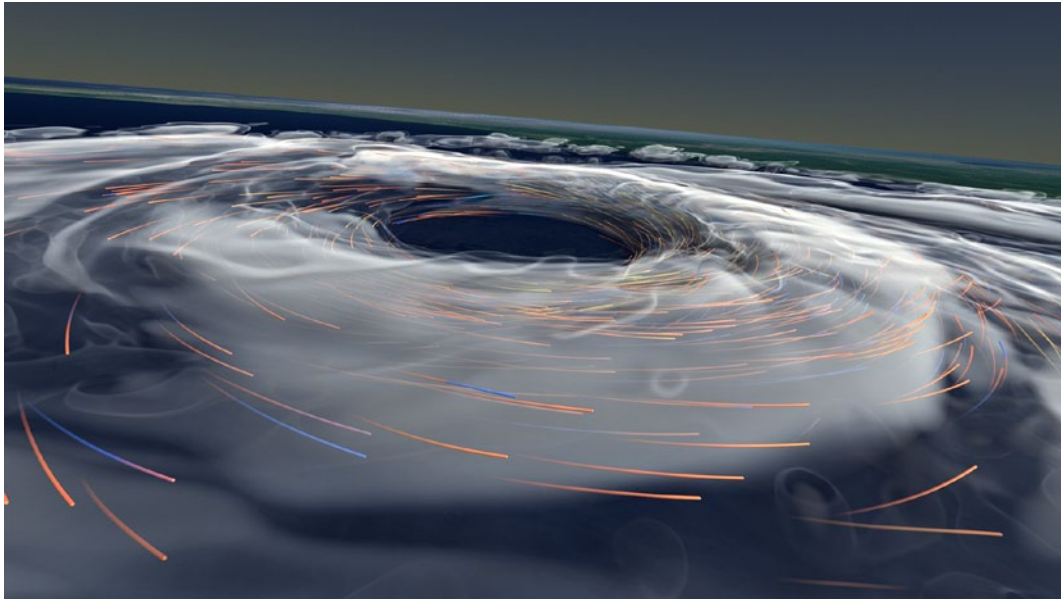
Robert Miles Patterson

NCSA, University of Illinois at Urbana-Champaign

robertp@illinois.edu

www.dynamicearth.spitzcreativemedia.com

United States



NCSA created this visualization of Hurricane Katrina based on a simulation from Wei Wang of the National Center for Atmospheric Research for the Dynamic Earth full-dome production. Volume-rendered clouds show abundant moisture. Trajectories follow moist air rising into intense “hot tower” thunderstorms and trace strong winds around the eye wall.

NCSA Visualization Team

Donna Cox
Robert Patterson
Stuart Levy
Alex Betts
Matthew Hall

NCAR Science Team

Wei Wang
Ryan Torn
Jimmy Dudhia
Chris Davis

Dynamic Earth is a fulldome visualization production of

Spitz Creative Media
NCSA, University of Illinois
at Urbana-Champaign

In association with Denver Museum of Nature and Science

NASA Scientific
Visualization Studio

Thomas Lucas
Productions, Inc.

Dynamic Earth: Volcano Sapas Mons on Venus

Visualizations and Simulations

CONTACT

Robert Miles Patterson

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United States



This visualization excerpt from the Dynamic Earth full-dome production takes viewers across the hostile surface of Venus to the Sapas Mons crater, where a volcano spews smoke and lava. NASA's Magellan Mission provided topography data for Venus, and scientist David Grinspoon from the Denver Museum advised the NCSA visualization team.

NCSA Advanced Visualization Lab

Donna Cox
AJ Christensen
Robert Patterson
Stuart Levy
Alex Betts

Denver Museum of Nature and Science

David Grinspoon

Dynamic Earth is a fulldome production of

Spitz Creative Media

NCSA, University of Illinois at Urbana-Champaign

NASA Scientific Visualization Studio

Thomas Lucas Productions, Inc.

In association with
Denver Museum of Nature and Science

Encounter

CONTACT

SeeHun Jeon

School of Visual Arts

seehun.jeon@gmail.com

United States



A story about a boy who was severely injured and loses his family in an accident. He struggles to escape from the unpleasant situation and is finally released, mentally and physically.

Director & Producer

SeeHun Jeon

Lead Animator

SeeHun Jeon

Rigging

See Hun Jeon

Prop-Wire Rigging

HyungJin Ji

Modeling

See Hun Jeon

Na Ha

(Props-debris)

Hyun Jun Song

(Props-city bridge)

Texture

SeeHun Jeon

Na Ha

(Props-debris)

Dynamic

SeeHun Jeon

Lighting & Rendering

SeeHun Jeon

Compositing

SeeHun Jeon

Sang Lee

Yoon Sun Bae

Matte Painting

Debbie Lim

DK Kwon

Sound Design

Debbie Lim

Estefan

CONTACT

Jeffrey Call

Brigham Young University

jeffisnotart@gmail.com

United States



Electronic Theater

Student Projects

Best Student Project

The world's greatest hairdresser, Estefan, is faced with his ultimate challenge: design the perfect hairstyle for Clara, a woman with no hair.

Director

Jeff Call

Producer

Lauren Taylor

Art Director

Scott Gwynn

Layout Supervisor

Lauren Oppenlander

Modeling Supervisor

Laura Mercer

Animation Supervisor

Aaron Ludwig

Rigging Supervisor

Jared Merrill

Texture Supervisor

Raphael Tavares

Effects Supervisor

Daniel Clark

Pipeline Supervisor

Murphy Randle

Editor

Brandon Pedersen

Evolution of the Moon

Visualizations and Simulations

CONTACT

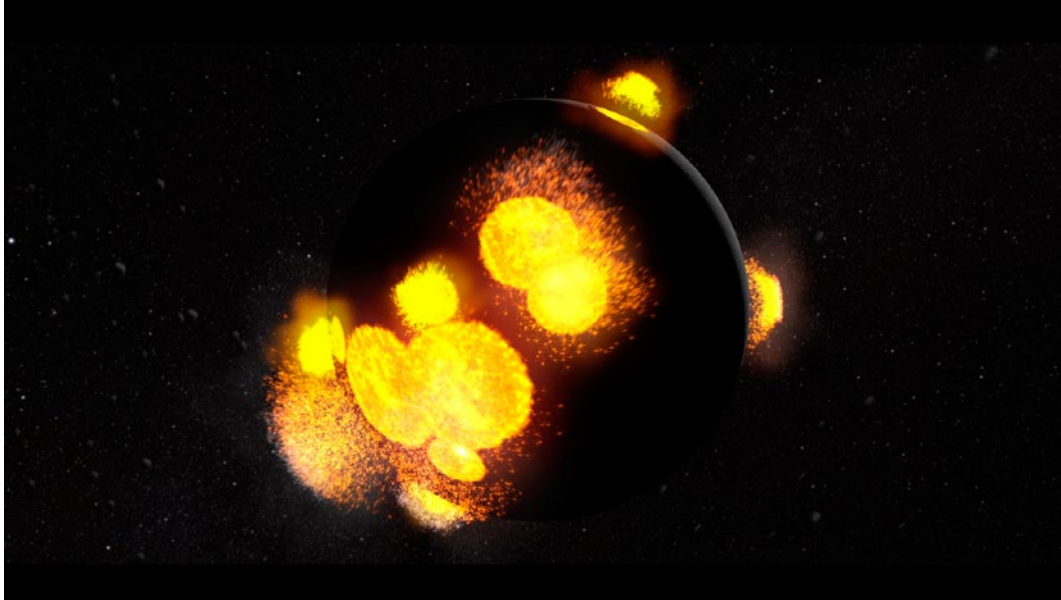
Christopher Smith

NASA

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United States



Witness nearly five billion years of history in less than three minutes as NASA presents the evolution of our moon, from its infancy as a superheated ball of magma to the cratered, rocky satellite we know today.

Director

Christopher Smith

Producer/Animator

Christopher Smith

Scientists

James Garvin

Richard Vondrack

John Keller

Noah Petro

James Rice

Gordon Chin

Fat

CONTACT

Annabel Sebag

Premium Films

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www.premium-films.com

France



A small, isolated farm is struck by a strange phenomenon. The farmer's life changes along with his surroundings. He must adapt, in his own way, to this new zany world.

Directors

Yohann Auroux Bernar

Gary Fouchy

Sebastien De Oliveira Bispo

Producer

Supinfocom Arles

Fertilization

CONTACT

Thomas Brown

Nucleus Medical Media Inc.

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United States



Electronic Theater

Visualizations and Simulations

Fertilization is the epic story of a single sperm facing incredible odds to unite with an egg and form a new human life. The sperm's journey is visualized with rich detail and narrative to convey a fresh understanding of a classic physiological tale.

Director

Thomas Brown

Writers

Ron Collins

Mary Beth Clough

Executive Producers

Ron Collins

Keith Pavlik

Music

Daniel Brown

Narration

Jamie Muffett

Technical Director

Stephen Boyd

Art Director

Kelvin Li

Production Manager

Erin Frederikson

Graphic Designer

Walid Aziz

Animators

Thomas Brown

Stephen Boyd

Kelvin Li

Walid Aziz

Erin Frederikson

Hoc Kho

Nobles Green

Eric Small

Josh Bird

Fischkopp

CONTACT

Vera Angstenberger

Filmakademie Baden-Württemberg
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www.filmakademie.de
Germany



A little fisherman in his diving suit competes in a fishing contest. After a crazy chase underwater, he manages to catch the “Big Fish” and knock his competitors out.

Directors

Alexander Dietrich
Dominic Eise
Johannes Flick

Student Producer
Cosima Maria Degler

Animation
Alexander Dietrich
Dominic Eise
Johannes Flick

Character Design

Alexander Dietrich
Dominic Eise

Production Design
Alexander Dietrich
Dominic Eise

Technical Director
Markus Kranzler

Music
Stefan Wiedmer

Sound

Hanno Poths
David Rädler

Compositing
Johannes Flick

Flat Frog

CONTACT

Margherita Premuroso

InkyMind

mmeghy@mac.com

www.inkymind.com

Italy



“Flat Frog” is based on the misadventures of two rustic frogs that are always anxious to cross the road in search of females.

Executive Producer

Luca Da Rios

Director & Art Director

Margherita Premuroso

Storywriter

Rick Gush

Producer

Ivan Piasini

Storyboarding

Margherita Premuroso

Character & Environment Design

Margherita Premuroso

3D Supervisor

William Lorenzetti

Characters Modeling & Rigging

Frank Spalteholz

Modeling

Luca Maniscalco

Texturing

Margherita Premuroso

Elena Redaelli

Animation Supervisor

Frank Spalteholz

Animation

Frank Spalteholz

Dana Boadway

Jonas Manke

Rodrigo Huerta

Luca Bima

Lighting & Rendering

William Lorenzetti

Gianluca Antonini

Compositing

& 2D Effects

Margherita Premuroso

Voice Directing

Giacomo Zito

Voices

SideUK

Bruce Mckinnon

Ben Small

Music

Alex Harwood

Sound Design

Filipe Paszkiewicz

Alessio Giorgianni

Title Song

“Flat Frog”

Singer

Tom Lock Griffiths

Baritone for “Finchan Dal Vino” from Mozart’s

Don Giovanni

Milo Harries

InkyMind/Playstos

Entertainment

For the Remainder

CONTACT

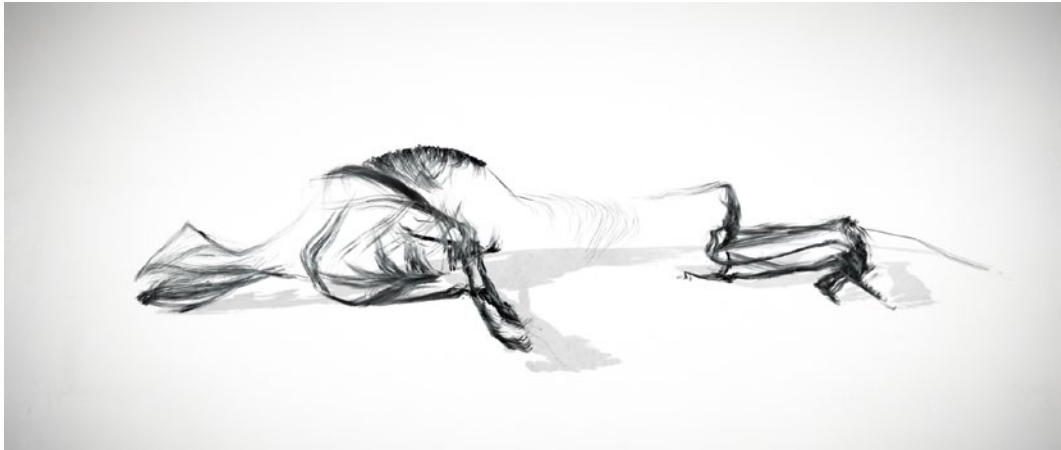
Omer Ben David

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Israel



Electronic Theater

Student Projects

An old house cat's farewell journey to his home as he prepares to leave it.

Director/Animator

Omer Ben David

Producer

Omer Ben David

Screenplay Writers

Omer Ben David

Or Garmolin

Soundtrack Designer

Onili

Getaway

CONTACT

Eric Cunha

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getawayfilm.blogspot.com
United States



A car travels through transforming environments as it makes its way from the busy city to a secluded log cabin in the mountains.

**Director, Co-producer,
Modeling, Rigging,
Animation, Layout**
Eric Cunha

**Producer, Modeling,
Shading, Rendering**
Ryan Chong

**Animation, Modeling,
Concept Art**
Seung Sung

**Modeling, Animation,
Concept Art, Sound
Design**
Debbie Lim

**Lighting, Shading,
Rendering, Compositing**
Shane Simpson

Shading, Modeling
Kolina Hang

**Concept Art,
Shading, Modeling**
Hyun Jik Cha

Give Me Posada

Computer Animation Shorts

CONTACT

Cecilio Vargas

El Bigote de Chaplin

lio@elbigotedechaplin.com

www.elbigotedechaplin.com

Mexico



During a normal working day, J. Posada looks through the window at politicians, drunks, wives, children, and musicians. The engraving press starts to work, this is not a normal day: his engravings come to life as nightfall descends, and the door opens loudly. His prints want to take him away.

**Director, Producer,
Writer**
Cecilio Vargas Torres

Music
Antonio Guzmán

Sound and Mix
Dorian Mastin

Editor
Marlene Jocelin Duran
Cornejo

Photography
Marlene Jocelin Duran
Cornejo

Animation
Cecilio Vargas Torres

3D Production
Cecilio Vargas Torres

Globosome

CONTACT

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Germany



In the vastness of space, there's a small speck of rock inhabited by the most peculiar lifeforms: Dark little dots that start to replicate fast and begin to show signs of intelligence. "Globosome" tells the story of the rise and fall of these little creatures.

Director

Sascha Geddert

Music

Patrizio Deidda

Student Producer

Philipp Wolf

Sound

David Kamp

Concept Art

Jin-Ho Jeon

Sound Mix

Namralata Strack

Stereo Lead

Andreas Feix

Compositing

Johannes Peter

Technical Directors

Tonio Freitag

Patrick Schuler

Great Expectations Title Sequence

Animated Feature Films

CONTACT

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United Kingdom



The birth and death of a butterfly. The creature bursts out of its cocoon unfurling its fragile self into a dark world. As the sequence progresses, it reveals intricate filigree tattooed onto the wings, growing like creeping ivy until the entire wingspan is eerily blacked out into silhouette.

Designer & Director

Nic Bennis

Titles Producer

Tom Bromwich

Lead 3D Artist

Rodi Kaya

Composer

Joe Lea

CONTACT

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Filmakademie Baden-Württemberg
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www.filmakademie.de
Germany



A man gets a tattoo of a sweet pin-up girl on his upper arm as the other tattoos on his body watch with excitement. The surfer rabbit falls instantly in love, and the pin-up is also drawn to him.

Directors

Florian Greth
Julia Reck

Student Producer

Philipp Wolf

Camera/DoP

Tobias Jall

Camera Assistant

Christine Lodge

Lighting Technicians

Stephan Burchardt (lead)
Matthias Allner
Christina Heeck
Lukas Steinbach

Technical Director

Felix Bucella

Rigging

Jörg Rambaum

Photographer

Danny Eggers

Music

Maik Oehme

Sound

Namralata Strack

Sound Assistant

Prema Strack

Actors/Voices

Roman Baier
Patrick Konnerth

Harmony

Computer Animation Shorts

CONTACT

Sangyeong Jeong
beaqueer@gmail.com
South Korea



Two groups of dancers compete for visibility on the stage.

Director
Sangyeong Jeong

Producer
Sangyeong Jeong

Hatching

CONTACT

Tong Yi Kuo

The White Rabbit Animation, Inc.

tkuo@twrglobal.com

www.twranimation.com

Taiwan



A short film about how a loving mother-daughter relationship turns tense at a certain point. The see-through glass belly manifests the intimate, delicate bond between them.

Directors

Chen-Hui Liu
Jung-Hsien Lin

Executive Producer

Chao-hua Lee

Producer & Supervisor

Chishan Liu

Screenwriting

Annie Yang
Chao-hua Lee

Creative Director

Chao-hua Lee

Concept Art

Hsiao-Ron Cheng

Storyboard

Hsin-Yu Kuan

Lead Model, Texture

and Shading
Kuang-Pin Lan

Model, Texture

and Shading
Wei-Lun Tsai
Mei-Kung Chen

Lead Previs

and Animation
Chih-Ming Chang

Previs and Animation

Erik Lee
Akira Chang
Cheng-Wei Wu

Rigging

Isaac Su

Lead Effects

Chia-Chun Lin

Effects

Chen-Yuan Hsu
Yi-Min Fan

Lead Lighting

Chishan Liu

Lighting

Chun-Lun Ma

Additional Lighting

Mei-Kung Chen
Wei-Lun Tsai
Joe Chiang

Compositing

Iden Yang

Hair System Developer

Gene Lin

Hair Simulation

Ryan Lu
Wink Fan
Mea Wu

Production Coordinator

Tong-Yi Kuo

Pipeline

Jin-Kuen Lin
Kai-Wei Tang
Qian-Hao Chai

Sound

We Digital Media Co., Ltd

Sound Supervisor

Webber Chen

Sound Effects

Dante Huang

Music

Szu-Yin Ho

Mix

Sammi Lin

Special Thanks

Jazz Kung
Annie Liu
Edward Lai
Faith Lu
Vicky Hu

Herr Hoppe und der Atommüll

CONTACT

Vera Angstenberger

Filmakademie Baden-Württemberg

vera.angstenberger@filmakademie.de

www.hilf-herrn-hoppe.de

Germany



A barrel of nuclear waste drops into the living room of Herr Hoppe, an average suburban German. He has to get rid of it and does it in his own wacky way.

Directors

Jan Lachauer
Thorsten Löffler

Student Producer

Thorsten Löffler

Animation

Jan Lachauer
Thorsten Löffler
Nikolaos Saradopoulos
Michael Schulz
Bin-Han To

Foley Artist

Alexander Zlamal

Technical Director

Marcel Reinhard

Music

Sarah Griffel
Till and Moses
Kammertöns
Christina Zenk

Sound

Martin Kerschbaum
Alexander Zlamal

Actors/Voices

Moritz Schneider

How to eat your Apple

CONTACT

Erick Oh

Pixar Animation Studios

oshman84@gmail.com

www.erickoh.com/apple.html

United States

HOW TO EAT YOUR APPLE



Electronic Theater

Computer Animation Shorts

Jury Award

Here is a delicious apple. How would you eat it?

Director

Erick Oh

Animator

Erick Oh

Sound Design

David Ochs

Andrew Vernon

Jack and Chuck

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



Electronic Theater

Student Projects

Chuck, the writer without arms, meets Smiley Jack, the strange, fat bearded salesman. A pact will be sealed to allow Chuck to regain the capacity to write.

Directors

Alexandre Chaudret

Thomas Crépin

Maureen Kressmann

Producer

Supinfocom Valenciennes

Jack Daniels “Tennessee Honey”

TV Commercials

CONTACT

Cecile Barou

Passion Pictures

cecile@passion-pictures.com

www.passion-pictures.com

United Kingdom



On a moonlit country night, we are in no doubt that our hero is one cool bee. On an urgent mission, he flies through the forest at high speed until he finds what he's been searching for: a bottle of Jack Daniel's Black Label.

Production Company
Passion Pictures NYC

Director
Pete Candeland

Producer
Belinda Blacklock

Co-Producer
Anna Lord

CG Animation
Ryan Bradley
Leo Baker

CG Coordination
Aline Ngo

Editor
Leo Baker

Art Director
Blacknail

**Lighting/Texturing/
Comp**
Mario Ucci
Rick Theile
Cesar Eiji Nunes
Jaroslav Polensky

Modelling
Sue Jang
Mark Yagos
Lee Wolland

VFX Bleed VFX
Jamie Franks
Augusto Lombardi
Simon Clarke

Rigging
Leo Baker

Matte Painting
Kim Dulaney

Additional Editing
Sam Mason
Dace Willmott

Character Design
Sam Mason

Production Assistant
Dace Willmott

Colourist
Paul Harrison
MPC

Sound
Colin
The Lodge NYC

J'Aurai Ta Peau

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



A multitude of questions about our relationships with our body shapes during a walk on skin.

Directors

Vivien Ebran

Victoria Jardine

Alexis Koch

Nicolas Trotignon

Producer

Supinfocom Valenciennes

John Carter

Visual Effects for Live-Action
Feature Films

CONTACT

Helen Moody

Cinesite

helen@cinesite.co.uk

disney.go.com/johncarter

United Kingdom



“John Carter” was a massive undertaking for Cinesite. Their work included creating the mile-long travelling mining city of Zodanga, various warships, CG troops, the city of Helium and other CGI environments. They also created the mysterious Thern energy effect, using a combination of Maya, Houdini, and in-house software.

Director

Andrew Stanton

Producers

Lindsey Collins

Jim Morris

Colin Wilson

Visual Effects

Supervisors

Sue Rowe

Simon Stanley-Clamp

Jon Neill

Christan Irls

Andy Robinson

Ben Shepherd

Zave Jackson

Helen Newby

CG Supervisor

Artemis

Oikonomopoulou

Animation Supervisor

Catherine Elvidge

CG Sequence

Supervisors

Axel Akesson

Nikos Gatos

Ian Ward

Lead Texturers

Laurent Cordier

Lina Hum

Adam Redford

Adam Walker

Lead Layout Artists

Ummi Gudjonsson

Thomas Mueller

Lighting Leads

Richard Bell

Joel Bodin

Marion Nove-Josserand

Lead Shader Writer

Alex Wilkie

Lead Houdini TDs

Nikki Makar

Richard Pickler

Lead Crowd TD

Jane Rotolo

Head of VFX Technology

Michele Sciolette

Head of Pipeline Technology

Alexander Savenko

Composite Supervisors

David Sewell

John Lockwood

Lindsay Adams

Sergio Ayrosa

Ean Carr

Martin Ciastko

Bronwyn Edwards

James Fleming

David Lee

Jim Parsons

Ian Plumb

Alex Smith

Jamie Wood

Kai Woytke

Lead Digital Matte Painter

Lino Khay

Head of VFX Photography

Aviv Yaron

John Carter

Visual Effects for Live-Action
Feature Films

CONTACT

Aisling O'Brien

Double Negative Visual Effects

aob@dneg.com

www.dneg.com

United Kingdom



Double Negative surmounted extreme creative, technical, and logistical challenges to create the world of "John Carter". The work, created by a team that peaked at 850, included 960 shots featuring Tharks, Woola, White Apes, and Thoats, along with environments for the White Ape Arena, Thark City, and the Temple of Iss exterior.

Director
Andrew Stanton

Producers
Lindsey Collins

VFX Supervisor
Peter Chiang

VFX Producer
Matt Plummer

**Double Negative
VFX Supervisor**
Ryan Cook

**Double Negative
VFX Supervisor**
Ken McGaugh

**Double Negative
VFX Supervisor**
Paul Riddle

Animation Supervisor
Eamonn Butler

Animation Supervisor
Steve Aplin

Karma

CONTACT

Da Suel Kim

School of Visual Arts
ottodix84@gmail.com
United States



The story of a robot that chooses to rob parts due to its greedy nature. The stealing ends with the robot's demise.

Director

Da Suel Kim

Co-Director

Yun Ah Oh

Producer

School of Visual Arts

Music

Andres Soto

Kinect Sports: Season 2

CONTACT

Jenny McConchie
RealtimeUK
jenny@realtimeuk.com
www.realtimeuk.com
United Kingdom



A CGI/live-action cinematic experience for games Kinect Sports: Season 2. We took the lead role in creating all pre-production and co-organising a green-screen shoot to film the actors in motion, all before creating an entire trailer out of CGI and the four actors.

Senior Producer

Jane Forsyth

CG Director

Ian Jones

Senior Modeller

Jason Swift-Clowes

Environment Modeller

Gareth Aldred

Environment Modeller

Alexis Van De Haeghe

Senior VFX Artists

Adrian Vickers

Graham Collier

Simon Dixon

Senior Lighting TDs

James Kirkham

Adrian Vickers

Graham Collier

Senior Animator

Will Eades

Concepts & Matte Painter

Stuart Bailey

La Lune et Le Coq

CONTACT

Raymond McCarthy Bergeron
Rochester Institute of Technology
mccarthybergeron@gmail.com
www.spunkyddog.com
United States



A moon and a rooster struggle to get what they want.

Faculty Advisor

Bob Deaver

Music

“Peer Gynt Suite No. 1, Op.
46 Morning Mood”
Written by Edvard Grieg
Published by S.I. Publishing
(SOCAN)

Sound Effects

Apple Sound Loops
The Freesound Project:
(Contributors Sandy Bur-
nett & Walter Odington)

Special Thanks

Carl “Skip” Battaglia
Brian Larson
Mark Reisch
Vijay Kumar Madurai
Chandrasekhar
Tom Ganem
Facebook
(for keeping me in touch
with friends and family)
The SoFA MFA Graduate
Students
Corinn (my wife)
Sam (my cat)

Le Taxidermiste

Student Projects

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



A taxidermist has just died. His widow and a team of funeral directors pay him their final respects.

Directors

Paulin Cointot
Dorianne Fibleuil
Antoine Robert
Maud Sertour

Producer

Supinfocom Arles

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



An African couple is separated by the First World War.

Directors

Julien Chanson

Carole Cyrille

Thomas Adam

Yancouba Dieme

Producer

Supinfocom Valenciennes

“Little Talks” - Of Monsters and Men

CONTACT

Marcella Moser

WeWereMonkeys

marcella@weweremonkeys.com

www.weweremonkeys.com/vid_littletalks.php

Canada



Electronic Theater

Music Videos

Five sky-sailors discover a crystal meteor containing a lost mythical female creature. An epic journey through fantastical worlds ensues as the sailors struggle to return her to her people.

Client

Of Monsters and Men

Record Label

Universal Music Group/Republic

Director

Mihai Wilson

WeWereMonkeys

Post Production

Mihai Wilson

Producer

Marcella Moser

WeWereMonkeys

Production Studio

Vision Entertainment

Executive Producer

Geoff McLean

Director of Photography

Hákon Sverrisson

Production Manager

Kristín Andrea Þórðardóttir

U.S. Representative

Yvette Lang-Einczig

Yell Productions

Commissioner

Shannon Weil

Universal Music Group

Actors

Nanna Bryndís Hilmarsdóttir

Ragnar Þórhallsson

Árni Guðjónsson

Kristján Páll Kristjánsson

Arnar Rósenkranz Hilmarsson

Brynjar Leifsson

Costume and Makeup Design

Marcella Moser

Mihai Wilson

WeWereMonkeys

Makeup and Hair

Ísak Freyr Helgason

Oddvar Örn Hjartarson

Makeup Assistant

Björg Ólöf

Greenscreen Studio

380 Studios

Key Grip

Gunnar Gunnarsson

Mac 'n' Cheese

CONTACT

Gijs van Kooten
Colorbleed Studios
gijs@colorbleed.nl
Netherlands



Electronic Theater

Student Projects

When you find yourself running scared and running out of energy, there are only a few options left to outrun your opponent through the southern desert. Stopping at nothing, these two guys wear each other out and rip through boundaries hitherto unbroken.

Director

Tom Hankins

Co-Directors

Gijs van Kooten
Guido Puijk
Roy Nieterau

Producer

School of Arts Utrecht

Music

Wouter Messelink
Giulio Sterbini

Sound FX

Peter-Paul Timmermans

Credits Song

The Grateful Dead

My Little Friend

CONTACT

Eric Prah

Ringling College of Art and Design

eprah@c.ringling.edu

United States



A hungry hobo gets his food taken by a cute little pigeon.

Director

Eric Prah

Producer

Ringling College of Art
and Design

Composer

Jack Bender

Oh Sheep!

CONTACT

Vera Angstenberger

Filmakademie Baden-Württemberg
vera.angstenberger@filmakademie.de
www.filmakademie.de
Germany



Electronic Theater

Student Projects

Two flocks of sheep are searching for companionship. But their shepherds, being at odds with each other, do everything to keep them separated.

Director

Gottfried Mentor

Student Producers

Leonid Godik
Gottfried Mentor

Lead Animator

Gottfried Mentor

Animators

Cordula Langhans
Bin Han To
Paul Cichon
Aennie Habermehl

VFX

Peter Hacke
Marcel Reinhard
Christoph Hempel
David Kirchner
Yannik Faase

Camera/DoP

Gottfried Mentor

Character Design

Max Lang

Production Design

Gottfried Mentor

Shading, Lighting, Rendering Technical Director

Marcel Reinhard

Character Technical Director

Tom Ferstl

Music

Matthias Klein

Sound

Roman Volkholz
Christian Heck

Actors/Voices

David Steffen
Gottfried Mentor
Michel Heberlein

Compositing

Peter Hacker

Editing

Gottfried Mentor

Omerta

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



In 1930, Mafia gangs do battle in the slums of New York. To the beat of devilish music, Teddy Toad and his gang of frogs engage in a battle to pluck the delectable Lady Horny from the grasp of the powerful White Coal.

Directors

Nicolas Loudot

Fabrice Fiteni

Arnaud Janvier

Gaspard Roche

Producer

Supinfocom Arles

Pelephone Wedding

TV Commercials

CONTACT

Ilan Bouni

Gravity

ilan@gravity.co.il

www.vimeo.com/38145729

Israel



Fantastical and magical with a whimsical feel, this film combines wonderful live action with some incredible post work from Gravity Tel Aviv.

Agency
Adler Chomsky
& Warshavsky GREY

Director
Eli Sverdlov

Production Company
Mulla

CG & VFX
Gravity

Chief Creative
Ilan Bouni
Gravity

VFX Supervisor
Yoav Savaryego
Gravity

Head of Art
Israel Breslev
Gravity

**Head of 3D
& Compositing**
Yoav Savaryego
Gravity

Original Music
Guy Amitai

DOP
Mano Kadosh

Photofly

CONTACT

Simon Hegarty

Rumble Studios

simon@rumblestudios.com

www.rumblestudios.com

United Kingdom



Electronic Theater

Visualizations and Simulations

An R&D project testing Autodesk's Photofly. Scenes were enhanced with effects and additional modeling. In some cases, models were re-lit using HDRI. Environments were photographed in Riga, Latvia, capturing historical statues and architecture.

Director & Producer

Simon Hegarty

Music

Moby

Poulet Free

CONTACT

Anne-Laure Beaujard
ISART Digital
c.boco@isartdigital.com
www.isartdigital.com
France



Thierry, a mascot at a fast-food chicken restaurant, is celebrating his 35th birthday alone in the toilets. That same day, clumsy Thierry has an accident. Rejected by the city as he has been by life, Thierry makes a curious discovery that will change his life forever.

Director
Romain Balloy

Producer
Xavier Rousselle

Co-Directors
Leo Ewald
Caroline Hirbec
Jennifer Ivry
Christophe Kuntz
Yves Janvion Nangoh
Jolberto Quini Piragibe

Sound
Florian Calmer

Music
Benoit Despriester

CONTACT

Amanda Powell
 Blur Studio, Inc.
 amanda@blur.com
 www.blur.com
 United States



In the highly anticipated sequel from Bethesda and Human Head Studios, former U.S. Marshal turned bounty hunter Killian Samuels pursues down targets through the vast alien vistas and clustered alleyways of Exodus. Goodness MFG selected Blur to bring this high-octane chase to the big screens of E3 2011.

Lighting and Compositing
 Gary Christian
 Colin James
 Daniel Trbovic
 Olivier Vernay-Kim

Prop and Vehicle Modeling
 Zack Cork
 Colin James
 Jinho Jang
 Kris Kaufman
 Barrett Meeker

Storyboards
 Joshua Shaw
 Chuck Wojtkiewicz

Production Assistant
 Amanda Powell

Hair and Cloth Simulation
 Steve Guevara
 Jon Jordan
 Luis Lopez
 Jace Trimmer
 Danny Young

Production Coordinator
 Janis Robertson

Tools and Scripts
 Brendan Abel
 Mike Hendricks
 Eric Hulser

Motion Capture
 Brian McKee
 Anthony Romero

Programming and Systems Administration
 Duane Powell
 Jeremy Donahue
 Paul Huang
 Matt Newell

Director
 Dave Wilson

Associate Producer
 Tiffany Webber

Character Modeling
 James Ku
 Alex Litchinko
 Jason Martin

Animation
 Thomas Cannell
 Kyle Gaulin
 Jeremiah Izzard
 Oliver Parcasio
 Christian Reese
 Jon Vener

FX
 Daniel Chamberlin
 Kevin Kim
 John Kosnik
 Johannes Kurnia

Layout TD
 Brian McKee

Technical and QC
 Shaun Absher
 Zack Cork
 Chris Grim
 Jennifer Hendrich
 Bryan Hillestad
 Enoch Ihde
 Brent Wiley

Mocap Coordinator/Choreography
 Philip Silvera

Mocap Talent
 Ashton Moio
 Roberto Guierrez
 Philip Silvera

Creative Director
 Tim Miller

Executive Producer
 Al Shier

Rigging
 Chris Boylan
 Justin Callanan
 Jennifer Hendrich
 Enoch Ihde
 Michael Stieber
 Brent Wiley

Lighting and Compositing Lead
 Greg Kegel

Environment Modeling
 Greg Kegel
 Olivier Vernay-Kim

Concept Design
 Hugo Martin
 Sean McNally
 Joshua Shaw

CG Supervisor
 Heikki Anttila

Layout
 David Nibbelin
 Nick Whitmire

Animation Supervisor
 Hubert Daniel

Character Modeling Lead
 Alessandro Baldasseroni

FX Supervisor
 Brandon Riza

Animation Lead
 William "Rocky" Vanoost

Ramus

CONTACT

Danica Parry

School of Visual Arts

danicathehorrid@gmail.com

www.ramusfilm.blogspot.com

United States



Electronic Theater

Student Projects

A thunderstorm separates a young branch from his mother tree and sends him falling into the town below. The small sapling awakens and quickly realizes that this town may be his worst nightmare. Getting back home becomes his only hope for survival.

Directors

Chris DeVito
Danica Parry

Producers

Chris DeVito
Danica Parry

Rigging

Chris DeVito

Modeling

Danica Parry

Lighting, Shading, and Texture

Danica Parry

Actors/Voice Actors

Chris DeVito
Danica Parry

Compositors/Editors

Chris DeVito
Danica Parry

MUSIC

Performers & Composers

Derek Parry
Will Lunden
Patrick Scherer
Steve Parry

Song Title

El Pequeño Árbol Que
Podre

Recorded & Mixed by

Patrick Scherer

Mastering

Jon Sage

Sage Audio Services

Music Publisher/ Copyright Owner

Muchachos y Nachos

Sound Design

Danica Parry

Ra.One

CONTACT

Jeff Kleiser

Synthespian Studios, Inc.
jk@synthespians.net
www.synthespianstudios.net
United States



This video shows a Synthespian Studios sequence from the film “Ra.One”. In this sequence, electronic “smart cubes” emerge from asphalt and, with individual and mass intelligence, organize to build up an antagonistic video game character in the real world.

Director

Anubhav Sinha

Producer

Gauri Khan

VFX Supervisor

Jeff Kleiser

Concept Design

Diana Walczak

VFX Producer

Wendy Gipp

CG Supervisor, Animator, Composer

Edward Quirk

Software Developer

Helge Mathee

Look Development

Travis Pinsonnault

Camera Tracker

Matt Shapiro

Senior Systems

Administrator

Joel Feder

I/O

Steve Hagenkord

Production Coordinator

Marie Trudeau

Composer

Jay Lalime

Modeling, Plate Photography

redchillies.vfx

Additional Digital Content Creation

Luma Animation cc
(South Africa)

Visual Effects for Live-Action
Feature Films

Red

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



In the dark, cold streets of the metropolis, a mysterious serial killer strikes down women dressed in red. A crime-scene photographer whose wife has been killed is about to encounter the next victim, followed by a strange man.

Directors

Alexandre Charleux

Victoria Bruneel

Amaury Brunet

Ning Zhang

Producer

Supinfocom Valenciennes

Réflexion

CONTACT

Sun Limet
PLANKTOON
sunlimet@hotmail.com
www.planktoon.com
France



Electronic Theater

Computer Animation Shorts

Best in Show

“Réflexion” is a description of women's concerns about the way they look.

Director

Yoshimichi Tamura

Producer

Planktoon

Music

Guillaume Poyet

Realisation Assistant

Marine Seraphin

Storyboard

Yoshimichi Tamura

Visual Development

Lauren Airriess
Lorelay Bove
Floriane Marchix
Yoshimichi Tamura

Post-production

COSMO STUDIO

Research

& Development
Olivier Roux
Julien Duchesne

Modeling Characters

Nicolas Duthatco

Modeling Set

Celestin Salomon

Modeling Props

Nicolas Duthatco

Matte Painting

Jean-Michel Trauscht
Stéphanie Baillod
Benjamin Bardou

Textures

Stéphanie Baillod

Setup

Quentin Auger
Benoît Guillou

Dynamics

Enis Kaya

Layout

Christele Jolens
Mehdi Tebbakh

3D Supervisor Animation

Fabrice Senia

3D Animators

Guillaume Deparis
Alexandre Henri
Christele Jolens
Chloe Lang-Willar
Vincent Lemaire
Patricia Magniez

2D Animators

Baptiste Rogron
Chloe Roux
Nawell Sdiri
Jeremy Macedo

Supervisor Render

Sun Limet

Render

Julien Duchesne
Vincent Duponchel
Nicolas Duthatco
Louis Fremont
Aurelien Rantet
Thomas Motte

Compositing

Gaëlle Bossis
Julien Goepp
Joel Pitren

Release Your Imagination

CONTACT

Jenny McConchie
RealtimeUK
jenny@realtimeuk.com
www.realtimeuk.com
United Kingdom



Electronic Theater

Computer Animation Shorts

A story of numerous characters leading monotonous adult lives who are catapulted into a world of creative imagination following one spark of inspiration.

Directors

Stuart Bailey
Alexis Van de Haeghe

Producer

Jane Forsyth

Concept Designers

Stuart Bailey
Alexis Van de Haeghe
Simon Dixon

Creative Directors

Stuart Bailey
Alexis Van de Haeghe

Modellers

Jason Swift
Gareth Allred
Jon Clayton

Rigging & Animation

Will Eades
John Batchelor

VFX

Will Eades
John Batchelor
Graham Collier
Adrian Dyer

Compositing

Adrian Dyer
James Kirkham

Lighting

James Kirkham

Producer

Jane Forsyth

RISING

CONTACT

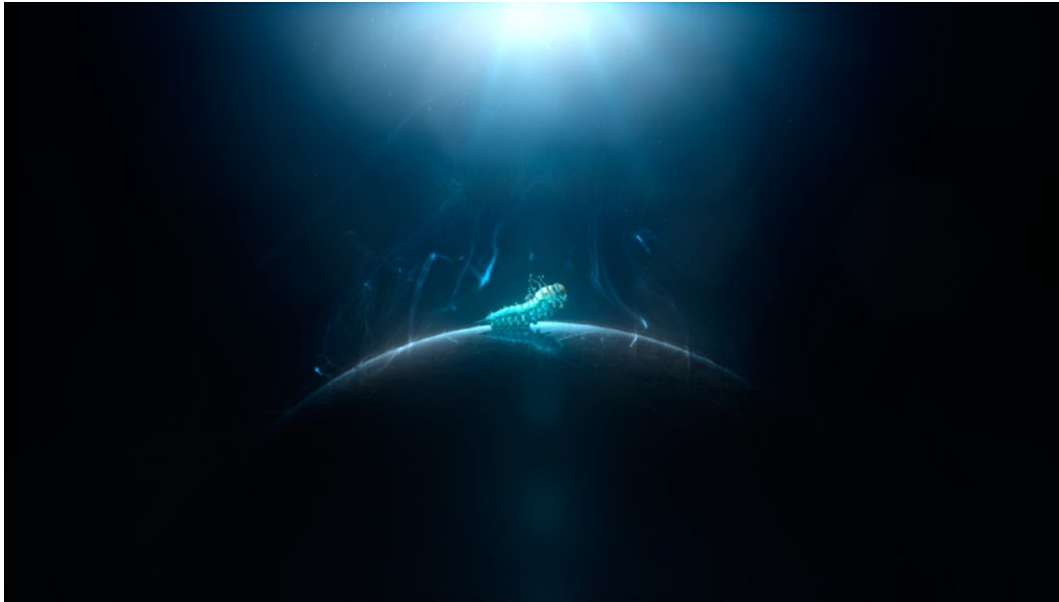
Carine Quignon

Groupe Mikros Image

caq@mikrosimage.eu

www.mikrosimage.fr

France



Electronic Theater

Computer Animation Shorts

A dreamlike vision of nature, where only light can carry life toward any kind of existence.

VFX Producer/ Post-producer

Lionel Juglair

CG Lead

Stéphane Thibert

Modeling

François Rimasson
Jérôme Desvignes

Animatic

Barthélémy Beaux

Setup

Alexandre Sauthier

Lighting

Julien Haillot

Shave/Texture

Nicolas Bruchet
Benjamin Lenfant

Animation

Alexandre Sauthier
Vincent Lemaire
Geoffroy Barbet Massin
Anne Chatelain

Stereoscopy

Erwan Davigano

Compositing Nuke

Guillaume Parra
Jérôme Foucout
Barthélémy Beaux

Grading Color

Christine Szymkowiak

Subtitles

Maud Drouin

Final Compositing

Michael Moercant
Jean-Yves Parent

DCP

David Mangin
François Duboux

Thanks

Amélie-Anne Chucho
for project follow up

Mathias Barday
for the animatic lighting

Mickaél Camus
for post-production

Rosette

CONTACT

Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



Electronic Theater

Student Projects

In a cured-meats deli, a customer starts fantasizing about the butcher. She takes us into a cliched vision of couple-hood, transcribed, for better or for worse, within a universe of pork products.

Directors

Romain Borrel

Gael Falzowski

Benjamin Rabaste

Vincent Tonelli

Producer

Supinfocom Arles

Rotting Hill

CONTACT

James Cunningham

Media Design School

delfemail@gmail.com

www.rottinghillmovie.com

New Zealand



It is not easy to find love, especially if you are falling apart, stinky, and a little bloody around the edges. Welcome to Rotting Hill, where the extinction of humanity has led to the rise of a new species: ZOMBIES.

**Director, Producer,
Editor**

James Cunningham

Producer

Oliver Hilbert

Producer

Leon Woud

Writer

Guy Hamling

Lead Actor

Anna Hutchison

Lead Actor

Jason Smith

Supporting Actor

Bruce Hopkins

Cinematographer/DP

Simon Riera

Makeup Effects

Andrew Beattie

Makeup Artist

Vanessa Hurley

Digital Artist

Stephen Vaifoou

Digital Artist

Thomas Martin

Digital Artist

Jennifer Sol

Digital Artist

Kazuko Nishitani

Digital Artist

Michael Hsieh

Digital Artist

Raka Sarkar

Digital Artist

Son Ly

Sound Editor

Victoria Parsons

Soundmix

Dave Whitehead

**Original Music/
Composer**

Timmy Schumacher

Composer

“Out in the Street”

Alastair Riddell

RUIN

CONTACT

Wes Ball

OddBall Animation

wesball@gmail.com

www.oddballanimation.com

United States

Computer Animation Shorts



A bike chase through a post-apocalyptic freeway system.

Director

Wes Ball

Producer

OddBall Animation

Creator

Wes Ball

Composer

Kevin Riepl

Sound

SnapSound

Character and Drone

Modeled by

Mark Davies

Character Design

John Park

Animation Intern

Adam Floeck

Drone Concept Designs

Mark Molnar

Subject Code Q80-203

CONTACT

Sarah Schuerhoff

School of Visual Arts

sschuerhoff@sva.edu

www.vimeo.com/22472750

United States



A humanoid robot has been captured by human beings. The robot waits for a long time to collect his. He uses his remaining energy to escape from the laboratory.

Director

Writer

Texturing

Animation

Rigging

Lighting

Dynamics

Compositing

Sound Design

Title and Ending

Sequences

Fluid Simulation

Yunsung Cho

Modeling (props)

N-particle Simulation

Sung In Sohn

Environmental Modeling

and Texturing

Yunsung Cho

Sung In Sohn

Music

"Subject Code"

by Sung In Sohn

Tekken Blood Vengeance

Animated Feature Films

CONTACT

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Japan



Based on the world-famous battle-action game series “Tekken.” Director Youichi Mouri also directed for “Tekken 5” and “Tekken 6 Blood Rebellion.” The screenplay is by Dai Sato known for “Ghost in the Shell: Stand Alone Complex” and “Evangelion”.

Director
Youichi Mouri

Producer
Yoshinari Mizushima

Screenwriter
Dai Sato

Production Studio
Digital Frontier

Music
Hitoshi Sakimoto

Copyright
Bandai Namco Games

Tekken Project Director
Katsuhiro Harada

Distributor
Asmik Ace
Entertainment

CG Producer
Yusaku Toyoshima

The Colors of Evil

CONTACT

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Ringling College of Art and Design

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United States



Children often pick on one another, but Vivian has had enough. Tormented on a daily basis by her schoolmate Nancy, Vivian uses her knowledge of the dark arts to summon a demon servant who'll do her bidding. When she performs the ritual, however, the results are not what she expected.

Director
Phillp Simon

Producer
Alyse Miller

Sound Design
Dione Tan

Music
Carlos Martin

Voice Acting
Victoria Fragnito

The Girl With the Dragon Tattoo - 2011

Computer Animation Shorts

CONTACT

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www.blur.com
United States



The main title for David Fincher's portrayal of the internationally acclaimed bestselling books is a glimpse into the psyche of heroine Lisbeth Salander. A fever dream/nightmare that foreshadows the entire Millennium series, the sequence is a non-linear impressionistic story featuring breathtaking imagery and visual effects.

Director
Tim Miller

CG Supervisor
Jerome Denjean

Editor & Layout
Franck Balson

Animation Supervisor
Derron Ross

FX Supervisor
Kirby Miller

Design & Type Animation
Jennifer Miller
Onur Senturk

Producer
Tobin Kirk

Executive Producer
Al Shier

Production Coordinator
Jean Ho

Layout
Jeff Fowler
Douglas Lassance
David Nibbelin
Derron Ross
Nick Whitmire

Character Modeling
Shaun Absher
Mathieu Aerni
Alessandro Baldasseroni
Chris Grim
Zbynek Kysela
Desiree Lunsford
Laurent Pierlot

Rigging Lead
Enoch Ihde

Rigging
Steven Alley
Chris Boylan
Justin Callanan
Ben Durkin
Jennifer Hendrich
Brent Wiley

Animation
Kyle Gaulin
Warren Grubb
Jason Hendrich
Jeremiah "Izzy" Izzard
Oliver Parcasio
William "Rocky" Vanoost
Jon Vener
Brian Whitmire
Nick Whitmire

Cloth Simulation
Steve Guevara

Hair Sim
Danny Young

Prop Modeling
Zack Cork
Jinho Jang

Lighting & Compositing
Chris "Bedrock"
Bedrosian
Colin James
Tom Nemeth
David Stinnett
Onur Senturk
Daniel Trbovic
Dan Woje

FX
Daniel Chamberlin
Ian Clemmer
Seung Jae Lee
Johanes Kurnia
John Kosnik
Ole Lemming
Matt Radford
Brandon Riza
Brandon Young

Additional FX
Fusion CI Studios
Spatial Harmonics Group

Concept Design
Jason Felix
Norn Jordan
Sean McNally
Jared Purrington
Onur Senturk
Joshua Shaw
Tom Zhao

Motion Capture TDs
Anthony Romero
Brian McKee

Mocap Talent
Derron Ross
Sheila Atkinson

**Programming and
Systems Administration**
Duane Powell
Jeremy Donahue
Paul Huang
Matt Newell

Models
Peyton Kirk
Tess Masters

Scanning Services
The Nicholas VFX Group

The Risk Not Taken

CONTACT

Alex Glawion

Freie Hochschule für Grafik Design und Bildende Kunst

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www.risk-not-taken.com

Germany



In a strange but wonderful world, a creature envisions the fatal outcome of a potential decision and is granted a chance to alter future events.

Director

Alex Glawion

Writer

Alex Glawion

Producer

Alex Glawion

Animator

Alex Glawion

Music Composer

Alex Glawion

Tour of the Moon

CONTACT

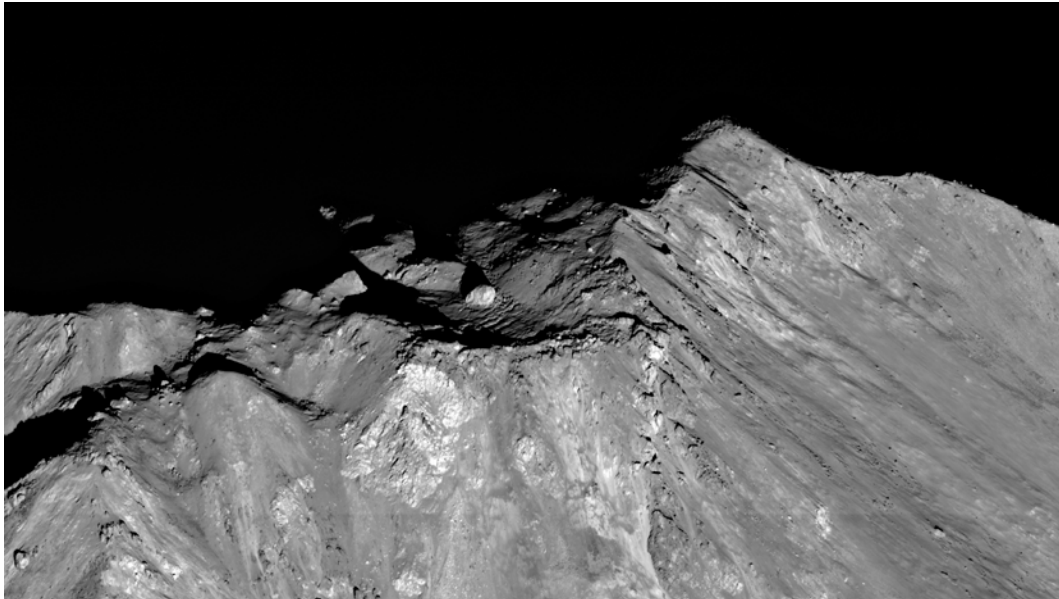
Ernest Wright

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United States



Using the latest laser altimetry and image data from Lunar Reconnaissance Orbiter, this virtual tour visits 10 sites of interest on the moon, from the permanently shadowed floor of Shackleton to the central peak of Tycho and the tire tracks of the astronauts at the landing site of Apollo 17.

Director

Ernie Wright

Co-Director

Chris Smith

Producers

Chris Smith
Horace Mitchell

Lead Animator

Ernie Wright

Animator

Chris Smith

Editor

Chris Smith

Narrator

Chris Meaney

Writer

Chris Smith

Scientists

James Garvin
Richard Vondrack
John Keller
Noah Petro
James Rice
Gordon Chin

CONTACT

Annabel Sebag

Premium Films

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France



An Inuit child wanders away from his village, fascinated by a wild bird. His father follows his trail, determined to find him before he gets lost on the ice floe.

Directors

Paul Emile Boucher

Remy Dupont

Benjamin Flouw

Mickael Riciotti

Alexandre Toufaily

Producer

Supinfocom Arles

CONTACT

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School of Visual Arts
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United States



Two miners in a future world where the land is covered in a toxic gas accidentally discover the pre-apocalyptic history of the area. The miners accidentally bore through a protective metal shell built around the city of Paris to protect it from the toxins.

Director & Producer

Arsen Arzumanyan

Contributors

Jonathan Lin
Da Sol Debbie Lim
Laszlo Ujvari
Jason Bikofsky
Eugene Chu
Vicky Penzes
Dan Bradham
Chris Devito
Michael Bishop

Wanted Melody

CONTACT

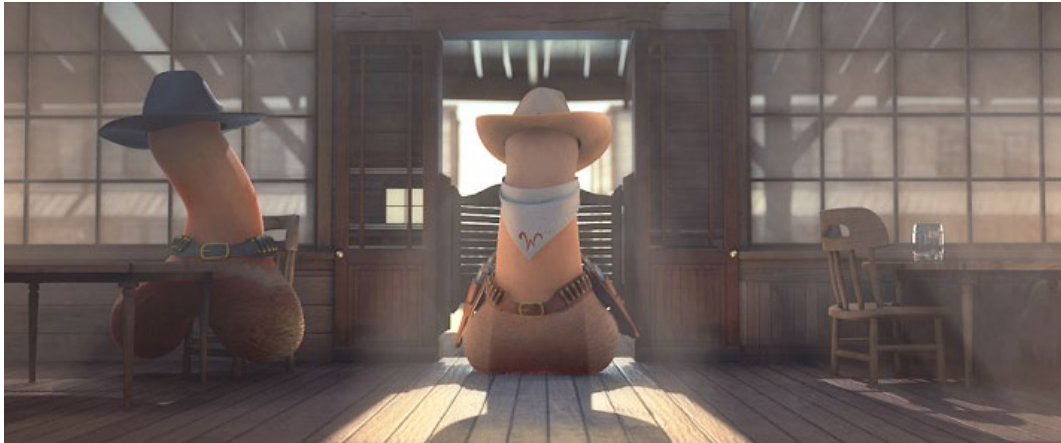
Annabel Sebag

Premium Films

animation@premium-films.com

www.premium-films.com

France



Electronic Theater

Student Projects

In the Wild West, a cocky cowboy falls in love with a diva. Things get hard after a case of mistaken identity, but our hero can't leave her behind alone.

Directors

Paul Jaulmes

Boris Croise

Guillaume Cunis

Producer

Supinfocom Arles

“We Are Music” Bon Iver

TV Commercials

CONTACT

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United States



A bucolic winter vista is actually a detailed miniature world, an imagined finite landscape floating in the atmosphere of dynamically driven winds, motivated by music, carrying away the particle elements to the rhythms of Bon Iver's song “Holocene”.

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Executive Creative Director
Patrick O'Neill

Creative Director
Patrick Condo

Creative Director
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Group Creative Director of Media Arts
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ACD/Art Director
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ACD
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Clint Sui
Matt Johnson
Jonah Austin
Andres Weber
William Schiithuis
Fred Durand
Ian Wilson

2D Artists (Bon Iver)

Ash Wagers
Brinton Jaecks
Lisa Ryan
Benoit Mannequin

Designers (Bon Iver)

Darryl Mascarenhas

X Inactivation and Epigenetics

CONTACT

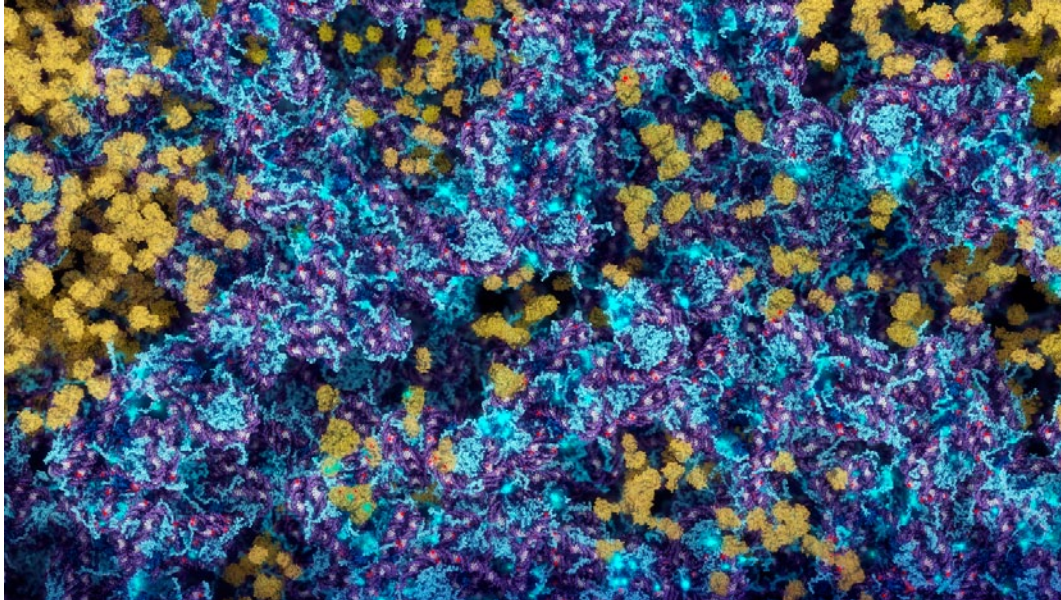
Etsuko Uno

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wehi.edu.au

Australia



X inactivation is a vital process that occurs in all DNA-containing cells of the female body. It is also an important research model and tool for studying biology. Epigenetics refers to processes that tell our cells how, and when, to read the DNA blueprint.

Director

Etsuko Uno

Producer

Drew Berry

Contributors

Etsuko Uno

Drew Berry

Francois Tetaz

Emma Bortignon

SIGGRAPH 2012 Real-Time Live!

Committee & Jury

Jason RM Smith

SIGGRAPH 2012 Real-Time Live!
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*Knowledge Adventure/
JumpStart*

ARCADE: A System for Augmenting Gesture-Based Computer Graphic Presentations

CONTACT

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United States



ARCADE is a system that allows real-time video-based presentations that convey the illusion that presenters are directly manipulating holographic 3D objects with their hands. This illusion is maintained by custom 3D finger tracking from Microsoft Kinect depth-image data, pre-authoring of smart interaction objects that can respond to a presenter's gestures with high-level behavior, and a suite of rendering effects that convey the visual illusion of a floating-in-air holographic projection. The system is currently used as a research platform for improving finger-based gesture recognition and as a production tool for creating compelling videos for distance education. This Real-Time Live! demonstration features ARCADE's application for a diverse range of topics, including computer graphics, mathematics, physics, chemistry, biology, and cartography. This project is inspired by the post-production effects typically used in Hollywood films, such as "Minority Report", "Harry Potter", and "Star Wars", but it enables non-professionals to author these experiences and then perform them live.

Beauty: Real-Time Visuals

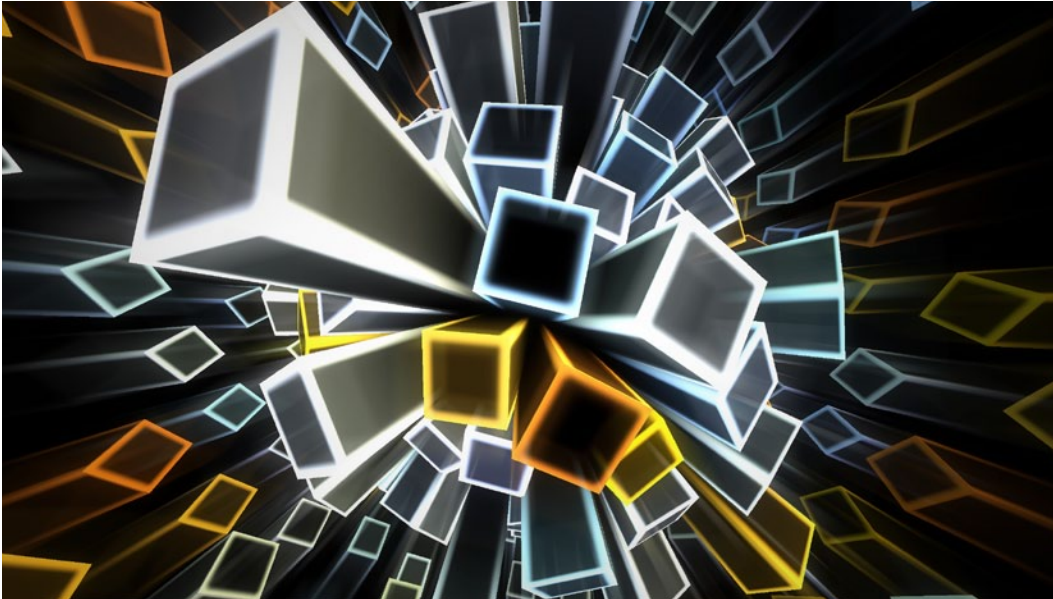
CONTACT

Pol Jeremias & Inigo Quilez

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United States



Visual performances such as those seen in exhibitions, museums, and night clubs should take advantage of advanced rendering technology to create the most immersive experience possible. This project achieves immersion by merging three principles: reactivity, visual quality, and interactivity.

Reactivity adds dynamism and links visuals with the music, as opposed to the classic approach of pre-recorded content. Most of the event can be left to improvisation (through different input devices like MIDI controllers), letting the performance flow seamlessly with the music.

Visual quality (landscapes, colors, textures, and shapes) is mostly created procedurally in real time. There are no pictures or recorded footage, so every aspect of the imagery can be changed as needed during the show.

Finally, the audience can interact with the show, making them feel part of it. The interactivity is achieved with mobile devices, 3D cameras, and standard cameras

Each show is unique, because the artist can write code in real time during the event.

Brigade: Real-Time Photorealistic Rendering with GPU Path Tracing

CONTACT

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Belgium



In pursuit of real-time photorealism, today's rasterized games require an ever-increasing amount of tricks and combination of hacks to achieve effects like soft shadows, ambient occlusion, non-planar reflections, and indirect lighting with diffuse interreflection. Adding new effects without breaking others makes the code extremely complex and difficult to maintain. Path tracing handles all these effects with a simple and elegant, physically based light-transport algorithm, which is suitable for parallelization and can render pristine photorealistic image quality using arbitrary BRDFs, which is impossible to achieve with rasterization. Until recently, path tracing has been considered too computationally expensive for creating special effects in films and animations, let alone for real-time graphics applications. However, due to recent advancements in graphics hardware, including increased programmability and parallelism, the GPU is now able to accelerate path tracing by an order of magnitude compared to CPU path tracing. In some "ideal" scenarios (scenes with open environments lit by a skylight or large light sources with few indirect lights and simple materials) GPU-accelerated path tracing is now fast enough to converge at real-time frame rates, suitable for displaying dynamic scenes, which can be used to create photorealistic games, virtual walkthroughs, and simulations. The real-time path-traced images convey an unrivaled sense of realism with physically accurate reflections, refractions, soft shadows, caustics, and diffuse color bleeding. This demo shows how the Brigade path tracer achieves path-traced dynamic scenes in real time.

Leo

CONTACT

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United States



The Leo Demo showcases a real-time, DirectX 11, forward-based lighting pipeline designed to allow for rendering scenes with no practical limit on the number of lights (1000s). Scenes can be made of arbitrarily complex materials (including transparencies) and multiple lighting models—all while supporting hardware MSAA and efficient memory usage.

Specifically, this demo uses DirectCompute to cull and manage lights in a scene. The end result is a per-pixel or per-tile list of lights that forward-render-based shaders use for lighting each pixel. This technique is leveraged to provide beautifully naturalistic single-bounce global illumination lighting in the Leo Demo by spawning virtual-point light sources where light strikes a surface. The lighting in this demo is physically based in that it is fully HDR, and the material and reflection models take advantage of the ALU power available on modern GPUs to calculate physically accurate light and surface interactions (multiple BRDF equations, realistic use of index of refraction, absorption based on wavelength for metals, etc).

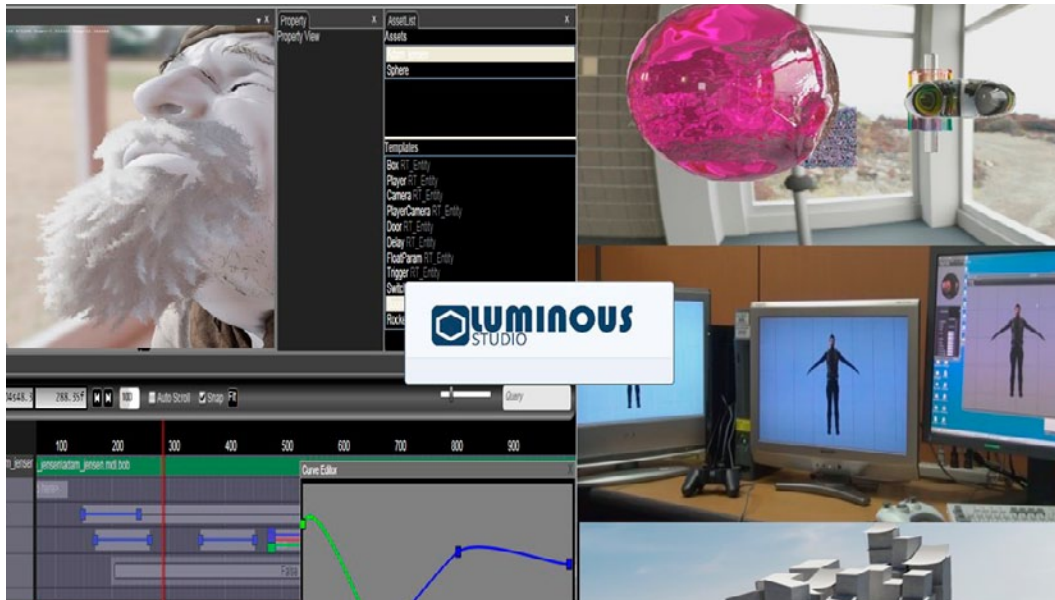
The beautifully naturalistic lighting in the Leo Demo is achieved entirely with run-time lights and utilizes a combination of direct and indirect lights. The lighting is complimented with volumetric lighting effects and multiple high-resolution exponential shadow maps for increased realism and detail.

The novel lighting and material pipeline developed for the Leo Demo is fully dynamic and interactive at run time. Every light source and material in the demo can be modified and updated at run time.

Luminous Studio Tech Demo

CONTACT

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Japan



This technical demonstration reveals some of the graphics capabilities of the next-generation Luminous Game Engine:

Tessellation, photo-realistic rendering, real-time global illumination, reflection, refraction, particle systems, advanced shading of hair and skin, and much more.

Separable Subsurface Scattering

CONTACT

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Spain



Due to the parallel advances in hardware and software, graphics in games are continuously improving. Still, for a 60-fps game, everything contained in a frame must be computed in just about 16 milliseconds. Given this tight time budget, certain effects cannot be computed and are simply not simulated, sacrificing realism to reallocate resources to other aspects of the game. This demo shows a technique to simulate subsurface scattering for human skin that runs in just over one millisecond per frame, making it a practical option for even the most challenging game scenarios. Previous real-time approaches simulate it by approximating the non-separable diffusion kernel using a sum of Gaussians, which require several (usually six) 1D convolutions. The proposed technique decomposes the exact 2D diffusion kernel with only two 1D functions, which allows subsurface scattering rendering with only two convolutions, reducing both time and memory without a decrease in quality. The 1D functions are defined in an intuitive way with just three parameters, allowing for easy edits.

Star Wars 1313

CONTACT

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LucasArts

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United States



Take control of a lethal bounty hunter in a never-before-seen dark and mature world. Star Wars 1313 introduces an integrated development approach by bringing together great artists across the Lucasfilm organization, including LucasArts, Industrial Light & Magic, Lucasfilm Animation Ltd. and Skywalker Sound.

Star Wars 1313, a third-person cinematic action-adventure game, emphasizes epic set pieces and fast-paced combat with a hero who uses human skills and gadgets, rather than supernatural force powers, to make his way through this dangerous world. This demo combines integration of film-rendering techniques in a real-time renderer, human performance, visual FX, and lighting.

Uncharted 3 Visual Effects

CONTACT

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United States



For Uncharted 3, Naughty Dog tackled the challenge of rendering multiple environmental effects, such as fire, water, and sand in the game set pieces. The biggest challenge was delivering high-quality visual effects in real time while keeping the strict cinematographic and artistic style of the game.

UNIGINE Engine Render: Flexible Cross-API Technologies

CONTACT

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Russia



Unigine is a real-time 3D engine for games, simulation, visualization, and virtual reality systems. It provides an all-in-one solution featuring render, physics, world management, scripting, GUI, sound, pathfinding, tools, and a lot more.

Unreal Engine 4 Elemental

CONTACT

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Developed by Epic Games, Elemental is the first real-time demonstration showcasing its next-generation Unreal Engine 4 technology. The demo presents rendering features utilizing DirectX 11 hardware. It takes per-pixel deferred shading to the next level: energy-conserving specular highlights from area lights and shadowed reflections from emissive materials creating area lights with shadowing, dynamic global illumination that affects both opaque and translucent materials, glossy surfaces that feature accurate reflections, subsurface scattering, and deferred decals. All lighting is complemented by the new GPU-accelerated particle simulation and the new post-processing pipeline.

Special Thanks

Christie Digital Systems USA, Inc.

The Creative-Cartel

Dayna Meltzer

Digital Domain Productions, Inc.

Fotokem Industries, Inc.

Iloura

Industrial Light & Magic

Kobalt Music Group, Ltd.

Light Iron Digital, LLC

Meats Meier

Q LTD

Real D Inc.

Red Bull Records

Sarah DiSanti

SmithBucklin Corporation

Sohonet Inc.

Sony Pictures Animation

Sony Pictures Imageworks

Talley Management Group

Tippett Studio

Twin Atlantic

Walt Disney Feature Animation

Weta Digital