The People Behind the Pixels

SIGGRAPH2010
Los Angeles
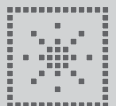
Computer Animation Festival

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* Indicates Award Winner

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* Indicates Award Winner

Computer Animation Festival
Committee and Jury

2010 Computer Animation Festival Committee

COMMITTEE

Isaac Kerlow
Festival Director
*Earth Observatory of
Singapore/NTU/ADM*

Joshua Grow
Technical Director
Hydraulx VFX

Laura Henneman
Festival Manager

Katie Fellion
Stereo 3D Producer
light iron Digital

Steve Rittler
Animation Clinic Producer
School of Visual Arts

Joan Collins
Electronic Theater
Pre-Show Producer

JURY

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Head of 3D
Method Studios

Pascal Chappuis
Sequence Supervisor
Rhythm and Hues

Andrew Daffy
Director
The House of Curves

Karen Dufilho-Rosen
Producer
House of K

Jinko Gotoh
Producer

Chris Landreth
Director

Saschka Unseld
Camera and Layout Artist
Pixar Animation Studios

Pepe Valencia
Previs Director
BARABOOM! Studios

JURY ALTERNATES

Joan Collins

Joshua Grow
Hydraulx FX

Laura Henneman

LIVE REAL-TIME DEMOS

Evan Hirsch
2010 Chair, Interactive
and Real Time Rendering
THQ

Jason Smith
2011 Chair, Interactive and
Real Time Rendering
LucasArts

REAL-TIME DEMOS JURY

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Microsoft Game Studios

Andrew Glassner
Consultant

Joshua Grow
Hydraulx FX

Ralph Guggenheim
Alligator Planet

Daniel Leventhal
University of Washington

Salvatore Melluso
PIXAR

Bob Nicoll
Consultant

Ian Shaw
*Microsoft Game Studios
Europe*

Rick Stringfellow
Electronic Arts Canada

SIGGRAPH 2010
Computer Animation Festival
Introduction

Welcome to the SIGGRAPH 2010 Computer Animation Festival, the international event that continues to be the premier place where creativity and innovation meets technology and industry.

For 2010, we are proud to present a unique mix of independent creations and works by prominent production houses and studios, a mix of personal visions and mainstream computer animations and visual effects. Our distinguished jury reviewed hundreds of entries and assembled a selection of works with the highest value of originality, craft, storytelling, experimentation, and/or technology.

The jury voted on submissions strictly within categories, which proved to be a good system for comparing apples to apples and oranges to oranges. We formalized 10 submission categories: Computer Animation Shorts, Music Videos, TV and Web Commercials, Visualizations and Simulations, Student Projects, Animated Feature Films, Visual Effects for Short Films and TV Programs, Visual Effects for Live-Action Feature Films, Real-Time Animation, and Miscellaneous. And for the first time in SIGGRAPH history, we required that all projects must be submitted online in final resolution, even works in high-definition digital format. No tapes, no hard disks, just the good old internet.

Also for 2010, we are reinstating the Electronic Theater, the tribal SIGGRAPH experience that presents an identical program three nights in a row. It includes most of the jury selections. We have assembled a few Special Screenings that we know you will enjoy: TV Commercials and Cinematics, Long Shorts, and Student Projects. We're presenting an impressive collection of cutting-edge and visionary Production Sessions that complement the festival screenings. And we hope that you enjoy the new Animation Clinic, where industry leaders and masters review student projects and offer creative, production, technical, and career advice.

Last but not least: the Live Real-Time Demos will surely contribute to making the SIGGRAPH 2010 Computer Animation Festival a memorable experience. Don't miss them!

We hope you enjoy the show.

Isaac Kerlow
Computer Animation Festival Director

2012 — Escape from L.A.

CONTACT
Timothy Enstice
Digital Domain
tenstice@d2.com
www.digitaldomain.com
USA

JURY SELECTION

Digital Domain technologists faced an enormous challenge in bringing director Roland Emmerich's apocalyptic vision to the screen, so they developed a new simulation system — Drop — to accurately depict a CG Los Angeles as it crumbles to the ground and slides into the ocean during a massive earthquake sequence.

Visual Effects Supervisors
Volker Engel
Marc Weigert
Mohen Leo

Animation & Digital Effects
Digital Domain

Visual Effects Producer
Kelly L'Estrange Patterson

Digital Effects Supervisors
David Hodgins
Darren M. Poe

Computer Graphics Supervisors
Haarm-Pieter Duiker
David J.Stephens

Digital Producer
Kymber Lim

CG Effects Animation Leads
Mårten Larsson
Ryo Sakaguchi

CG Effects Animators
Dennis Blakey
Todd Boyce
Todd Dufour
Antoine Durr
Brett Ellis
Brian Gazdik
Stuart D. Gordon
Dean Alexander Grubb
Jaymie Miguel
Cezar Niculescu
Andrew Paules
Robert Charles Thomas
Rémy Torre
Jun Watanabe

Animation Set-Up Artist
Dae Ho Han

Procedural Character Animation Lead
Chad Finnerty

Procedural Character Animation Artists
Brian G. Curtis
Nick Levenduski

CG Modeling Lead
BJ Christian

CG Modeling Artists
Brian Creasey
Howie Muzika

Christopher Sanchez
Marc Steinberg

CG Texture Lead
John McGee

CG Texture Artists
Jamie Bowers
Ron Bushaw
Sun Chung

CG Lighting Lead
Hanzhi Tang

CG Lighting Artists
Dan Dixon
Frederic Durand
Jim Hillin
Isaac Irvin
Kenny Jackson
J.T. Lawrence
Sean Claude Rivet
Bill Spradlin
Dann Tarmy

Digital Environments Lead
Andres Martinez

Digital Environments TD
Dennis A. Martin

3D Integration Lead
Peter Herlein

Software Engineer
Nafees Bin Zafar

Technical Developers
Kenneth Ibrahim
Tadao Mihashi
Osiris Pérez
Ramprasad Sampath
Peter Shipkov
Rito Treviño

Digital Compositing Lead
Jason Selfe

Digital Compositors
Eric M. Beaver
Kevin Bouchez
Dan Cobbett
Gareth Dinneen
Michael Harbour
Mike Ocoboc
Francis Puthanangadi
Bob Roesler
Jean Frederic Veilleux
Deborah Wiltman

Digital Matte Painter
Jonathan Green

Digital Rotoscope/Paint Lead
Sarahjane Javelo Chase

Visual Effects Coordinator
Andrea Biklian

Digital Coordinators
Carolyn Denise Gayle
Rachel A. Margolis Mariscal
Bradford Tillman Skiles
Bethany Wilksen

Digital Production Administrator
Jo Lockman

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2012 — The Last Fluid Simulation

CONTACT
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Scanline VFX
troja@scanlinevfx.com
www.scanlinevfx.com
USA

JURY SELECTION

© Columbia Pictures.

"2012 - The Last Fluidsimulation" shows the underlaying technology that was used for more than 100 massive fluidsimulation shots on "2012". Included are examples of fully computer-generated shots with massive tidal waves, simulated ice and snow, and, finally, the aircraft carrier *John F. Kennedy* smashing into the White House.

Visual Effects
Scanline VFX
Los Angeles/Munich

**Senior Visual
Effects Supervisor**
Stephan Trojansky

**Visual Effects
Supervisor**
John Han

Executive Producers
Joel Mendías
Ismat Zaidi

**Visual Effects
Producer**
Michael Mielke

Digital Producer
Lisa Spence

CG Supervisors
Ivo Klaus
Danielle Plantec
Roman Schmidt

Digital Supervisor
Deborah Carlson

R&D TD
Lukas Lepicovsky

FX Lead
Saysana Rintharamy

**Compositing
Supervisors**
Chris LeDoux
Kai Woytke

**Additional Visual
Effects Supervisor**
Bryan Grill

Shading Supervisor
Christian Pokorny

Lighting Lead
Olek Lyzwanski

Environments Lead
Brandon Young

**Visual Effects
Production Manager**
James Dornoff

FX TDs
Joel Einhorn
Jongwoo Heo
Justin Mitchell
Masakazu Murakami
Timo Schumacher
Davide Sibilia
Travis Yohnke

CG Generalists
Markus Boos
Fred Haro

Massive TD
Carla Heinzel

**Shading &
Lighting TDs**
Gerald Abraham
David Bryant
Sebastian Hirsch
Scott Tessier
Jose Manuel Weil
Gereon Zwosta

Modeling Supervisor
Dirk Mauche

Modelers
Claudia Knorr
Kevin Mains
Sepp Sonntag

Matte Painters
Shannan Burkley
Benjamin Ross
Jay Seo
Daniel Thron

Compositors
Jessica Alcorn
Matt Doll
Andreas Frickinger
Robin Graham
David Harter
Finlay Hogg
Christine Peterson
Craig Simms
Brian Smallwood
Ned Wilson

I/O Coordinators
Kevin VanderJagt
Bjoern Wortmann

Render Wranglers
Jonathan Bird
David Hackett
Michael Underwood

**Flowline Software
Developers**
Thomas Ganshorn
Oliver Pilarski
Sebastian Thiel

Systems Engineers
Carl Loeffler
Michael Scheffler

Digital Production
Laurie Blavin
Scott Miller

Table of Contents

Alice in Wonderland

CONTACT
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Sony Pictures Imageworks
donlevy@sonypictures.com
USA

**Senior Visual
Effects Supervisor**
Ken Ralston

Visual Effects Supervisors
Sean Phillips
Carey Villegas

Animation Supervisor
David Schaub

**Senior Visual
Effects Producer**
Crys Forsyth-Smith

Visual Effects and Animation
Sony Pictures Imageworks Inc.

**Visual Effects
Executive Producer**
Debbie Denise

Digital Producers
Christian Hejnal
Mickey Levy

CG Supervisors
Theo Bialek
Francisco X. DeJesus
Kee-Suk Ken Hahn
Seth Maury
Bob Peitzman
Brian Steiner
Bert Van Brande
Robert Winter
Bradford Simonsen
Rebecca Rinn
Albert Lawrence Mason

Character Designers
Michael Kutche
Bobby Chui
Kei Acedera

Modeling Supervisor
Marvin Kim

**Character & Hard
Surface Modelers**
Steven Browning
Greg Galliani
Marcos Caleb Kang
Yun Geuk Kang
Moon Jung Kang
Maxx Okazaki
Robin Petersson
Eric Provan
Alexander Whang

**Character Set-Up
Supervisor**
Aaron Pfau

**Character Body
& Facial Set-Up TDs**
Won Byun
Stephen Candell
Joseph DiLallo
Jarred Love
Frank Müller
Adrian "Hovah" Niu
Carolyn Oros
Terrence Robertson-Fall
Brian H Thompson
Peter Tieryas

Character Set-Up Support
J. Todd Taylor

Character Pipeline Lead
Chuck McIlvain

Character Pipeline TDs
Chris Carignan
Kee Chang
Jack Shao Cheng
Stefaan Contreras
Stefan Herz
Jason Doss
Nathan "n8" Eriksen
Daniel Greenstein
Kyle McGinnis

Matthew Rubin
Darren Mortillaro
Leonardo Szew

Texture Paint Supervisor
Elbert Yen

Texture Painters
Darren Bedwell
Ron Bushaw
Edwin Fabros
Kerry Nordquist
Tom Quach
Derek Gillingham
Glen Gustafson
Julia Hong
Alwyn Hunt
Camila P Davila
Hee-chel Nam
Suan Tan
John B. Wallace III

Look Development Lead
Terrance Tornberg

Look Development TD's
Miku Kayama
Nicola Lavender
Joe Strasser
Kevin Souls
Sarah Moore

Shader Lead
John Monos

Senior Shader Writers
Laurence Treweek
Adam Martinez

Look Dev Support
Jesse Andrewartha

2D Digital Lead
Nika Dunne

2D Digital Artists
V.S.H.Ravi Ram
Bhimaraju
Dhiraj Brahma
S. Kumar
Dawn Gates
Chandrasekar.C.H.
Praylin. P. Shinijah
Balaji.E
John Abraham Chempil
Aravindan.C
Abheesh.N.U
Chandrasekar.C.H.
Bharanidharan.S
Mathew Mosses.C
Deepika Bhandari
Anitha.P
Arun Kumar. P.N.
Manoj Kumar D
Karthik.M
V. Gouri Shankar Rao
G. Selvaraj
L.V. Kumaran

N. Suresh
A. Panneer Selvam
R. Magesh
K.H. Kareem
Sakthivel. M
J Jeya Ruban
K. Sathiyaseelan
V. Samundeswari
Sabanayagam V
Jaikishan Vyas
Selvam.G
P. Rajeswari
Kasi Reddy.A
Ramya Devi.K
E. Shyam Sundar
R. Rajappa
T. Karthik
J. Senthil Nathan
Ron Thomas
E. Suresh Kumar
Anu Vijayan
Saravanan.T
R. Thangaperumal
V. Barani Kumar
Saurabh Patel
Vinoth.R
Sony Antony
Sudhakar M
Tharanipathi.P
Praveen Kumar
Stanley.B
Dhananjayan
Anand Seshadri

Match Move Lead
David Spencer

Match Mover
Rachel T. Nicoll

Layout Leads
Brian Doman
Lisa Suzuki

Layout Artists
Pierre Chastain
Allen Foster
Adam J.M. Holmes
Michael Karp
Harald Kraut
Letia Lewis
Rob Mackenzie
Dani Morrow
Linh Mai Nguyen Chan
Eric Peterson
Donald Reich
Bob Rossoff
Emi Tahira
Trevor Tuttle
Von Williams
Sammy Wong

Supervising Animators
James Crossley
Robert Fox
Michael Kimmel
Marco Marenghi
Jeff Schu
Brian Scott
Max Tyrie
Chris Williams

Character Animators
Ana Alvarado
Mike Beaulieu
Joshua Beveridge
Brian Campbell
Benjamin Cinelli
Shawn Clark
Jeremy Collins
Rahul Dabholkar
Jacques Daigle
Patrick Danaher
Michelle Dean
Claudio de Oliveira
Daniel Edwards
Chris Endicott
Derek "Bro" Esparza
Joel Foster
Elisabeth Franklin
Michael Galbraith
Josh Gridley
Dave Hardin
Jordan Harris
Stephen Hoogendyk
Blake Kenneth Johnson
Ken Kaiser
Sebastian Kapijimpanga
Ben Kerr
Ken King
Matt Kowaliszyn
Jin Kum
Andrew Lawson
Luca Mazzoleni
Nathan Breock McConnel
Pericles Michielin
Clayton Mitchell
Gavin Moran

Sandra Ryan-Moran
Matthew Munn
Ryan Page
Zach "Lazer" Parrish
Claus N. Pedersen
Denis Samoilov
Atsushi Sato
Keith W. Smith
Ronald Smith
Liron Topaz
Chris Tost
Carolyn Vale
Phan Wiantrakoon
David Wiezer
Jim Winquist
Paul Wood
Ryan Yee
Roger Vizard
A Ibrahim Basha
Pushparaj G Sethu

Technical Animators
Joe Cherian
T.P. Bala Morarji

Cloth & Hair Supervisor
Sho Igarashi

Cloth Lead
Gavin Baxter

Hair Lead
Dustin Wicke

Cloth & Hair TDs
Neil Atkins
Corey Bolwyn
Daniel Camp
Aaron Campbell
Brian Casper
Don DeCastro
Mark E.A. de Sousa
William Eckroat
Jessica Amber Hurst
Hannah Lees
Janice Lew
Christo Sandro Libaridian
Christopher Alex Logan
Kevin Mannens
Michela D Rose
Jessa Sininger
Ed Siomacco
Jason Stellwag
Zack Weiler

FX Animation Lead
Stephen Marshall

FX Animation TDs
Dimitre Berberov
Joseph Cavanaugh
David R. Davies
Henrik Fält
Andrew Hofman
Michael LaFave
Tom Kluyskens
Seunghyuk Kim
Daniel La Chapelle
Gregory Wade Reynolds
Scot Shinderman
Vincent Serritella

Aaron Wilson
Magnus Wrenninge
Bjorn Zipprich

FX Animation ATDs
Jeffrey Benjamin
Miles Todorof

Matte Painters
Nick Hiatt
Joe DiCesare
Ron Gress
Brandon Kachel
Adil Mustafabekov

Lighting Leads
Ben Aguillon
Lynn Basas
Ruben Flores
Steve LaVietes
Stephen Lunn
Craig Wentworth

Lighting TDs
Joachim Bärnreuther
Jean-Paul Beaulieu
Brian Blasiak
John Bunt
Grady Campbell
Jeff Chung
Bertrand Cordier
Geer DuBois
Craig Feifarek
Patrick Finley
Pooya Ghobadpour
Maribeth Glass
Erik Gonzalez

John Grotelueschen
Jason Greenblum
Kirstin Hall
Daniel Hayes
John Helton
Chris Hung
Katherine Ipjian
Mike Jiang
Noah Klabunde
Brian Kloc
Takumi Kimura
Joosten Kuypers
Dan Lavender
Kuan Lin
Nick Loy
Jason Madsen
Troy Moore
Michael Muir
Enrique Munoz
Chris Nabholz
Cara Paul
Benjamin Perkins
Matthew George Rampias
Joseph Rosensteel
Tyquane Wright
Orde Stevanoski
Ryan Tulloch
Cosku Turhan
Carlos Vidal
Joe Viola

Compositing Leads
Colin Drobnis
Aaron Kupferman
Craig Anthony Simms

Compositors
Al Bailey
Krista Benson
Alfred Berger
John-Michael Bills
Tatjana Bozinvoski
Jared Brient
Timothy Michael Cairns
Lee Carlton
Jeffrey Castel De Oro
Alan Chan
Andy Chih-Jen Chang
Sean Coonce
JD Cowles
Doug Cram
Dennis Davis
Greg Derochie
Matthew Doll
Christina Drahos
Patrick Ferguson
Brad Gayo
Jamie Hallett
Jerome Hartman
Simon Haslett
Joseph Hayden
Benjamin "Seagoat" Hendricks
Bob Homami
Josiah Howison
Wade Ivy
Andreas Jablonka
Michael Kennen
Nicholas Kim
Anthony Kramer
Jessica Laszlo
Michael Liv
Dave Lockwood
Sharon Marcussen

Charles Meredith
Carlos Morales
Vinh Nguyen
Gregory "Nic" Nicholson
Angelica Perez
Jason Piccioni
Andres Rascon
Donny Rausch
Radost Yonkova Ridlen
John Sasaki
Christian Schermerhorn
Ziyad Seirafi
Peter Sidoriak
Clancy Silver
Mathew Thomas
Guerdon S. Trueblood
Susan Weeks
Eric Weinschenk
Mark Wendell
Scott Willman
Stephen Wilson

Compositing TD
Nathan Dunsworth

**Interactive
Compositing Lead**
Lisa Deaner

Interactive Compositors
Rob Blue
Christian Boudman
TC Harrison
Todd B. Mesher
Candice Scott
David Takayama
Christina Adia Wang

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Alice in Wonderland (Continued)

Stereographer
Corey Turner

Stereo Camera Lead
Tom Schultz

Stereo Cameras
Bill Beemer
Jeffrey Engle
Ellery Ortiz

Stereo Pipeline Lead
Alan Davidson

Stereo TD
Peter Palombi
Steve Shapiro

DFX Supervisor
Krishna Mishra

CG Supervisor
Shoban Stage

MoCap Supervisor
Albert Hastings

Stage Producer
Julie Zackary

Stage Crew
Heather McCann

Stage IT
Bruce Dobrin
Claudia A. Decatur-Brown

Prevision Tracking
Ron Fischer

MoCap Tracking
Damien Gordon
Josh Ochoa
Darin Andrew Velarde

Pipeline Producer
Erik Strauss

Pipeline Architects
Francois Chardavoine
Sam Richards

**Rendering Pipeline
Supervisor**
Rene Limberger

Rendering Scientist
Larry Gritz

Rendering Engineers
Alejandro Conty
Christopher Kulla
Clifford Stein

Rendering Consultant
Solomon Boulos

Shader TDs
Andres Bauer
Yasser Hamed
Derak Hasse
Jay Reynolds
Dan Rolinek

**Principle Cloth/
Hair Dynamics Engineer**
Murilo Coutinho

Animation Pipeline TDs
Amy Hronek
Dan Sheerin
Steve Shapiro

Software Supervisors
Armin Bruderlin
Tad Gielow
Brian Hall
Blair Zajac

Software Leads
Moti Cohen
Cottalango Leon
Sosh Mirsepassi
J Robert Ray
Parag Havaldar

Software Engineers
Michael Ball
Christopher Burdorf
Matt Chambers
Marc Andre Davignon
Mark Fickett
David R. Gordon
Junko Igarashi
Dave Krieger
Robert Malikian
Lucas A. Miller
Bruce Navsky
Dhasarath Ravindranath
James Salter

Mathew Selby
Geo Snelling
Andrea Solis
Ying Wei
John B Welborn
Dan Weston
Josh Wills
Brian Wong

Pipeline TD
Steven Peter Dugaro

Color Scientist
Jeremy Selan

Color Pipeline Engineer
Joseph Slomka

Technical Documentation
Lu Kondor

Technical Engineers
Nick Bali
Hector D Barrera
Garrett Cox
Gerardo de la Cruz
Suri Denduluri
Micheal Greaves
Stewart Hoffman
Kevin Kim
Olin Kimberly
Steve Kowalski
Dan Lake
Alex Lostaunau
Lauren Matheson
Terence Mills

Dave Miya
Ivo Panayotov
Joe Stevano
Angel Trujillo
Michael A. Trujillo
Dan Villarreal
Ken Williams

Additonal Stereo Work
Legend Films, Inc

Amazonia

CONTACT
Sam Chen
Aloha Animation
sambochen@yahoo.com
www.AmazoniaMovie.com
USA | 4'55"

A treefrog tries to find a meal in the rainforest, but quickly learns that the proverbial hunter becomes the hunted. He's punished relentlessly until a chance encounter restores his mojo to hunt again. Will he finally catch his meal or forever be hungry?

Writer
Director
Producer
Animator
Editor
Modeler
Designer
Lighter
Sam Chen

Co-Producer
Crystal Hsiao

Sound Designer
Jamey Scott

AMF — The Caterpillar

JURY SELECTION

CONTACT
Melissa Knight
The Mill
melissak@the-mill.com
www.the-mill.com
USA | 50"

A caterpillar becomes forlorn after a series of trials and tribulations. There is a happy ending, however, as he transforms into a beautiful butterfly. The caption at the end of the commercial translates as: "The future — a pretty good reason to save for your pension."

Agency
Forsman Bodenfors

Account Director
Leif Sorte

Account Manager
Linda Hymér

Copy Writer
Jacob Nelson

Art Director
John Bergdahl

Producer
Magnus Kennhed

Production Company
Camp David Film

Director
Filip Engstrom

Director of Photography
Linus Sandgren

Producer
Anna Adamson

Executive Producer
Peter Kydd

Editing Company
General Editorial

Editor
Noah Herzog

Post Production
The Mill / Los Angeles

VFX Producer
Asher Edwards

Lead CG
Robert Sethi

Lead Compositor
Becky Porter

CG
Jamie O'Hara
Steve Beck
John Leonti
Chris Cushley
Matt Longwell

Compositors
Zach Lo
Tara DeMarco
Giles Cheetham

Shoot Supervisor
John Leonti

Telecine
Damien Van Der Cruyssen

Table of Contents

Animated History of Poland

CONTACT
Agnieszka Piechnik
Platige Image
piechnik@platige.com
www.platige.com
Poland | 8'51"

The story starts with the beginning of the Polish nation in the ninth century, and shows the most important events and processes that took place until the 21st century. The project is a presentation-educational piece produced for the EXPO 2010 in Shanghai. A tale about 1,000 years of Polish history in the formula of a musical-visual poem.

Director
Tomek Bagiński

Producer
Piotr Sikora
Jarek Sawko
Tomek Bagiński

Executive Producer
Marcin Kobylecki

Production Assistants
Magda Matejek
Marta Staniszewska

CG Supervisor
Grzegorz Kukuś

Concept Artist
Marcin Jakubowski

Layout
Damian Nenow

3D Artists
Marcin Stępień
Sebastian Ośka
Tomek Wirkus
Piotr Kolas

Texture Artist
Wojciech Idzi

2D Lead Artist
Marcin Jakubowski

2D Artists
Damian Bajowski
Jakub Jabłoński
Szymon Biernacki

Composition
Andrzej Sykut
Adam Janeczek
Selim Sykut
Bartek Kik
Maciej Jackiewicz

Stereoscopic Setup
Grzegorz Kukuś
Sebastian Ośka

Technical Directors
Bartosz Opatowiecki
Łukasz Sobisz

Animators
Maciej Wojtkiewicz
Arkadiusz Firlit
Łukasz Burnet

F/X
Jarosław Handrysik

Modelers
Bartek Kik
Szymon Kaszuba
Michał Kriukow
Maciej Hrynszyn
Rafał Kidziński
Marcin Klicki
Łukasz Smaga

R&D
Adam Wierzchowski

IT
Tomasz Kruszona
Piotr Gemza
Łukasz Olewniczak

Music Mixer
Kuba Pietrzak

Supervising Sound Editor
Kuba Pietrzak

Sound Rerecording Mixer
Kuba Pietrzak

Assistant Sound Editor
Michal Barycki

Motion Capture
Metricminds GmbH

Historical Consultation
Prof. Henryk Samsonowicz

Acknowledgements
Sławomir Majman
Andrzej Szewczyk
Anna M. Wróbel
Sylwia Banaszkiewicz
Aleksandra Ptak
Olga Kuzior

Assassin's Creed 2

CONTACT
Szilvia Aszmann
Digic Pictures
contact@digicpictures.com
www.digicpictures.com
Hungary | 3'54"

JURY SELECTION

The story follows an assassin on the prowl in a street carnival, on his quest to reveal a secular conspiracy during the masquerades of the Italian Renaissance.

Producer
Alex Sandor Rabb

Director
Istvan Zorkoczy

CG Supervisor
Robert Kovacs

Art Director
Peter Fendrik

Lead Coordinator
Gyorgy Horvath

Production Manager
Szilvia Aszmann

Lead Modeler
Tamas Varga

Modelers
Gabor Kis-Juhasz
Boglarka Piroth
Tamas Tothfalussy
Daniel Ulrich

Painters
Peter Bujdoso
Akos Haszon
Lajos Nagy
Karoly Porkolab
Kornel Ravadits

Lead Character TD
Andras Tarsoly

Lead Animator
Gabor Horvath

Animators
David Fesus-Farkas
Gabor Kiss
Zsolt Merey Kadar

Lead Technical Director
Szabolcs Horvatth

Technical Directors
Jozsef Bosnyak
Attila Chovanecz
Zoltan Hollosy
Csaba Mate
Peter B. Kovacs
Ivan Sarosacz
Andras Schmidt
Imre Tuske

Compositing
Balazs Horvath
Peter Sved

Development
Gabor Medinacz
Gabor Tanay
Robert Tihanyi

Systems Administrator
Gabor Kali

Office
Gabriella Banfalvi
Tamas Ory
Andrew Gaspar

Pyrotechnics
Istvan Lupsan

Table of Contents

Assassin's Creed 2 (Continued)

JURY SELECTION

Additional Matte Painting
Dylan Cole

Stunt Coordinator
Gyorgy Kives

Stunts
Jozsef Kovalik
Gabor Salinger

Choreographer
Edit Dekany

Motion Capture
Stepan Kment

Ubisoft

**Ubisoft Montreal Chief
Executive Officer**
Yannis Mallat

Executive Producer
Jade Raymond

Producer
Sebastien Puel

Creative Director
Patrice Desilet

Trailer Creative Concept
Xavier Thomas

Trailer Creative Concept
Thomas Giroux

Art Director
Mohamed Gambouz

Presentation Director
Laura De Young

**Production Manager
World Team**
Genevieve Dufour

Team Lead Characters
Michel Thibault

Art Technical Director
Danny Oros

Animation Director
Alex Drouin

Scriptwriter
Corey May

Audio Director
Mathieu Jeanson

Music Composition
Jesper Kyd
Sound Editing
Marc Léveillé

Sound Editing
Mario Choquette

Sound Editing
Karl Lamoumeux

Foley Artist
Tchae Measroch

Sound Engineer
Didier Gagnon

Mixing Engineer
Jocelyn Daoust

Voice
Harry Standjofsky

**Senior International
Brand Manager**
Florence Baccard

**Senior International
Product Manager**
Celine Zorgniotti

**Assistant International
Product Manager**
Nicolas Lefebvre

Graphic Designer
Maxime Proulx

Audi Intelligently Combined

CONTACT
Timothy Enstice
Digital Domain
tenstice@d2.com
www.digitaldomain.com
USA | 2'15"

Using the concept of a giant Rubik's Cube, Digital Domain turns the elemental assemblage of an Audi A4 into a kinetic art piece. Each automobile part is digitally modeled after its real counterpart, allowing for an assembly as realistic as Audi's factory floor — but far more elegant.

Director
Carl Erik Rinsch

Producer
Markenfilm GmbH & Co. KG

Animation & Visual Effects
Digital Domain

Visual Effects Supervisor
Jay Barton

**President of Commercials/
Executive Producer**
Ed Ulbrich

**Executive Producer/
Head of Production**
Karen Anderson

Visual Effects Producer
Chris Fieldhouse

CG Supervisor
Ronald D. Herbst

Visual Effects Coordinator
Stephanie Escobar

Senior Flame Artist
David Stern

Flame Artist
Matthew J.D. Bramante

Editor
Russ Glasgow

Previs
David Rosenbaum

Animators
Simon Dunsdon
Adrian Dimond

Digital Artists
Tim Jones
Chris Norpchen
David Liu
Masa Narita

Senior Compositor
Rafael F. Colón

Nuke Compositors
Jacqueline Cooper
Sven Dreesbach

Roto Artists
Hilery Johnson Copeland
Karin Last

Integration Tracker
Peter Herlein

Barclaycard Rollercoaster

CONTACT
Shelly Jeske
The Mill
shelly@the-mill.com
USA | 60"

Barclaycard "Rollercoaster" features a seemingly typical commuter going to work. But in a playful twist, he skips the subway and takes a rollercoaster instead! He rides through a metropolis of twists and turns, and even breaks for breakfast using his Barclaycard to pay for it at a "roll-thru" en route.

Director
Nicolai Fuglsig

Producer
Suza Horvat

First Assistant Director
John Lowe

Director of Photography
Alwin Kuchler

Production Designer
Jeremy Hindle

SFX Supervisor
Kelly Kerby

Agency
BBH

Creative Director
Adam Tucker

Art Director
Szymon Rose

Copywriter
Daniel Schaefer

TV Producer
Olly Chapman

AP
Matthew Towell

Editing
Final Cut

Editor
Rick Russell

Assistant Editors
Edward Line
Stacy Peterson

Final Cut Producer
Laura Patterson

VFX
The Mill

VFX Producer
Dan Roberts

Shoot Supervisor
Angus Kneale

Shoot Supervisors
Ben Smith
Ruben Vandebroek
Wyatt Savarese

Colorists
Fergus McCall
Seamus O'Kane

Lead Flame Artists
Alex Lovejoy
Dan Williams

Flare Artist
Melissa Graff

Nuke
Nitant Karnik

Flame Artists
Cole Schreiber
Naomi Anderlini
Corey Brown
Stefan Coory
Ian Richardson

Smoke Artist
Jeff Robins

Combustion
Keith Sullivan
Rosalind Paradis
Robert Bruce
Suzanne Dyer
Bruce Chen

CG Supervisor
Ben Smith

Lighting Lead
Andrew Proctor

Animation Lead
Joshua Merck

CG Artists
Ruben Vandebroek
Kevin Ives
Michael Panov
Wyatt Savarese
Gregory Gangemi
Yorie Kumalasari
Rob Petrie
Emily Meger
Naotaka Minami
Jeff Lopez
Pete Devlin

The Bellies

CONTACT
Philippe Grammaticopoulos
Haidouk Films
popouloss@hotmail.com
www.haidouk.com
France | 16'40"
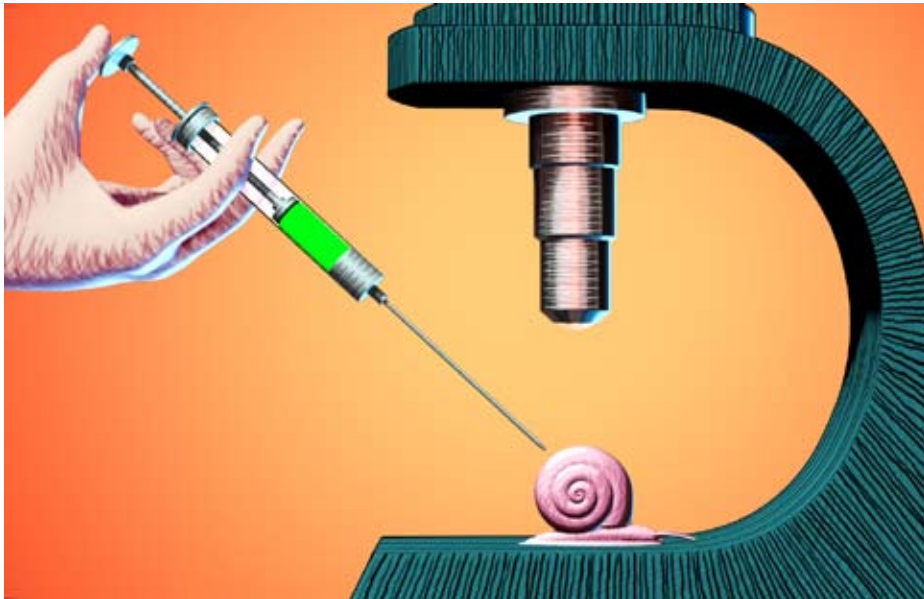
JURY SELECTION

In a very industrialized world, where humans only eat transgenic food, some plates make for surprising dishes.

Director
Screenplay
Art Director
Editing
Philippe Grammaticopoulos

Music
Pierre Schaeffer
George Crumb

Modeling 3D
Nicolas Combecave
Philippe Grammaticopoulos

Animation 3D
Jean-Charles Gonin
Philippe Grammaticopoulos
Lucas Vallerie

Rendering 3D
Jérémie Droulers
Philippe Grammaticopoulos
Loïc Salmon

Sound Effects
Philippe Grammaticopoulos
Lucas Vallerie

Sound Mix
Alexandre Poirier

Producer
Jean-Jacques Benhamou

Animation Studio
Je Suis Bien Content

Table of Contents

Bioshock 2

CONTACT
Amanda Powell
Blur Studio, Inc.
jennifer@blur.com
www.blur.com
USA | 3'11"

Journey back to Rapture and discover a new horror lurking within. Once a magnificent city, its walls now echo with an unspeakable evil that one must battle every step of the way. Big Sister has come home and she wants to play.

Image Courtesy of Blur Studio, Inc.

Production Company
Blur Studio, Inc.

Director
Tim Miller

CG Supervisor
Dan Rice

Animation Supervisors
Rini Sugianto
Leo Santos

Producer
Mandy Sim

Executive Producer
Al Shier

FX Supervisor
Seung Jae Lee

Layout
Franck Balson

Modeling
Leandro Amaral
Heikki Anttila
Simon Blanc
Darren Butler
Zack Cork
Chris Grim
Stanislav Klabík
James Ku
Jason Martin
Barrett Meeker
Juan Solis

Rigging
Steven Caron
Ben Durkin
Bryan Hillestad
Enoch Ihde

Michael Stieber
Brent Wiley

Animation
Kyle Gaulin
Jason Hendrich
Bryan Hillestad
Jeremiah Izzard
Christian Reese
Rini Sugianto
Jon Vener
Nick Whitmire

Hair & Cloth Simulation
Becca Baldwin
Steve Guevara
Jon Jordan

Lighting & Compositing
Toni Bratincevic
Darren Butler

Luis Calero
Jerome Denjean
Mike Johnson
Chris Osbourn
Brian Prince
Dan Rice
Fabio Stabel
David Stinnett
Dan Woje

FX
Kevin Kim
Johanes Kurnia
Seung Jae Lee
Brandon Young

Mocap Talent
Steve Gibbons
Christopher Hicks
Isadora Stabel

Mocap Prep & Clean-Up
Ryan Girard
Anthony Romero

Layout TD
Brian McKee

Technical Support
Sze Jones
Leo Santos

Storyboards
Jared Purrington

Concept Design
Sean McNally
Chuck Wojtkiewicz

Production Assistant
Amanda Powell

Tools and Scripts
Karl "Krash" Goldshmidt
Eric Hulser
Jentzen Mooney
Tomas Pulmano

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

Table of Contents

Bridge

CONTACT
Ting Chian Tey
Academy of Art University
tingtey@gmail.com
www.tingtey.com
USA | 2'45"

"Bridge" is a story about four animal characters trying to cross a bridge, but ending up as obstacles to one another in the process. The moral behind this story revolves around how there are often disagreements or competing paths in life, and the possible results of pride, obstinacy, and compromise.

Director
Ting Chian Tey

Producer
Ting Chian Tey

Music
Greg Gauba

Table of Contents

Brink

CONTACT
Amanda Powell
Blur Studio, Inc.
jennifer@blur.com
www.blur.com
USA | 2'49"

Image courtesy of Blur Studio, Inc.

Watch the body count rise as the Resistance and the Security battle each other for the future of the Ark, a near-future utopia in collapse. A thrill ride of heavily-armed hooligans with Parkour moves and a penchant for killing.

Production Company
Blur Studio, Inc.

Director
Tim Miller

CG Supervisor
Jerome Denjean

Animation Supervisor
Shaun Escayg

Producer
Mandy Sim

Executive Producer
Al Shier

Production Coordinator
Rachel de Jong

FX Supervisor
Seung Jae Lee

Layout
Franck Balson

Modeling
Heikki Anttila
Alessandro
  Baldasseroni
Simon Blanc
Toni Bratincevic
Luis Calero
Zack Cork
Paul Frieling
Chris Grim
Jinho Jang
Sze Jones
Steve Jubinville
Kris Kaufman
Stan Klabik
Jan Major
Jason Martin
Daniel Moreno
Olivier Vernay-Kim
Viki Yeo

Rigging
Steven Caron
Ben Durkin
Jennifer Hendrich
Enoch Ihde
Brent Wiley

Animation
Shaun Escayg
Kyle Gaulin
Jeremiah Izzard
Michael Loeck
William Vanoost
Jon Vener
Nick Whitmire

**Hair & Cloth
Simulation**
Becca Baldwin
Steve Guevara
Jon Jordan

**Lighting &
Compositing**
Simon Blanc
Toni Bratincevic
Luis Calero
Jerome Denjean
Paul Frieling
Kris Kaufman
Dan Woje

FX
Kevin Kim
John Kosnik
Johanes Kurnia
Seung Jae Lee
Kirby Miller
Brandon Riza
Brandon Young

Layout TD
Brian McKee

**Technical &
QC Supervisors**
Shaun Absher
Ben Durkin
Sze Jones

**Mocap Prep
& Clean-Up**
Ryan Girard
Anthony Romero

Mocap Facility
House of Moves

**Stunt & Fight
Choreography**
Thom Williams

Mocap Talent
Billy Bussey
Steve Gibbons
Victor Lopez
Gabriel Nunez

Matte Painters
Zach Mandt
Hugo Martin

Motion Graphics
Chris Kelley
Jennifer Miller

Tools and Scripts
Karl "Krash"
  Goldshmidt
Eric Hulser
Jentzen Mooney
Tomas Pulmano

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

Sound Design & Mix
Chris Trent
Gary Zacuto
Shoreline Studios

Music Score
Rob Cairns

Cartoon Scum

JURY SELECTION

CONTACT
Anke Kletsch
Filmakademie Baden-Württemberg
Anke.Kletsch@filmakademie.de
www.filmakademie.de, www.animationsinstitut.de
Germany | 1'30"

Three animation junkies are waiting for their next delivery.

Director
Jan Lachauer

Producers
Filmakademie Baden-Württemberg
  Institute of Animation
Visual Effects and Digital Postproduction

Script
Jan Lachauer

Art Director
Louis Tardivier

VFC Animation
Bin-Han To
Michael Schulz

Technical Director
Timo Nendel

Music
John Gürtler

Sound
Christian Heck

Table of Contents

Caveman

CONTACT
Philippe Rouger
boolab
philippe@boolab.tv
www.boolab.tv
Spain | 1'05"

The agency Ogilvy & Mather Frankfurt commissioned boolab to produce a spot to promote the information services of German public television channels ARD and ZDF. The solution proposed by director Martin Allais was to create a film whose technical execution would bring designs inspired from genuine cave paintings to life through animation.

Production Company
boolab

Director
Martin Allais

Executive Producer
Lucas Elliot

Producer
Maria Soler

Post-Production Director
Joan Janer

Post-producer
Alejandro Armas

Head of Animation
Pere Hernández

Animation
Javier Vaquero
Roc Espinet
María Helena Arias
Joel Morales

Animation Assistants
Sebastián Infante
Maga Kwasniewska

3D
Oriol Mayolas
Joan Carles Vendrell
Abel Kohen

Compositing
Santi Justribó
Alejandro Armas
Salva Borrego

Illustration
Ezequiel Cruz
Terlina Lie

Creative Supervision
Lucas Elliot

Music
Massive Music
Amsterdam

Advertising Agency
Ogilvy & Mather
Werbeagentur GMBH
Germany

Creative Chairman
Delle Krause

Creative Directors
Simon Oppmann
Peter Roemmelt

Art Directors
Eva Stetefeld
Holger Gaubatz
Taner Ercan

Senior Account Executive
Filiz Inan

TV Producer
Norman Strohmaier

Production Assistant
Jennifer Porst

Table of Contents

Cours Toujours

CONTACT
Olivier Barré
La Station Animation
bar_oliv@hotmail.com
courstoujours.tv
France | 1'48"

An intrepid creature throws himself into wild pursuit of a bird, which gets him into weird situations.

Directors
Olivier Barré
Elise Garcette

Producer
Pierre Coré

Music
Pilöt, "Ooups"

Production
La Station Animation

Table of Contents

Dante's Inferno: Hell Awaits

CONTACT
Amanda Powell
Blur Studio, Inc.
jennifer@blur.com
www.blur.com
USA | 30"

Image courtesy of Blur Studio, Inc.

Love knows no bounds and sometimes makes one do crazy things, even go through Hell. Drawn by his beloved Beatrice, Dante casts all fears aside and plunges deep into the fiery abyss battling every kind of evil imaginable on the way down.

Director
Tim Miller

CG Supervisor
Kevin Margo

Animation Supervisor
Brian Whitmire

Producer
Lindsey Zamplas

Executive Producer
Al Shier

FX Supervisor
Kirby Miller

Character Modeling Supervisor
Laurent Pierlot

Lighting & Compositing Leads
Greg Kegel
Barrett Meeker

Layout
Franck Balson
David Nibbelin

Character Modeling
Shaun Absher
Alessandro Baldasseroni
Sze Jones
Stan Klabik
Viki Yeo

Rigging
Steven Caron
Ben Durkin
Jenni Heinrich
Enoch Ihde
Brent Wiley

Animation
Jean-Dominique Fievet
Jason Heinrich
Bryan Hillestad
Jeremiah "Izzy" Izzard
Christian Reese
Rini Sugianto
William "Rocky" Vanoost
Brian Whitmire
Nick Whitmire

Hair & Cloth Simulation
Becca Baldwin
Jon Jordan

Environment & Prop Modeling
Darren Butler
Zack Cork
Eric Durante
Barrett Meeker
Olivier Verney-Kim

Graphics
Colin James

Lighting & Compositing
Darren Butler
Eric Durante
Greg Kegel
Barrett Meeker
Laurent Pierlot
Brian Prince

FX
Kevin Kim
John Kosnik
Kirby Miller
Brandon Riza
Brandon Young

Mocap Prep & Clean-Up
Ryan Girard
Anthony Romero

Layout/Animation TD
Brian McKee

Technical & QC Supervisors
Shaun Absher
Steven Caron
Zack Cork
Ben Durkin
Bryan Hillestad
Enoch Ihde
Sze Jones

Concept Design
Hugo Martin
Sean McNally
Chuck Wojtkiewicz

Tools & Scripts
Karl "Krash" Goldshmidt
Eric Hulser
Jentzen Mooney
Tomas Pulmano

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

Production Assistant
Amanda Powell

Mocap Talent
Alina Andrei
Billy Bussey
Steve Gibbons

Day & Night

CONTACT
Chris Wiggum
cwiggum@pixar.com
USA | 5'59"
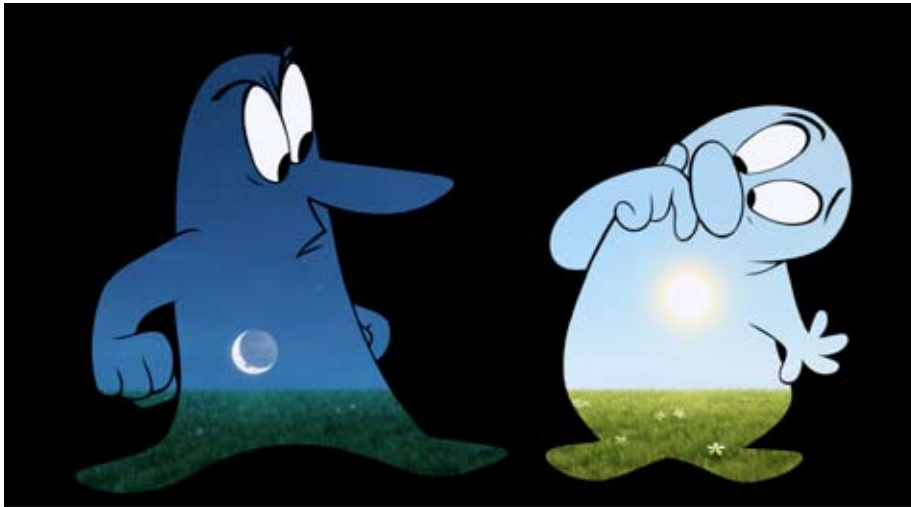
Image courtesy of Pixar Creative Services.

When Day encounters Night sparks fly! At first frightened and suspicious of each other, they get off on the wrong foot. But as they discover each other's unique qualities - and realize that each offers a different window onto the world - the friendship helps them gain a new perspective.

Writer
Director
Teddy Newton

Producer
Kevin Reher

Executive Producer
John Lasseter

Story Advisor
Karen Paik

Manager
Marc Sondheimer

Production Designer
Don Shank

Supervising Animator
Tom Gately

Supervising Technical Director
Michael Fu

Music
Michael Giacchino

Editor
Greg Snyder

Clean-Up Supervisors
Albert Lozano
Ron Zorman

Assets Team Supervisor
Mike Kilgore

Shots Supervisor
Jane Yen

Lighitng Supervisor
Andrew Pienaar

Animation Manager
Richmond Horine

2D Animation
Adam Burke
Bob Scott
Doug Frankel
Kristophe Vergne
Louis Clichy

CG Animation
Doug Dooley

Clean-Up Animation
Daniel Arriaga
Daniela Strijleva
Donald Crum
Everett Downing
Ken Kim
Sarah Mercey-Boose
Steve Mason

Ink & Paint Lead
Lou Hamou-Lhadj

Camera & Staging
Gregg Olsson

Camera Polish & Stereo
Sandy Karpman

Character Modeling
Mike Altman

Set Modeling & Motion
Mark Shirra

Shading
Laura Beth Albright
Daniel Ritchie
Francisco DeLaTorre
Neil Blevins
Stephen King

Vegetation
Matthew Kuruc
Sean Feeley

Technical Manager
Adrian Ochoa

Effects Lead
Bill Watral

Effects
Enrique Vila
Stephen Gustafson

Lighting
Charu + 1 Clark
Esdras Varagnalo
Jordan Rempel

Table of Contents

Disney's A Christmas Carol

CONTACT
Megan Corbet
ImageMovers Digital
mcorbet@imagemoversdigital.com
www.imagemoversdigital.com
USA

JURY SELECTION

"A Christmas Carol" is the most beloved ghost story and the most beloved Christmas story of all time; it's the world's first time-travel adventure. The extraordinary imagery in Disney's "A Christmas Carol" immerses audiences into the story like never before.

Director
Robert Zemeckis

Producers
Steve Starkey
Jack Rapke
Steven Boyd

Table of Contents

Disney Parachutes

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 40"

Disney welcomes the arrival of a new generation in this larger-than-life spot directed by MTh's Mathew Cullen and Christopher Leone. Animated worlds collide as a new generation of Pixar and Disney characters leap out of the Dinoco helicopter, parachuting into Disneyland Paris. The grand finale brings the new Disney family together with Mickey as the ringleader in a historic welcome parade down the center of Disney's famed Main Street.

Client
Disney Destinations, LLC

SVP Global Marketing Advertising & Creative
Marty Muller

SVP Global Marketing Operations
Doug McGuire

VP Global Broadcast & Print Productions
Sally Conner

Director of Account Management
Toby Myers

Disney Parks Production Director
Cory Stone

Disney Glendale Creative Director of Special Projects
Dave Bossert

Client
Disneyland Paris

VP Communication
François Banon

Senior Manager Audiovisual & Broadcast
Nathalie Raverat

Agency
BETC/EURO RSCG

Art Director
Richard Desrousseaux

Copywriter
Etienne Turquet

Production Company
Motion Theory

Directors
Mathew Cullen
Christopher Leone

Executive Producer
Javier Jimenez

Line Producer
John Marx

Director of Photography
Stefan Czapsky

Creative Director
Mathew Cullen

Disney Parachutes (Continued)

Producer
Christina Caldwell

Art Director
Ram Bhat

CG Supervisor
Danny Zobrist

Comp Supervisor
Andrew Ashton

Designers
Heidi Berg
Aaron Lam
Paul B. Kim
Angela Zhu

2D Animators
Casey McIntyre
Frank Lin
John Stanch
My Tran

Pre-Visualization
Gil Hacco
Trevor Tuttle

3D Artists/Animators
Brian Broussard
Sun Chung
Scott Cullen
Nick Loizides
Oded Raz
Bryan Repka
David Rindner
Eric Rosenthal
Parker Sellers

Compositors
Michael Garrett
Scott Hale
Deke Kincaid
Carlos Morales
Daniel Raschko
Ryan Trippensee
Diana Wells

Matte Painters
Rob Blauser
Christian Kugler

Finishing
Duy Nguyen
Rotoscope Artists
Gregory Duncan
Megan Gaffney
Rob Liscombe
Eva Snyder

Storyboard Artist
Yori Mochizuki

**Production Manager/
HR Director**
Tina Van Delden

Production Coordinator
Paul Pianezza

Creative Assistant
Ryan Erke

Editorial Company
String

Editors
Colin Woods
Jason Webb

Assistant Editors
Jeff Aquino
Jeff Johnston

***Pencil Test Studios, Inc.
(Buzz/Woody Animation)***

Producer
Ed Schofield

Animators
Mike Dietz
Ed Schofield

Character Technical Director
Carlo Sansonetti

Character Modeler
Bob Wallace

***Duck Studios (Disney 2D
Character Animation)***

Executive Producer
Mark Medernach

Producer
Carolyn Bates

**Digital I&P
Technical Director**
Kyle Borth

Dog Fish

JURY SELECTION

CONTACT
Julia Tagger
BITT
julia@bittanimation.com
www.bittanimation.com
Argentina | 1'22"

Dog Fish is the best friend you can have.

Agency
Almap BBDO

Production Company
Rebolucion

Director
Armando Bo

Postproduction, VFX & 3D Animation
BITT

VFX Supervisors
Franco Bittolo
Cristián Morales

Executive Producer
Mariana Motta

Compositor Supervisor
Pablo Zamparini

Character Design
BITT

Table of Contents

Fenrir

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 1'06"

JURY SELECTION

Having slept for a millennium under the roots of the tree Ygdrasil, the wolf-creature Fenrir is awakened by the rays of the sun.

Directors
Nuno Alves Rodrigues
Oussama Bouacheria
Alice Dieudonné
Aymeric Kevin
Ulysse Malassagne

Producer
Marie France Zumofen, Les Gobelins

Distributor
Annabel Sebag, Premium Films

Table of Contents

Flyman

CONTACT
Shu-Wei Chang
National Taiwan University of Arts
iambookway@gmail.com
www.flymanfilm.com/
Taiwan | 2'50"

Director
Shu-Wei Chang

Project Advisor
Shin-Kai Chung

Story & Animation
Shu-Wei Chang

Lighting & Rendering
Shu-Wei Chang

Music
Konkon Wei

Sound Design
Shu-Wei Chang

When the dreams of flight come true, what will happen next? Two ancient scientists discover some weird changes in a star and want to discover a myth that might explain the changes. So they experiment with flight equipment. But the weird star was actually…

Ford Pop-Up

CONTACT
Shelly Jeske
The Mill
shelly@the-mill.com
www.the-mill.com
USA | 30"

JURY SELECTION

Director
Bif (Jules Janaud, Fabrice
Le Nezet, and François Roisin)

Ad Agency
Zubi Advertising

Executive Creative Director
Andres Ordonez

Creative Director
Ivan Calle

Producer
Jose Acosta

Production Company
The Mill NY

Creative Director
Angus Kneale

Executive Producer
Colin Pearsall

Post Production
The Mill NY

Producer
Nic Barnes

Telecine
Jamie Wilkinson

Lead Flame
Dan Williams

3D Artist
Andrew Proctor

3D Artist
Ruben Vanderbroek

The CG ad shows a new Ford Focus driving through a child-like
pop-up book, passing over varying landscapes and scenery to
demonstrate the car's innovations in fuel efficiency, interactive driver
technology, and contemporary design.

Table of Contents

Gears of War 3 Ashes to Ashes

CONTACT
Timothy Enstice
Digital Domain
tenstice@d2.com
www.digitaldomain.com
USA | 1'14"

Digital Domain continues their groundbreaking in-engine work with this trailer for the third "Gears of War" installment. Working within the Unreal Engine 3 — the same real-time engine used for the videogame itself — this innovative production method allows for an authentic preview of what gamers can expect.

Production
Animation
Editorial
Visual Effects
Digital Domain

Director/Visual Effects Supervisor
Vernon R. Wilbert Jr.

President, Commercial Division/Executive Vice President
Ed Ulbrich

Executive Producer
Karen Anderson

CG Supervisor
Tim Jones

Senior Producer
Melanie La Rue

Coordinator
William Lemmon

Storyboard Artist
Dwayne Turner

Editor
Russ Glasgow

Previs Artist
Niles Heckman

Technical Directors
Ryan Vance
Mårten Larsson

Junior Technical Director
Erich Hauptmann

Technical Director/Character Rigger
Derek Crosby

Character Riggers
Adrian Dimond
George Saavedra

Lead Animator
Rick Glenn

Animators
Marc Perrera
Tim Ranck
William R. Wright

Lighters
Margaret Bright-Ryan
Jon Gourley
Daisuke Nagae

Modeler/Lighter
Matthew Bell

Modeler
Trisha McNamara

Matte Painter
Daniel Thron

Lead Flame Compositor
Christopher DeCristo

Flame Compositors
Lisa Tomei
Les Umberger

Production Company
Anonymous Content

Creative Director
Joseph Kosinski

Executive Producer
Jeff Baron

Get Out

CONTACT
Emilie Clavel
ESMA
emilie@esma-montpellier.com
France | 7'30"

Gary is a madman shut up in a padded cell. He has a phobia of doors and a psychiatrist tries to get him out without success. This film is a metaphor of a newborn baby refusing to leave its mother's womb, and plays on two main feelings: well-being and fear.

Directors
Fanny Roche
Charlotte Boisson
Tristan Reinarz
Julien Fourvel
Pascal Han-Kwan

Music
Guilhem Rosa

Sound
Studio des Aviateurs

Distributor/Producer
Karim Khenissi

School/Company
ESMA France

Table of Contents

G-Force Basketball

CONTACT
Bong Ho Kim
Ringling College of Art and Design
bkim@c.ringling.edu
USA | 2'16"

Somewhere in deep space two astronauts play a game of zero gravity basketball. When the game gets too close, one opponent resorts to manipulating the gravity to beat the other, but that turns against him.

Director
Bong Ho Kim

Producer
Ringling College of Art and Design

Faculty Advisor
Ed Gavin

Prepro Instructor
Billy Merritt

Table of Contents

Goldfish Crackers: In the Dark

CONTACT
Amanda Powell
Blur Studio, Inc.
jennifer@blur.com
www.blur.com
USA | 30"

Image courtesy of Blur Studio, Inc.

In the Goldfish crackers animated commercial series, the main character, Gilbert, is gone. The unfortunate cracker character was sucked up by a vacuum cleaner. But with the help of friends, Gilbert embarks on a new adventure and finds himself "In the Dark," but not alone.

Production Company
Blur Studio, Inc.

Director/Animation Supervisor
Leo Santos

CG Supervisor/ Art Director
Dan Rice

Creative Director
Tim Miller

Executive Producer
Al Shier

Producer
Tom Slovick

FX Supervisor
Brandon Riza

Production Coordinator
Rachel de Jong

Layout
Franck Balson
Jeff Fowler
Andrew Grisdale
David Nibbelin
Leo Santos

Character Modeling
Chris Grim
James Ku
Jason Martin

Environment & Prop Modeling
Chris Bedrosian
Simon Blanc
Darren Butler
Zack Cork
Kris Kaufman

Rigging
Steven Caron
Enoch Ihde
Michael Stieber

Animation
Jeff Fowler
Jason Hendrich
Bryan Hillestad
Michael Loeck
Nick Maw-Naing
Leo Santos
Rini Sugianto
Jon Vener

Hair & Cloth Simulation
Jon Jordan
Becca Baldwin

Lighting & Compositing
Chris Bedrosian
Simon Blanc
Darren Butler
Jinho Jang
Brian Prince
Dan Rice
Fabio Stabel
Dan Woje

FX
Johanes Kurnia
Torbjorn Olsson
Brandon Riza

Technical and QC Supervisors
Shaun Absher
Steven Caron
Ben Durkin
Sze Jones
Michael Stieber

Concept Design
Chuck Wojtkiewicz
Sean McNally
Hugo Martin
Francisco Ruiz

Graphic Design
Jennifer Miller
Norn Jordan
Harry Frank

Production Assistant
Amanda Powell

Tools and Scripts
Karl "Krash" Goldshmidt
Eric Hulser

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

Table of Contents

Gorillaz Stylo

CONTACT
Yolande Clerke
Passion Pictures
yoli@passion-pictures.com
www.passion-pictures.com
United Kingdom | 5'0"

JURY SELECTION

Zombie Flesh Eaters, with animation by Passion Pictures, has produced "Stylo," the first single to be released from the new Gorillaz album "Plastic Beach." Combining live action and animation, the video is co-directed by Jamie Hewlett and Pete Candeland and features a guest appearance by Bruce Willis.

Production Company
Zombie Flesh Eaters

Director
Jamie Hewlett

Producer
Cara Speller

Editor
Seb Monk

Live Action Production Company
HSI Productions

Executive Producer
Nicola Doring

Producer
Dawn Rose

Production Supervisor
Nathan Stoebner

First AD
Paul Laurens

DOP
Steve Chivers

Talent
Jason Nott, *Policeman*
Chris Freeman, *Boogie Man*
Bruce Willis, *himself*

Animation and FX Production Company
Passion Pictures

Table of Contents

Grizzly Bear Two Weeks

CONTACT
Melissa Knight
The Mill
melissak@the-mill.com
www.the-mill.com
USA | 4'10"

JURY SELECTION

Record Company
Warp Records

Production Company
Director's Bureau

Director
Patrick Daughters

Producer
Karen Lin

Editing Company
Final Cut

Editor
Stephen Berger

Post Production
The Mill/Los Angeles

VFX Producer
Lee Pavey

3D Supervisor
Aaron Grove

VFX Lead Artist
Tara Demarco

Assistant Artists
Giles Cheetham
Billy Higgins
Ross Goldstein
Naomi Anderlini
Westley Sarokin
Alex Lovejoy

Telecine
Jamie Wilkinson

This music promo for Brooklyn-based indie rock group Grizzly Bear is for the track entitled "Two Weeks," and stars the band's four musicians whose faces are subjected to a number of surreal visual effects. An impressive 68 effect shots were worked on by the Mill's team of artists in just over two weeks!

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The Gruffalo

CONTACT
Barney Goodland
Magic Light Pictures
barney@magiclightpictures.com
United Kingdom | 26'58"

© 2009 Orange Eyes Limited.

A magical tale of a mouse who takes a stroll though the woods. Encountering three predators — a fox, an owl and a snake — who all wish to eat him, the plucky mouse has to use his wits to survive. This animated film is based on a classic picture book by Julia Donaldson and Axel Scheffler.

Cast
Helena Bonham Carter
Rob Brydon
Robbie Coltrane
James Corden
John Hurt
Tom Wilkinson

**Based on the book *The Gruffalo*
by Julia Donaldson & Axel Scheffler**

Adapted by
Julia Donaldson
Jakob Schuh
Max Lang

Directors
Jakob Schuh
Max Lang

Producers
Michael Rose
Martin Pope

Music Composition
Rene Aubry

Animation
Studio Soi

The Guest

CONTACT
Jody Ghani
The Animation Workshop
owfestival@animwork.dk
Denmark | 7'14"

As the old, lonely Elsa celebrates her late husband's birthday, a burglar breaks in, and Elsa makes a decision that changes both their lives.

Director
Henrik Malmgren

Producer
Tim Leborgne

Script
Henrik Malmgren

Graphics
Henrik Malmgren

Character Design
Henrik Malmgren

Storyboard
Henrik Malmgren

Layout
Henrik Malmgren

Background
Henrik Malmgren

Animation
Henrik Malmgren

Camera
Henrik Malmgren

Compositing
Henrik Malmgren

Music
Henrik Malmgren
Thomas Richard

Sound
Henrik Malmgren
Thomas Ahlmark

Editing
Henrik Malmgren

Table of Contents

Guinness World

CONTACT
Ben Stallard
The Mill
info@the-mill.com
www.the-mill.com
United Kingdom | 1'30"
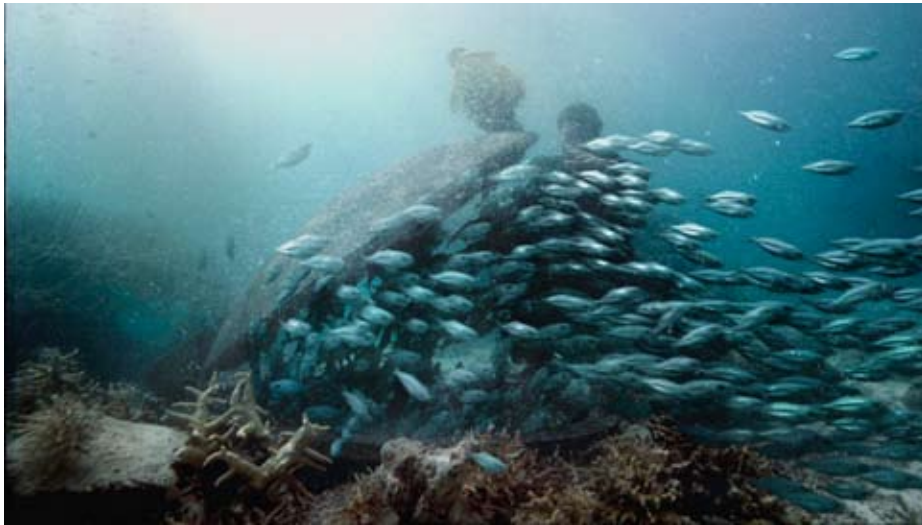
© The Mill.

The spot shows how a pint of Guinness comes to life when poured, opening with a man striking a match and lighting a rocket as a voiceover whispers, "It's time to bring this place to life." There begins an exhilarating journey, bringing life to barren landscapes across the planet.

Agency
AMV BBDO

Creative
Paul Brazier

Producer
Yvonne Chalkley

Production Company
Knucklehead

DP
Joost Van Gelder
Wally Pfister

Editing Company
The Quarry

Editor
Ted Guard

Post Production
The Mill

Producers
Lucy Reid
Ben Stallard

Colorists
Aubrey Woodiwiss
Adam Scott

Shoot Supervisors
Russell Tickner
Michael Gibson

Lead 2D
Rich Roberts

Lead Flame
Rich Roberts Barnsley
Pete Rypstra

Flame Assist
Gareth Brannan

Lead 3D
Russell Tickner
Jordi Bares

3D
Teemu Eramaa
James Spillman
Andy Nicholas
Rick Thiele
Adrien St. Girons
Laurent Makowski
Ed Shires
Tom Blake
Andy Guest
Aidan Gibbons
Sergio Xisto
Suraj Odedra
Jules Janaud
Francois Roisin

Matte Painting
Can Y. Sanalan
Dave Gibbons
Lee Matthews

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Harmonix The Beatles: Rock Band Intro Cinematic

CONTACT
Yolande Clerke
Passion Pictures
yoli@passion-pictures.com
www.passion-pictures.com
United Kingdom | 2'40"

JURY SELECTION

Pete Candeland directed this spectacular two-minute animated intro cinematic in which we accompany The Beatles from their earliest gigs at The Cavern Club in Liverpool along the pathway to international fame.

Client
Harmonix/MTV/
Apple Corps

Production Company
Passion Pictures

Music & Inspiration
The Beatles:
John Lennon
Paul McCartney
George Harrison
Ringo Starr

Very Special Thanks
Yoko Ono Lennon
Olivia Harrison

Music Producer
George Martin

Creative Director
Joshua Randall

Creative Producer
Giles Martin

Executive Producers
Paul DeGooyer
Jeff Jones
Alex Rigopulos

Producer
Jonathan Clyde

Special Thanks
Van Toffler
Judy McGrath
Dhani Harrison

Recordings Engineering
Norman Smith
Geoff Emerick
Ken Scott
Glyn Johns
Phil McDonald

Music Produced for "The Beatles: Rock Band"
Giles Martin

Mix Engineer for "The Beatles: Rock Band"
Paul Hicks

Passion Pictures

Director/Writer
Pete Candeland

Producer
Debbie Crosscup

Co-Development Producer
Anna Lord

Executive Producer
Hugo Sands

2D Character Design/ Development
Rob Valley

CG Character Design/Development
Ree Treweek
(of Shy the Sun)

2D Animation Director/Layout
Rob Valley

CG Animation Supervisor
Wes Coman

Head of CG
Jason Nicolas

VFX Supervisor
Neil Riley

Technical Director
Julian Hodgson

Editors
Dan Greenway
Jamie Foord
Lee Gingold

Storyboarding
Brendan Houghton
Rob Valley

Matte Painting/ Backgrounds
Alberto Mielgo
Daniel Cacouault
Lukasz Pazera
Jim Bowers
Alan Aldridge

Key Animators
Rob Valley
Jerry Forder
Pete Dodd
Daryl Graham

Assistant Supervisor
Dave Burns

Character Assistants
Alan Henry
Brent Odell
Jay Wren
Mitch Wilmot
Constantinos
    Demosthenous

Table of Contents

HP Hands Fergie

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 60"

In the most recent installment of HP's "Hands" campaign, the Digital Dutchess herself takes fans on a glamorous tour of her personal computer. Motion Theory teamed with Goodby, Silverstein & Partners to bring Fergie's many ideas to life.

Client
HP

Agency
Goodby Silverstein
& Partners

Agency Art Director
Jessica Feeney

Agency Creative Directors
Steve Simpson
Rick Condos
Hunter Hindman

Agency Producer
Todd Porter

Agency Copywriter
Alexandra Tyler

Agency Executive Producer
Cindy Fluitt

Production
Motion Theory

Post Production
Motion Theory

Director
Mathew Cullen

Director of Photography
Guillermo Navarro

Executive Producer
Javier Jimenez

Line Producer
Anna Joseph

Senior Art Director
Kaan Atilla

Visual FX Supervisor
Sean Devereaux

Visual FX Producer
Matt Winkel

Designers
Heidi Berg
Alex Hanson
Angela Zhu
Chelsea Douglas
John Dretzka
Juliet Park
Leanne Dare
Mark Kulakoff

Max Keane
Jenny Ko

3D Animation
Bryan Godwin
Ben Grangereau
Na Song
John Tumlin
Bekah Baik
Chris Leone
Katie Yoon

Colorist
Clark Muller
(New Hat)

Music
740 Sound Design

Sound Designer
Eddie Kim

Lead Technical Director
Jesse Carlson

Fluid VFX
Mark Stasiuk
(Fusion CIS)

Compositors
Sean Devereaux
Matt Motal
Stuart Cripps
Deke Kincaid
Rob Winfield
Jenny Ko
Matt Lavoy
Danny Koenig
Evan Parsons
John Dretzka
Max Keane
Pablo Wang

Rotoscope Artists
Kanae Morton
Mike Boden
Marvin Lee
Rob Liscombe

Additional Finishing
Danny Yoon
(1.1VFX)
Alan Latteri

Editorial Company
String

Editor
Jason Webb

Assistant Editor
Greg Kim

Post Production Manager
Sheri Patterson

Post Production Coordinator
Eddie Boles

Post Production Assistants
Allyssa Allain
Rebecca Lindberg

Production Assistant
Ryan Erke

Table of Contents

IBM Data Baby

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 30"

Ethereal CG life patterns and visual expressions form a stylized mobile that is captured as a reflection in a baby's eye. These design elements envelop the baby, delivering an authentic visual representation of the myriad pieces of data made available to doctors with the help of IBM technology.

Agency
Ogilvy & Mather

Executive Producer
Lee Weiss

Associate Producer
Rich Fiset

**Senior Partner/
Worldwide ECD**
Susan Westre

Senior Partners/ECDs
Tom Godici
Greg Ketchum

Creative Directors
Rob Jamieson
Chris Van Oosterhout

**Executive Music
Producer**
Karl Westman

Production Company
Motion Theory

Director
Mathew Cullen

Executive Producer
Javier Jimenez

Line Producer
John Marx

Director of Photography
Guillermo Navarro

VFX Company
Motion Theory

Creative Directors
Kaan Atilla
Mathew Cullen

Producer
Patrick Nugent

VFX Supervisor
John Fragomeni

Art Director
Angela Zhu

Design Leads
Paul B. Kim
Satomi Nagata

Designers
Heidi Berg
Leanne Dare
Kenneth Lee

Onset FX Supervisor
Sean Looper
Trevor Tuttle

3D/Nuke FX Lead
Marion Spates

3D/Lighting Lead
Trevor Tuttle

Pre-Visualization
Trevor Tuttle

3D Artists/ Animators
Brandon Lester
Gil Hacco
Casey Hupke
John Robson

Matchmover
Joe Cullen

Comp Lead
Danny Koenig

Compositors
Andrew Ashton
Chris Riehl
Daniel Raschko
John Stanch
Dorian West

Code Artist Supervisor
Keith Pasko

Lead Code Artist
Josh Nimoy

Code Artists
CJ Cenizal
Ekene Ijeoma
Jeremy Rotsztain

Finishing
Danny Yoon

Rotoscope Artists
Megan Gaffney
Gil Hacco
Rob Liscombe
Eva Snyder

**Production Manager/
HR Director**
Tina Van Delden

Production Coordinator
Paul Pianezza

Production Assistant
Sarah Smith

Medical Consultant
Kathlynn Michelle
   Dominguez, MD, MPH

Editorial Company
String

Editor
Jeff Consiglio

Assistant Editors
Jeff Aquino
Jeff Johnston

Music Track
"Boatfriends" by Black
   Moth Super Rainbow

IBM Data Energy

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 30"

Part of IBM's "Smarter Planet" campaign, "Data Energy" embodies the spirit of reactive data and technology working in harmony to build a smarter planet and better our lives.

Agency
Ogilvy & Mather

Executive Producer
Lee Weiss

Associate Producer
Rich Fiset

Senior Partner/
Worldwide ECD
Susan Westre

Senior Partner/ECD
Tom Godici
Greg Ketchum

Creative Directors
Rob Jamieson
Chris Van Oosterhout

Executive Music
Producer
Karl Westman

Production
Company
Motion Theory

Director
Mathew Cullen

Executive Producer
Javier Jimenez

Line Producer
John Marx

Directors of
Photography
Guillermo Navarro
Eric Schmidt

VFX Company
Motion Theory

Creative Director
Mathew Cullen

Producer
Patrick Nugent

VFX Supervisor
John Fragomeni

Art Director
Angela Zhu

Design Lead
Satomi Nagata

Lead Code Artist
CJ Cenizal

Code Artists
Jeremy Rotsztain
Tim Stutts

Onset FX
Supervision
Sean Looper
Trevor Tuttle

3D Model
Brandon Lester
Gil Hacco
Nick Loizides

3D Layout
Marion Spates

3D Lighting/
Generalist
Trevor Tuttle

3D FX Artists/
Animators
Tom Allen
Casey Hupke
Andrew Kinsler
John Robson

Tracking/
Match Move
Joe Cullen
Gil Hacco
Trevor Tuttle

Comp Lead
Danny Koenig

Compositors
Andrew Ashton
Rachel Dunn
John Robson
John Stanch

Finishing
Danny Yoon

Rotoscope Artists
Megan Gaffney
Gil Hacco
Jackie Shibles

Production Manager/
HR Director
Tina Van Delden

Production
 Coordinator
Paul Pianezza

Production Assistant
Sarah Smith

Editorial Company
String

Editor
Jeff Consiglio

Assistant Editors
Jeff Aquino
Jeff Johnston

Table of Contents

IBM Transportation

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 30"

Part of IBM's "Smarter Planet" campaign, fully-animated "Transportation" embodies the spirit of reactive data and technology working in harmony to build a smarter planet and better our lives.

Agency
Ogilvy & Mather

Executive Producer
Lee Weiss

Associate Producer
Rich Fiset

Senior Partner/
Worldwide ECD
Susan Westre

Senior Partner/ECD
Tom Godici
Greg Ketchum

Creative Directors
Rob Jamieson
Chris Van Oosterhout

Executive Music Producer
Karl Westman

Production Company
Motion Theory

Directors
Mathew Cullen
Mark Kudsi

Executive Producer
Javier Jimenez

VFX Company
Motion Theory

Creative Director
Mathew Cullen

Associate Creative Director
Mark Kudsi

Producer
Patrick Nugent

Art Director
Chris Riehl

CG Supervisor
Danny Zobrist

Designers
Leanne Dare
Kenneth Lee
Satomi Nagata

Code Artists
Ryan Alexander
Elise Co
Josh Nimoy
Keith Pasko
Jeremy Rotsztain
Tim Stutts

Previs/Layout
Scott Cullen
Parker Sellers

3D Artists/Animators
Brian Broussard
John Cherniack
Scott Cullen
Casey Hupke
Matt Johnson
Andrew Kinsler
Oded Raz
Bryan Repka
Klaus Seitschek

Compositors
Mathew Cullen
Matt Lavoy
Ash Wagers

Finishing
Danny Yoon

Production Manager/
HR Director
Tina Van Delden

Production Coordinator
Paul Pianezza

Production Assistant
Sarah Smith

Editorial Company
String

Editor
Doron Dor

Assistant Editors
Jeff Aquino
Jeff Johnston

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Iron Man 2

CONTACT
Greg Grusby
Industrial Light & Magic
ggrusby@ilm.com
www.ILM.com
USA

Executive Producer
Miles Perkins

Editor & Creative Lead
Brent Bowers

Motion Graphics
Erik Dillinger

Technical Producer
Greg Grusby

**ILM Visual Effects
Supervisor**
Ben Snow

ILM Animation Supervisor
Marc Chu

ILM Visual Effects Producer
Wayne Billheimer

Visual Effects and Animation
Industrial Light & Magic
A Lucasfilm Ltd. Company

**Digital Production
Supervisor**
Doug Smythe

Compositing Supervisor
Jon Alexander

CG Supervisors
David Hisanaga
John Walker

Visual Effects Art Director
Aaron McBride

Digital Model Supervisor
Bruce Holcomb

Viewpaint Supervisor
Ron Woodall

**Associate Animation
Supervisor**
Rick O'Connor

Creature Supervisor
Timothy Brakensiek

Digital Matte Supervisor
Giles Hancock

Layout Supervisor
Selwyn Eddy III

Roto and Paint Supervisor
Amy Shepard

Visual Effects Editor
Lorelei David

**Visual Effects
Production Manager**
Erin O'Connor

CG Sequence Supervisors
Simeon Bassett
Bryant Griffin
Douglas Moore
Patrick Brennan
Neil Herzinger
Mark Nettleton
Steve Braggs
Robert Hoffmeister
Jason Porter
Peter Chesloff
Jen Howard
Anthony Rispoli
Brian Connor
Marshall Krasser
Nigel Sumner
Natasha Devaud
Kimberly Lashbrook
Todd Vaziri
Brennan Doyle
David Marsh
Dean Yürke
Christian Foucher
Tory Mercer

Animators
James Bennett
Chansoo Kim
Steve Rawlins
Mickael Coedel
Joseph Kim
Jason Rennie
Marco Foglia
Stephen King
Michael Safianoff
Maria Goodale
Makoto Koyama
Benjamin Sanders
Jean-Denis Haas
Wesley Mandell
Travis Tohill
Allen Holbrook
Christopher Mitchell
David Washburn
Paul Kavanagh
Jessica Morris

Digital Artists
Carlos Anguiano
Frank Gravatt
Ben O'Brien
Joakim Arnesson
Justin Graham
Kaori Ogino
Kwang Theng Aw
Indira Guerrieri
Steven Ong
Katharine Baird

Table of Contents

Digital Artists (Continued)
Jaime Hernandez Jasso
Akira Orikasa
Santhoshi Balasubramanian
Wendy Hendrickson
Coşku Özdemir
Christopher Balog
Darin Hilton
Kevin Page
Joel Bautista
Simon Ho
Phil Pham
Daniel Bayona
Peg Hunter
Scott Prior
Chris Bayz
Zameer Hussain
Edward Quintero
Kevin Bell
Jonna Isotalus
Ricardo Ramos
Richard Bluff
Jiri Jackinowitz
Richard Ramos
Stella Bogh
Patrick Jarvis
Matthew Robinson
Jean Bolte
Ryan Jones
Elsa Rodriguez
Aron Bonar
Mohinder S Kartik
Craig Rowe
Tripp Brown
Laura Killmaster
Jeffery Saltzman
Daniel Bryant

Kibum Kim
Eric Schweickert
Andy Buecker
Shilpa Kirpalani
Rene Segura
Catherine Burrow
Robert Kosai
Jerry Sells
Kela Cabrales
Justin Kosnikowski
Kodeeswaran Shenbagaram
Marshall Candland
Ondrej Kubicek
Kirk Shimano
Michaela Calanchini
Jean-Claude Langer
Ken Sjogren
Lanny Cermak
Kimberly Lashbrook
James Soukup
Kien Geay Chan
Asier Lavina
Joseph Stevenson
Henry Chan
Adam Lee
Florian Strobl
Can Chang
Jaewook Lee
Andre Surya
Chin Chee Cheah
Seunghun Lee
Lionel Taillens
Leila Chesloff
Keith Leung
Henri Tan
Jeremy Choi
John Levin

Chin Siong Tay
Raymond Chou
Dev Mannemela
Huai Yuan Teh
Michael Cordova
Tia Marshall
Adrian Teng
Beth D'Amato
Scott May
Cheng Chan Tey
Lindy De Quattro
Will McCoy
Paul Thuriot
Jeffrey De-Guzman
Scott Mease
Alan Travis
David Deuber
Joseph Metten
Adrian Tsao
Eric Dima-ala Jr.
James Mohan
Graeme Tung
Jeff Doran
David Morris
Simon Twine
Katharine Evans
Michelle Motta
Bruce Vecchitto
Conny Fauser
Jiun Yiing Mow
Noah Vice
Shine Fitzner
Timothy Mueller
Talmage Watson
Chris Foreman
Abishek Nair
Eddy Wong
Tim Fortenberry

Halim Negadi
Jeff Wozniak
Rene Garcia
Marla Newall
Teh-wei Yeh
Joana Garrido
Sheau Horng Ng
Thomas Zils
John Goodson Jr.
Yoon See Ng

Production Coordinators
Lauren Carara
John Colt
Marissa Gomes
Daniel Cavey

Production Staff
Scott Adams
Steven Anderson
Ashley Bettini
Kim Bianco
Mary Lou Finn
Laura Livingstone

Global Production Management
Nurul Arif
Jessica Fernandes
Adrian Ng
Brian Barlettani
Mohen Leo
Winston Ng
Benjamin Chua
Stuart McAra
Cheng Pei Shan

Additional Art Support
Devon Cutler
John Giang
Alex Jaeger
Micah Sibert

Research & Development
Thomas Schaedlich
Kevin Wooley
Robert Molholm
Peter Murphy
Eric Wimmer
Lee Markosian

Editorial & Technical Support
Sean Bittinger
John Hannon
Megan Rible
Matthew Chapman
Jim Milton
Julian Salvador
Charmaine Chan
Kenn Moynihan
Shani Turner
Brad Grantham
Erik Pampel
Toh ZiJing

Additional Visual Effects
Sven Martin
Scott Gordon
Sebastian Leutner
Cindy Jones
Lisa Hansen
Adam Chazen
Pixomondo LLC

Additional Visual Effects
Stephen Pepper
Simon van de Lagemaat
Charlie Bradbury
Matthew Rouleau
David Casey
Adam Marisett
The Embassy Visual Effects Inc.

Additional Visual Effects
Trixter Film GmbH

Additional Visual Effects
Svengali FX

Visual Effects Executive Producer
Gretchen Libby

Senior Staff
Vicki Dobbs-Beck
Lynwen Brennan
Khuyen Dang
Chrissie England
Curt Miyashiro
Jessica Teach

Table of Contents

The Kinematograph

CONTACT
Agnieszka Piechnik
Platige Image
piechnik@platige.com
www.platige.com
Poland | 12'40"

JURY SELECTION

Francis is an inventor working on a breakthrough invention: a machine to project moving pictures. His work is his passion and he will not stop until he reaches his goal. But he forgot about one thing: dreams always cost too much. He is focused only on himself and his work and realizes the gravity of his situation only when it is too late.

Director
Tomek Bagiński

Screenplay
Mateusz Skutnik
Tomek Bagiński

Producers
Piotr Sikora
Jarosław Sawko
Tomek Bagiński

Executive Producers
Marcin Kobylecki
Marta Staniszewska

CG Supervisor
Grzegorz Kukuń

Concept Artist
Jakub Jabłoński

Character Animators
Andrzej Zawada
Maciej Wojtkiewicz
Arkadiusz Firlit
Przemysław Brodzik
Daria Zawada
Łukasz Burnet
Grzegorz Paluch

Pipeline/Character TD
Bartosz Opatowiecki

Simulation TD
Łukasz Sobisz

Character Modelers
Szymon Kaszuba
Bartłomiej Kik
Sławomir Latos
Maciej Jackiewicz
Tomasz Wróbel
Marcin Klicki
Łukasz Skurczyński
Arkadiusz Matyszewski
Bartosz Opatowiecki

Background Painter
Jakub Jabłoński

Texture Artists
Wojciech Idzi
Bartłomiej Kik
Jakub Jabłoński
Szymon Kuczmierczyk
Michał Dziekan
Krzysztof Kamrowski
Jakub Grygier
Paweł Lewandowski

Compositors
Adam Janeczek
Maciej Jackiewicz
Wojtek Bagiński
Selim Sykut
Andrzej Sykut
Bartłomiej Kik
Michał Husiak
Damian Nenow

Film Editing
Damian Nenow

Voice Artists
Max Baldry, *Paperboy*
Ben Bishop, *Doctor/ Shopkeeper*
Annika Boecker, *Nurse*
Julia Boecker, *Girl*
Tim Everett, *Francis*
Melanie O'Connell, *Elizabeth*
Jack Reeves, *Boy*

Original Music Score
Adam Skorupa
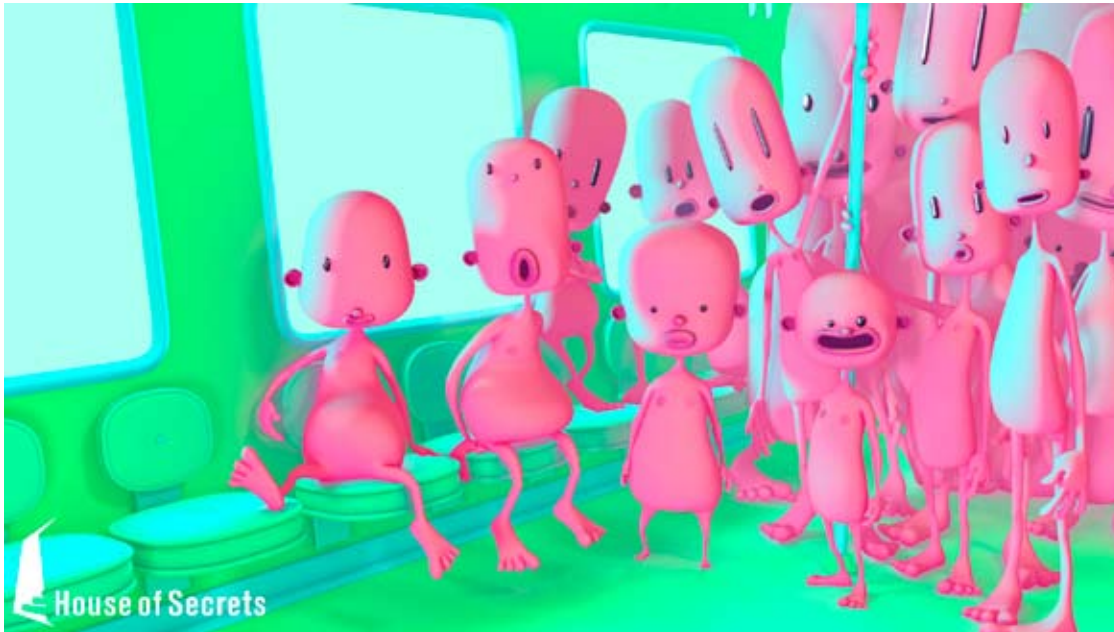Paweł Błaszczak

Supervising Sound Editors
Kuba Pietrzak
Wojciech Mularczyk

Table of Contents

Klik!

CONTACT
Bobby de Groot
House of Secrets
bobby@houseofsecrets.nl
www.houseofsecrets.nl
Netherlands | 1'13"

An unsuspecting bystander is grabbed and whisked into the Klik tram, where he meets a lovely fate.

Co-Creators & Co-Directors
Bobby de Groot
Sven Neve
Arjan van Meerten

Producer
Bobby de Groot

Additional 3D Artist
Percy Tienhooven

Additional TD
Jean-Paul Tossings

Music & Sound Design
Lea Jurida (FC Walvisch)

Animators
Nanda van Dijk
Kasper Ophof
Frian Lit
Ruud Renting
Loes Vrielink
Gurkan Yilmaz
   (Nmtrix Animation Studios)
Cihan Gultas
   (Nmtrix Animation Studios)

Camera
Mladen Vekic (Team Facilities)

Camera Assistant
Boudewijn Rolff
   (Team Facilities)

Boom Operator
Menno Vermeulen
   (Team Facilities)

Actor
Sander Kamermans

Table of Contents

The Last Airbender

CONTACT
Greg Grusby
Industrial Light & Magic
ggrusby@ilm.com
www.ILM.com
USA

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Le Ruban

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 3'50"

JURY SELECTION

China in the early sixties: an angry mob is persecuting a rich landowner. Mei, a young woman in the crowd, suddenly recognizes the victim whom she secretly loves. Frightened of revealing her feelings, Mei doesn't know what to do at first.

Directors
Thomas Charra
Michaël Crouzat
Kherveen Dabylall
Denis Do
Gabriel Jolly-Monge

Producer
Marie France Zumofen, Les Gobelins

Distributor
Annabel Sebag, Premium Films

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Left 4 Dead 2: Intro

CONTACT
Lars Jensvold
Valve
lars@valvesoftware.com
www.l4d.com/home.html
USA | 2'58"

Set in the zombie apocalypse, "Left 4 Dead 2" is the highly anticipated sequel to the award-winning "Left 4 Dead." This co-operative action horror FPS takes you and your friends through the cities, swamps, and cemeteries of the Deep South, from Savannah to New Orleans.

Director
Valve

Producer
Valve

Creator
Valve

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The Light of Life

CONTACT
Daihei Shibata
daihei.s@gmail.com
www.daiheishibata.jp
Japan | 4'35"

This film uses soft light as a metaphor to express the beauty, strength, and delicateness of life.

Director
Producer
Daihei Shibata

Piano
Naomi Yaguchi

Music
Debussy, *Clair de Lune*

The Lighthouse Keeper

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 3'15"

A lighthouse keeper is suddenly aroused from his sleep by a strange bug — a truly unusual night will ensue.

Directors
David François
Rony Hotin
Jérémie Moreau
Baptiste Rogron
Gaëlle Thierry
Maïlys Vallade

Producer
Marie France Zumofen, Les Gobelins

Distributor
Annabel Sebag, Premium Films

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Loom

CONTACT
Ilija Brunck
Polynoid
contact@polynoid.org
www.polynoid.org, www.filmakademie.de
Germany | 5'20"

The story of a moth being drowned in one of nature's complex cycles. "Loom" was our last project at Filmakademie and the production time, including story development and preproduction, was one year.

Directors
Jan Bitzer
Ilija Brunck
Csaba Letay

Technical Director
Fabian "Pit" Pross

Producer
Regina Welker

Sound Design
Joel Corelitz, Waveplant

Character Design
Felix Mertikat

Concept Art
Jin-Ho Jeon

Modeling
Roman Kälin
Tom Weber
Christian Hertwig
Silke Finger

Animation
Jacob Frey
Leszek Plichta
Georg Schneider
Anja Wacker

Fluid Simulations
Andreas Gebhardt

Compositing
Falko Paeper

Flame
Sarah Eim

Sound Mixing
David Axelbaum,
   Airstream Audio

Produced at
Institute of Animation Visual
   Effects and Digital
   Postproduction
Filmakademie Baden
   Württemberg
Prof. Thomas Hägele

Study Coordinators
Sabine Hirtes
Constanze Bühner

Story/Film Advisors
David Mass
Prof. Andreas Hykade

Project Coordinator
Marc Lutz

System Admins
John Holth
Viet Nguyen
Sebastian Ellebracht

Digital Postproduction
Joachim Genannt
Michael Schott
Andrea Hofmann

Renderfarm
Holger Schönberger

The Lost Thing

CONTACT
Sophie Byrne
Passion Pictures Australia
sophie@passion-pictures.com.au
www.thelostthing.com
Australia | 15'00"

JURY SELECTION

A boy finds a strange creature on a beach, and decides to find a home for it in a world where everyone believes there are far more important things to pay attention to.

Creator
Shaun Tan

Directors
Andrew Ruhemann
Shaun Tan

Producer
Sophie Byrne

Production Company
Passion Pictures
Australia

Narration
Tim Minchin

Animation
Leo Baker

Lead 2D/CG Artist & CG Supervisor
Tom Bryant

Composer
Michael Yezerski

Sound Designer
John Kassab

Storyboarding
Shaun Tan

Pre-Visualization
Leo Baker

Production Design & Art Direction
Shaun Tan

Modeling, Texture & Lighting Lead
Tom Bryant

Rigging
Leo Baker

Secondary Rigging
Phil Jennings
Halo Pictures

Lighting & Compositing
Tom Bryant
Steve Evans
Leo Baker

Supervising Sound Editor
John Kassab

Foley Artist/ Sound Editor
Adrian Medhurst

Foley Engineer/ Sound Editor
Daniel Varricchio

Sound Effects Recordist
Bart Bee

Script/Storyboard Editor
Polly Watkins
Offline Editing
Leo Baker
Jamie Foord

Legal Advisor
Julia Adams Shiff & Company

Post Production Mix Facility
Music and Effects

Facility Liason
Cassie Barlee

Mixer
Doron Kipen

Narration Recordist
Brendan Croxon & Pepper Post (UK)

Guitarist
Damian de Boos-
  Smith

Post Production
Digital Pictures

Head of Post Production
Rachel Knowles

Post Production Producer
Carol Johnston

Colorist
Brett Manson

Online Editing & Mastering
Eugene Phillips
George Awburn

Early Development Passion Pictures UK
Bart Boirot
Antoine Moulineau
Chris Knott
Jamie Foord
Sharon Smith
Emma Phillips

Special Thanks
The Foundry
Rising Sun Research
Adobe Creative Suite
Kevan O Brian
Jill Bilcock
Geoff Clowe
Halo Pictures
Martin Wiseman
Gypsy Taylor
Nick Batzias
Richard Brennan
Mike Cowap
Sian Rees
Kim Strobl
Yolande Clerke

Distribution
Madman
Entertainment

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Maestro Moustache

CONTACT
Florian Girardot
florian.girardot@gmail.com
www.vimeo.com/9374149
France | 3'35"

Julien is bored and watching TV, when he discovers he has strange magic power…

Director
Florian Girardot

Co-Directors
Omar Meradi
Béranger Roussel

Producer
Arts et Technologies de l'Image, University Paris 8

Music
URK

Actor
Julien Fraichot

University
Arts et Technologies de l'Image, University Paris 8

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Magus Maximus

CONTACT
Anke Kletsch
Filmakademie Baden-Württemberg
Anke.Kletsch@filmakademie.de
www.filmakademie.de, www.animationsinstitut.de
Germany | 7'50"

Writer & Director
Emanuel Strixner

Producer
Stina McNicholas

Music
Özgür Akgül

***Deutsches Filmorchester
  Babelsberg***

Conductor
Jörg Iwer

Clarinet
Stefanie Faber

Sound Design
Christian Heck

Additional Modeling
Harry Fast
Dennis Nagy
Jens Hahn
Michael Stamm

Light Set-Up
Johannes Schiehsl

**Particle Simulation
& Tornado Effects**
Hendrik Panz

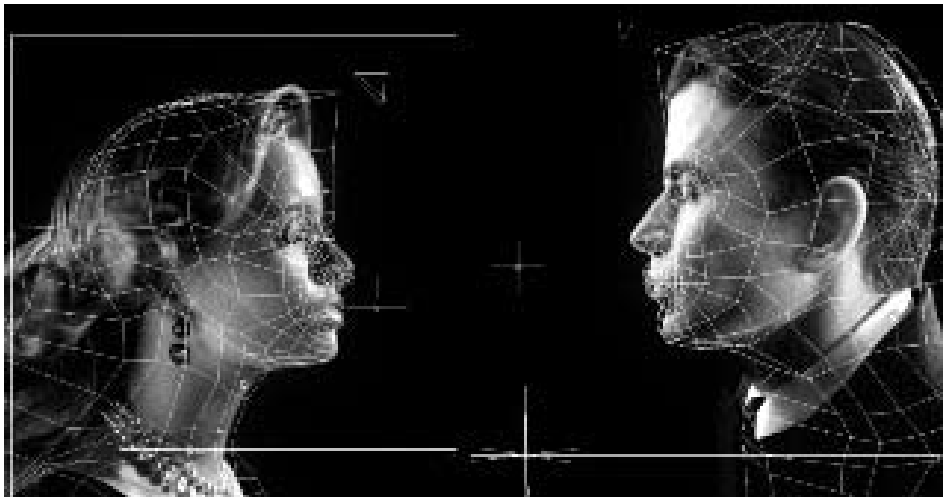The once-great Mage has lost his charm. The atrium is empty and the few spectators doze off in boredom. The Mage gives in to the pressure and resigns himself to the situation, until a moment of relaxation helps him recover his magic.

Making of Nuit Blanche

CONTACT
Marc-André Gray
Stellar Scene
marcandregray@gmail.com
www.marcandregray.com
Canada | 5'30"

JURY SELECTION

In this reel we explore the making of "Nuit Blanche," a short film that explores a fleeting moment between two strangers, revealing their brief connection in a hyper-real fantasy heavily dependent on visual effects.

Director
Arev Manoukian

Producers
Stephanie Swedlove
Arev Manoukian

VFX
Marc-André Gray

Music
Samuel Bisson

Cast
Michael Coughlan
Megan Lindley

Cinematographer
Arev Manoukian

Casting
Jeff Marshall

Assistant Director
Andrew Cividino

Production Designers
Arev Manoukian
Marc-André Gray

Art Director/Costumes
Dan Levy

Camera Operator
Jay Pavao

Camera Assistant
Max Armstrong

Gaffer
Alan Poon

Editor
Arev Manoukian

Compositor/Animator
Marc-André Gray

Effects Supervisors
Marc-André Gray
Arev Manoukian

Additional Compositing
Arev Manoukian

Matte Painter
Pat Lau

Colorist
Andre Chlebak

Table of Contents

Mass Effect 2

CONTACT
Amanda Powell
Blur Studio, Inc.
jennifer@blur.com
www.blur.com
USA | 3'10"

Image courtesy of Blur Studio, Inc.

Like many a brilliant mastermind, the Illusive Man sits quietly orchestrating the fate of the universe while soldiers fight the battle. This character-driven piece showcases the gritty combat skills of the game's assassins and savages as they fight against the galactic invasion of an alien race bent on destroying humanity.

Production Company
Blur Studio, Inc.

Director/CG Supervisor
Dave Wilson

Animation Supervisor
Shaun Escayg

Producer
Lindsey Zamplas

Creative Director
Tim Miller

Executive Producer
Al Shier

FX Supervisor
Brandon Riza

Lighting & Compositing Lead
Greg Kegel

Layout
David Nibbelin

Character Modeling Lead
Shaun Absher

Character Modeling
Shaun Absher
Alessandro Baldasseroni
Chris Grim
Sze Jones
Alex Litchinko
Jason Martin
Ian Joyner

Rigging
Steven Caron
Ben Durkin
Enoch Ihde
Michael Stieber
Brent Wiley

Animation
Thomas Cannell
Shaun Escayg
Jeremiah "Izzy" Izzard
Nick Maw-Naing
William "Rocky" Vanoost
Nick Whitmire
Brian Whitmire

Hair & Cloth Simulation
Becca Baldwin
Jon Jordan

Environment & Prop Modeling
Toni Bratincevic
Darren Butler
Zack Cork
Marek Denko
Greg Kegel
Olivier Verney-Kim
Peter Sanitra

Graphic Design
Colin James

Lighting & Compositing
Leandro Amaral
Toni Bratincevic
Darren Butler
Marek Denko
Kris Kaufman

Greg Kegel
Olivier Verney-Kim
Peter Sanitra

FX
John Kosnik
Johanes Kurnia
Kevin Kim
Jan Major
Torbjorn Olsson
Brian Prince
Brandon Riza
Brandon Young

Mocap Prep & Clean-Up
Ryan Girard
Anthony Romero

Layout TD
Brian McKee

Technical & QC Supervisors
Shaun Absher
Steven Caron
Zack Cork
Ben Durkin
Sze Jones
Bryan Hillestad

Storyboard Artist
Chuck Wojtkiewicz

Concept Design
John Park
Sean McNally
Bruno Werneck
Chuck Wojtkiewicz

Matte Painters
Jaime Jasso
John Wallin Liberto

Tools & Scripts
Karl "Krash" Goldshmidt
Eric Hulser
Jentzen Mooney
Tomas Pulmano

Programming & Systems Administration
Duane Powell
Jeremy Donahue
Paul Huang
Matt Newell
Abe Shelton

Mocap Talent
Steve Gibbons
Christopher Hicks
Derron Ross
Billy Bussey
Craig Dabbs

Meet Meline

CONTACT
Sebastien Laban
sebastienlaban@hotmail.com
www.meetmeline.com
France | 6'24"

"Meet Meline" tells the story of a little girl whose curiosity is sparked by a mysterious creature as she plays in her grandparents' barn.

Directors
Sebastien Laban
Virginie Goyons

Producer
Sebastien Laban

Sound Designer
Cedric Denooz

Composer
Guillaume Roussel

Image by Virginie Goyons and Sebastien Laban.

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Mem

CONTACT
Ilija Brunck
Polynoid
contact@polynoid.org
www.polynoid.org
Germany | 1'56"

"Mem" lets us watch while a meme is planted into an ovum.

Directors	Producers	Sound Designers
Jan Bitzer	Jan Bitzer	Fabian Pross
Ilija Brunck	Ilija Brunck	Jan Bitzer
Csaba Letay	Csaba Letay	Ilija Brunck
Fabian Pross	Fabian Pross	

Mercedes SLR 300 — Out of this World

CONTACT
Betsy de Fries
Little Fluffy Clouds LLC
betsy@littlefluffyclouds.com
www.littlefluffyclouds.com
USA | 30"

"Out of this World" © Little Fluffy Clouds LLC.

Original sizzling CGI spot made entirely by LFC lone gunslinger Jerry van de Beek. Modeled using only available photographs without the aid of any factory specs or cad cam versions. Utilizes specialized shaders, final gathering, complex layering and skillfully actualized extras to create a look as luxurious as the car itself.

Production
Little Fluffy Clouds

Directors
Jerry van de Beek
Betsy de Fries

Producer
Betsy de Fries

Modeling
Jerry van de Beek

Animation
Jerry van de Beek

Compositing
Jerry van de Beek

VFX
Jerry van de Beek

Music
Radiohead

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Milk Sad Princess

CONTACT
Adam Coffia
Psyop
adam@psyop.tv
www.psyop.tv
USA | 30"

This is a fairytale about the benefits of drinking milk. Every month a sad princess battles the effects of pre-menstrual tension, but is "saved" when a noble prince brings her a glass of milk, which helps ease the symptoms.

Client
California Milk Processor Board

Agency
Grupo Gallegos

Chief Creative Director
Favio Ucedo

Group Creative Director
Juan Oubiña

Associate Creative Directors
Saul Escobar
Curro Chozas

Copywriter
Edgar Hernandez

Agency Producer
Carlos Barciela

Account Director
Caro D'Antuono

Director
Psyop

Psyop Creative Directors
Marie Hyon
Marco Spier

Design Director
Haejin Cho

Executive Producer
Lucia Grillo

Producer
Michael Neithardt

Assistant Producer
Tarun Charaipotra

Lead 3D Artist
Christian Bach

3D Artists
Florian Witzel
Jacob Slutsky
Ted Kotsaftis
Jimmy Gass
Todd Akita
Jae Ham
David Barosin
Alvin Bae
Tony Jung
Dan Fine
Rie Ito
Jeff Lopez
Xuan Seifert
Jonah Friedman
Jason Vega
Genessa Chamberlain

3D Animators
Jason Goodman
Michael Shin
Alejandro Castro

After Effects
Jason Conradt
Ted Kotsaftis
Fred Kim

Designers
Gordon Waltho
Anh Vu
Pete Sickbert-Bennett
Jungeun Jaye Kim

Storyboard Artist
Ben Chan

Software Developer
Andreas Gebhardt

Music
Nylon Studios

Sound Mix
AZ Los Angeles

Sound Engineer
Gonzalo Ugartec

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Mobile

JURY SELECTION

A cow tips the balance of destiny...

Director
Script
Verena Fels

Student Producers
Franziska Specht
Regina Welker

Music
Stefan Hiss

Sound
Christian Heck

Animation
Wolfram Kampffmeyer
Johannes Schiehsl
Michael Schulz
Julia Ocker
Jan Lachauer
Niklolai Neumetzler
Bin Han TO
Jacob Frey
Jonas Jarvers
Conrad Tambour
Pia Auteried
Regina Welker
Thomas Grumt
Nikolaos Saradopoulos
Verena Fels

Lead Character TD
Jonas Jarvers

Character TDs
Pascal Flörks
Johannes Richter

**Mobile Rigging
& Pipeline TD**
Johannes Richter

Effects TD
Stefan Habel

**Lighting & Shading
Artist/Rendering TD**
Fabian Pit Pross

Compositing
Falko Paeper
Csaba Letay

Character Design
Max Lang
Verena Fels

Voices
Falko Paeper, *Dog*
Nina Göldner, *Cow*
Falk Schellenberger, *Mouse*
Jens Schmelzle, *Pig &
  Sheep*
Regina Welker, *Chicken*
Chistian Heck, *Chicken*

Texturing
Csaba Letay
Julia Ocker

Color Grading
Falko Paeper

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The Monk & The Monkey

JURY SELECTION

CONTACT
Francesco Giroldini
giro3d@hotmail.com
USA | 4'27"

© Francesco Giroldini, Brendan Carroll.

A young boy, Ragu, is sent by his Master on a quest in order to become a monk. This seemingly simple task reveals to be anything but simple, as Ragu discovers he is not alone.

Directors
Brendan Carroll
Francesco Giroldini

Producer
Ringling College of Art and Design

Visuals
Francesco Giroldini
Brendan Carroll
Shant Ergenian

Music
Erez Koskas

Table of Contents

Monstera Deliciosa

JURY SELECTION

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 1'20"

A lamplighter is fascinated by the appearance of a strange alluring woman in a greenhouse full of gigantic tropical plants.

Directors
Jérémy Macedo
Julien Perron
Ornélie Prioul
Rémi Salmon

Producer
Marie France Zumofen, Les Gobelins

Distributor
Annabel Sebag, Premium Films

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The Mouse that Soared

CONTACT
Kyle Bell
Soaring Animated Mouse
kyle@laika.com
www.TheMouseThatSoared.com
USA | 5'45"

A famous flying circus mouse reflects on his humble beginnings in this high-altitude adventure in aerodynamics.

Director
Kyle T. Bell

Producer
Dan Casey

Associate Producer
Steve Emerson

Co-Writer
Matthew Hayes

Production Designers
Fred Gardner
Rick Sevy
Eric Wachtman
Joe Beckley
Joe Gorski
David Trappe

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Muscular Union

CONTACT
Taiki Ito
Digital Hollywood Co., Ltd.
g.bobress1@gmail.com
Japan | 1'59"

Usually, humans cannot become motorcycles. So, expressed using 3D CG, five men will become a motorcycle, using their beautiful muscles. Please enjoy their funny union.

Director
Producer
Taiki Ito

Natural Plastic

CONTACT
Faiyaz Jafri
Plastic Peach Inc.
faiyaz@bam-b.com
bam-b.com
USA | 1'42"

A bald girl turns green, flowers grow on her face, and ladybugs land in between them. Ladybugs fly off, flowers retract, and the girl turns back to her original color. "Natural Plastic" is a metaphor for the delicate balance between man and nature.

Director
Editor
Animator
Soundtrack
3D Modeler
Faiyaz Jafri

Producer
Plastic Peach Inc.

Nokia Focus Group

CONTACT
Luke Colson
The Mill
info@the-mill.com
www.the-mill.com
United Kingdom | 2'26"

JURY SELECTION

© The Mill.

This viral video features a group of men being watched and filmed from behind a one-way mirror at an undisclosed location. Then something unprecedented happens as our protagonist begins to change into various animated objects before morphing into the Nokia N900 mobile computer.

Director
David Masters

Producer
Michael Richards

Agency
Jack Morton Worldwide

Creative
David Masters

Original Concept
Matt McConaghy

DOP
Adam Hall

Production Company
Jack Morton Worldwide

Editing Company
Bravo Post Production

Editor
Brian Dowd

Post Production
The Mill

VFX Producer
Luke Colson

After Effects
Henry Foreman

Shake/Nuke
Rod Norman

Final Cut Editor
James Mortner

3D Supervisor
Francois Roisin
Fabrice Le Nezet
Jules Janaud

3D
François Roisin
Fabrice Le Nezet
Jules Janaud

Sound Production
Fitzrovia Post Production

Table of Contents

Nuit Blanche

CONTACT
Marc-André Gray
Stellar Scene
marcandregray@gmail.com
marcandregray.com
Canada | 4'47"

"Nuit Blanche" explores a fleeting moment between two strangers, revealing their brief connection in a hyper-real fantasy.

Director
Arev Manoukian

Producers
Stephanie Swedlove
Arev Manoukian

VFX
Marc-André Gray

Music
Samuel Bisson

Cast
Michael Coughlan
Megan Lindley

Cinematographer
Arev Manoukian

Casting
Jeff Marshall

Assistant Director
Andrew Cividino

Production Designers
Arev Manoukian
Marc-André Gray

Art Director/Costumes
Dan Levy

Camera Operator
Jay Pavao

Camera Assistant
Max Armstrong

Gaffer
Alan Poon

Editor
Arev Manoukian

Compositor/Animator
Marc-André Gray

Effects Supervisors
Marc-André Gray
Arev Manoukian

Additional Compositing
Arev Manoukian

Matte Painter
Pat Lau

Colorist
Andre Chlebak

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Ovulation

JURY SELECTION

The purpose of "Ovulation" is to educate a general audience about the first stage in the process from conception to birth. The animation depicts the complex physiological process of ovulation in a manner that is clear and compelling to the general public.

Director
Thomas Brown

Writer
Mary Beth Clough

Music
Daniel Brown

Producers
Ron Collins
Keith Pavlik

Animators
Thomas Brown
Stephen Boyd
Hoc Kho
Nobles Green
Erin Frederikson

Narration
Sara Weaver

Table of Contents

Pandore

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 2'26"

On the heights of the mythic Mount Olympus, a young girl unleashes a dangerous monster from a mysterious box. Will he scare the little devil that sets him free?

Directors
Marion Stinghe
Meryl Franck
Benoît Guillamot
Nicolas Caffarel
Elen Le Tannou

Producer
Marie France Zumofen, Les Gobelins

Distributor
Annabel Sebag, Premium Films

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Pissenlit

CONTACT
Tsutomu Miyajima
WOW
tsutto77@gmail.com
Japan | 2'10"

JURY SELECTION

In "Pissenlit," the materials repeatedly self-duplicate, reintegrate, and rearrange. These replications, stemming from the original, undergo continuous transformation as units that branch out into infinite variations. With "Pissenlit" we tried to show the regularity existing in these seemingly irregular fluctuations, which in time form a fractural "ring."

Director
Tsutomu Miyajima

Co-Director
Kouhei Nakama

Music/Sound Design
Jemapur

Music Direction
Bruce Ikeda (W+K Tokyo Lab)

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Poppy

CONTACT
James Cunningham
Delf Productions
contact@poppyfilm.com
www.poppyfilm.com
New Zealand | 10'50"

"Poppy" is set on France's western front in World War One. Two New Zealand soldiers are trapped behind enemy lines. They find a baby in a muddy ditch, under its dead parents. One of the men wants to save it — the other does not. Based on true events, "Poppy" was written by the great-grandson of one of these soldiers.

Writer
David Coyle

Director
James Cunningham

Producer
Paul Swadel

Cast
Matthew Sunderland, Paddy
Paul Glover, Jack
Camille Keenan, Nun
Marek Sumich, German

Story
David Coyle
Costa Botes

Script Editing
Kathryn Burnett

CG Supervisor - Lead
James Cunningham

Technical Director
Leslie Chan

CG Artists
Stephen Fleet
Sonya Hsu-Ya Chang

Additional Animators
Kevin Simons
Joseph Poole

Motion Capture
Weta Digital Ltd

Motion Capture Supervisor
Dejan Momcilovic

Motion Capture Production Manager
Lisa Wildermoth

Motion Capture Coordinator
John Aberdein

Bidding Producer
Gayle Munro

Motion Capture Pipeline Supervisor
Phil Bolt

Motion Capture Stage Manager
Jake Botting

Motion Capture Stage Assistant
Tim Haigh

Motion Capture TDs
John Curtis
James Van Der Reyden

Senior Motion Editor
Bassim Haddad

Motion Editor
Sigtor Kildal

Sound Recordist
Ray Beentjes

Camera Operators
Roger Shortt
Nick Wilson
Roger Grant

Clapper
David Coyle

Composer & Sound Designer
Dave Whitehead

Sound Effects & Foley Editors
Stefanie Ng
Rowan Wilson

Post Production
Digipost Ltd

IT Manager
Matt Cunningham

Colorist
Pete Williams

Park Road Post Production Ltd

Sound Facility Manager
John Neil

Re-Recording Mixer
Gilbert Lake

Laboratory Operations Manager
Brian Scadden

Lab Production Coordinator
Martin Edwards

Film Recording
Weta FX Ltd

Digital Imaging Manager
Pete Williams

Film Recording Supervisor
Nick Booth

Thanks to
Dave Demmocks & Joe Millward at Autodesk, Catherine Wheedon, DVT, Catherine Fournier, Freelance Animation School, Richard Taylor, Adam Finkelstein, Executive Producers Conbrio Shorts Ltd, Roger Grant, Christina Milligan, Rawiri Paratene in association with the Short Film Fund of the New Zealand Film Commission.

Prince of Persia: The Forgotten Sands

CONTACT
Szilvia Aszmann
Digic Pictures
contact@digicpictures.com
www.digicpictures.com
Hungary

The young Prince of Persia, eager to defend his brother's kingdom, learns that he holds the key to defeating the relentless enemies of legend. Outnumbered and desperate, it soon becomes clear that he will have to use more than just weapons to fend off Persia's legions of enemies.

Digic Pictures

Producer
Alex Sandor Rabb

Director
Istvan Zorkoczy

CG Supervisor
Robert Kovacs

Art Director
Peter Fendrik

Lead Coordinator
Gyorgy Horvath

Production Manager
Szilvia Aszmann

Lead Modeler
Tamas Varga

Model & Texture Artists
Gabor Kis-Juhasz
Lajos Nagy
Boglarka Piroth
Karoly Porkolab
Tamas Tothfalussy
Daniel Ulrich

Lead Environment Artist
Kornel Ravadits

Matte Painter
Peter Bujdoso

Lead Character TDs
Andras Tarsoly
Lead Animator
Istvan Zorkoczy

Animators
Gabor Kiss
Csaba Mali

Lead Technical Director
Szabolcs Horvatth

Technical Directors
Jozsef Bosnyak
Attila Chovanecz
Zoltan Hollosy
Ervin Kaszap
Peter B. Kovacs
Csaba Mate
Gabor Reikort
Ivan Sarosacz
Peter Sved
Imre Tuske

Compositing
Balazs Horvath

Development
Gabor Medinacz
Gabor Tanay
Robert Tihanyi

Systems Administrator
Gabor Kali

Office
Gabriella Banfalvi
Andrew Gaspar
Tamas Ory
Istvan Zsoter
Marton Fuzes

Motion Capture Engineers
Istvan Gindele
Csaba Kovari
Gyorgy Toth

Motion Capture Artists
Gabor Szeman
Gyula Toth
Adam Vida

Storyboard Artist
David Cserkuti

Additional Matte Painting
Evan Shipard

Ubisoft

Ubisoft Montréal CEO
Yannis Mallat

Executive Producer
Sebastien Puel

Producer
Graeme Jennings

Creative Director
Jean-Christophe Guyot

Art Director
Mickael Labat

Scriptwriter
Ceri Young

Art Technical Director
Philippe Trarieux

Associate Producer
Martin Schelling

Lead Audio Designer
Aldo Sampaio

Music Composition
Steve Jablonsky

Voice
Yuri Lowenthal

Table of Contents

Puppet Show

CONTACT
Rong Luo
Institute of Digital Media Technology (Shanghai) Limited
luoxinrong@idmt.com.cn
www.idmt.cn
China | 3'36"

This is a story about three Peking opera puppets fighting each other. One day, Puppet Lau has just finished his performance and he is brought back to the properties room by the opera staff. After the staff leave, Puppet Lau starts to make trouble.

Director
Ying Cui

Co-Director
Institute of Digital Media
Technology (Shanghai) Limited

Producer
Institute of Digital Media
Technology (Shanghai) Limited

Contributors
Ying Cui
Qi Lei
Yiran Qian
Ying Jiang

The Sandpit

CONTACT
Sam O'Hare
OOVFX
sam@oovfx.com
www.pixelpollen.com
USA | 5'32"

JURY SELECTION

A day in the life of New York City, in miniature. Shot as 7,200 stills in Manhattan and Brooklyn with a "tilt-shift" style achieved in post, this film watches the pulses and rhythms of the city and its inhabitants from a different perspective. Serendipitous moments of the collective everyday experience form a visual mosaic of urban life.

Directed/Shot/Cut/Post
Sam O'Hare

Music
Human
Alex Wong
Rosi Golan

Producers
Sara Eolin
Mary Joy Lu

Table of Contents

The Secret In Their Eyes – Huracán VFX Extended Shot

CONTACT
Marcelo G. García
mgarciavfx@gmail.com
Argentina

Rodrigo S. Tomasso
rodrigotomassovfx@gmail.com

100Bares Producciones
info@100bares.com

JURY SELECTION

A federal justice agent, Benjamín Espósito, becomes spellbound by and subsequently entangled in the investigation of the brutal rape and murder of a young woman in a Buenos Aires neighborhood. Espósito vows to find the killer and bring him to justice.

The "Huracán" sequence was a VFX extended one-shot of five and a half minutes with eight different camera cuts and massive crowd simulations at the same time. It was the first VFX shot of its kind in Argentinean cinematographic history.

Director
Juan José Campanella

Producers
Juan José Campanella
Eduardo Herrero
Vanessa Ragone

Visual Effects Design & Supervision
Rodrigo S. Tomasso

Visual Effects Production & Coordination
Marcelo G. García

Image courtesy of 100Bares Producciones.

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Suiren

CONTACT
Tomoya Kimpara
wow.inc
tomoya.kimpara@gmail.com
www.vimeo.com/user2207021
Japan | 2'28"

The ocean is a symbol of life, where seeds are born with purpose to their lives.
Even though it is a machine.....
The seeds devote themselves to creating beautiful creatures.

Director
Producer
Tomoya Kimpara

Music
Tomohiro Nagasaki

Sushi Express

CONTACT
Marianne Monzac
ArtFx
m.monzac@artfx.fr
www.artfx.fr
France | 5'00"

JURY SELECTION

In 1930, in the middle of the night, the godfather of the Italian mafia comes to lodge a complaint.

Director
Rémi Larroque

Co-Director
Vincent Cubells

Producer
ArtFx

CG Artists
Foucout Jérôme
Florian Velasco
Guillaume Provot
François Masle
Rémi Larroque
Vincent Cubells

Animation
Benjamin Quinet

Sound
Aurélien Marini
Gabriel Marini

Actors
José Carlos
Eric Letourneur

Table of Contents

Sweet 16

CONTACT

Philippe Rouger
boolab
philippe@boolab.tv
www.boolab.tv
Spain/USA | 1'23"

Bryan Wilson
The Ebeling Group
bryan@theebelinggroup.com
theebelinggroup.com

JURY SELECTION

"Sweet 16" uses metaphor to evoke the essence of the Slamdance Film Festival's birthday. The metaphor is expressed in the transition from childhood to adolescence of a girl who dances herself into a trance, from which she emerges entirely transformed, revealing her true potential.

Director
Art Direction
Script
Nico Casavecchia

Producer
Lucas Elliot (boolab)
Dex Deboree (TEG)

Director of Photography
Eloi Sanchez-Moli

Assistant Director
Lucas Adamson

Shooting Production
Lucia Grau
Diana Hidalgo

Assistant Producer
Maria Soler

Prop Master/ Stop Motion Animation
Lula Gómez

3D
Oriol Mayolas
Alejandro Guido
Carolina Villarraga
Berta Chueca

Compositing
Nico Casavecchia
Frankie de Leonardis

Rotoscopy
Sebastián Infante
Maga Kwasniewska
Maryana Maslova

Editing
Natalia Martín

Technical Supervision
Joan Janer

Actresses
Carlota Urdiale, *teen*
Jessica Alonso, *adult*

Dance Monitor
Iris Heitzinger

Talent Agency
Laura Costa

Music
Alex Candela
Geronimo Balado

Sound Design
Flow Audio

Table of Contents

Tanqueray 3 Glasses

CONTACT
Jodie Schell
Motion Theory
jodie@motiontheory.com
www.motiontheory.com
USA | 30"

To launch Tanqueray's "Resist Simple" campaign, Motion Theory partnered with W+K Amsterdam to create complex, multi-layered visual journeys that mirror the gin-making process and the drinking experience it provides.

Agency
Wieden Kennedy
   Amsterdam

**Executive
Creative Directors**
Jeff Kling
John Norman

Copywriters
Hector Muelas
Brandon Davis

Art Directors
Mark Sloan
Sezay Altinok

Producer
Kimia Farshizad

Account Team
AD: Abi Findlay
AM: Lisa Cadwallader

Planner
Jenny Howard

Creative Directors
John Norman
Jeff Kling

**Agency Executive
Producer**
Corey Bartha

Production Company
Motion Theory

Directors
Mathew Cullen
Jesus de Francisco

**Director of
Photography**
Paul Cameron

Executive Producer
Javier Jimenez

Line Producer
Scott Gemmell

VFX Company
Motion Theory

Creative Director
Mathew Cullen

Art Director
Jesus de Francisco

VFX Producer
Patrick Nugent

CG Supervisor
Charles Paek

Design Lead
Angela Zhu

Designers
Casey McIntyre
Leanne Dare
John Fan
June Kim
Paul Kim
Stephen Lee
My Tran
Wilson Wu

Technical Director
John Tumlin

3D Artists
John Tumlin
Mauro Contaldi
Errol Lanier
Bryan Repka

Realflow Artist
Jennifer Hachigian

Comp Lead
Andrew Ashton
Stuart Cripps

Compositors
Casey McIntyre
Matt Motal
Danny Yoon
Danny Koenig
Matt Lavoy
Carlos Morales
Duy Nguyen
Chris Riehl
Michael Tello
Wilson Wu

Rotoscope Artists
Megan Gaffney
Rob Liscombe
Eva Snyder
Sam Winkler

Matte Painter
Ram Bhat

2nd Unit Tabletop DP
Zen Sekizawa

Illustrator
James Jean

Storyboard Artist
Yori Mochizuki

**Scheduling
Coordinator**
Tina Van Delden

Editorial Company
String

Editor
Doron Dor

Assistant Editor
Jeff Aquino

Editorial Coordinator
Peter Nelson

**Post Production
Coordinator**
Paul Pianezza

Colorist
Siggy Ferstl
(Company 3)

**Music/Sound
Company**
Lime Studios

Composer
The Black Lips

Team Fortress 2: Meet the Spy

CONTACT
Lars Jensvold
Valve
lars@valvesoftware.com
www.teamfortress.com/movies.htm
USA | 3'20"

He is a puzzle, wrapped in an enigma, shrouded in riddles, lovingly sprinkled with intrigue, express mailed to Mystery, Alaska, and LOOK OUT BEHIND YOU! But it is too late. You're dead. For he is the Spy — globetrotting rogue, lady killer (metaphorically), and mankiller (for real).

Director
Valve

Producer
Valve

Creator
Valve

Tele-Vision

CONTACT
Jody Ghani
The Animation Workshop
owfestival@animwork.dk
Denmark | 3'00"

Hanging out all day in front of television can affect you, as well as people who are close to you. Think about it...

Directors
Matthieu Jorrot
David Tousek

Producer
Tim Leborgne

Script
Matthieu Jorrot

Art Direction
David Tousek

Storyboard
Inma Carpe

Layout
David Tousek

Graphics
Ema Medkova
Daniela Toulova
Andrzej Cieslar

Animation
David Tousek

Compositing
David Tousek

Music
Alain Mouysset

Sound
Face B

Editing
Filip Malasek

Character Design
Leo Ito

Character Modeling
David Tousek
Neus Gordillo

3D Modeling
Michal Kotek
David Vacek
David Foss

Lighting and Rendering
David Tousek

FX
Andreas Andersson

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Topi

JURY SELECTION

CONTACT
Arjun Rihan
University of Southern California
arjunrihan@gmail.com
www.arjunrihan.com/topi
USA | 5'40"

Amidst the turbulent partition of India circa 1947, a young Hindu boy has a chance encounter with a stranger.

Writer
Director
Producer
Animator
Arjun Rihan

Sound Design
Sarah Zerina Usmen

Original Music
Ludwig Goransson

Script Translated
Sunil Rihan

Assistant Casting Director
Mala Rihan

Sound Mix
Paul Andre Fonarev
David Lankton

Additional Modeling
Thomas Huang
Jake Albers

Systems Support
Brad Kean

Voice-Over Recordist
Bethany Sparks

Executive Consultant/
Additional Storyboards
Joanna Griebel

Faculty Advisors
Christine Panushka
Kathy Smith
Sheila M. Sofian
Eric Hanson
Richard Weinberg

Cast

Voice
Gurshish Dhupar, *Bir*
Naila Azad, *Mother*
Subash Kundanmal, *Old Man*
Crowd:
Anuj Nijhawan
Anvay Bendre
Sharif Ahmed
Manjit Singh Dhupar

Movement
Crowd:
John Helton
Nahomi Maki
Kevin Ryan
Lester Reynolds
John Michael Herndon

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Un Tour de Manège

CONTACT
Annabel Sebag
Premium Films Distribution
animation@premium-films.com
France | 3'32"

A magic merry-go-round takes a little girl on the ocean voyage of a lifetime.

Directors
Nicolas Athane
Brice Chevillard
Alexis Liddell
Françoise Losito
Mai Nguyen

Producer
Marie France Zumofen, Les Gobelins

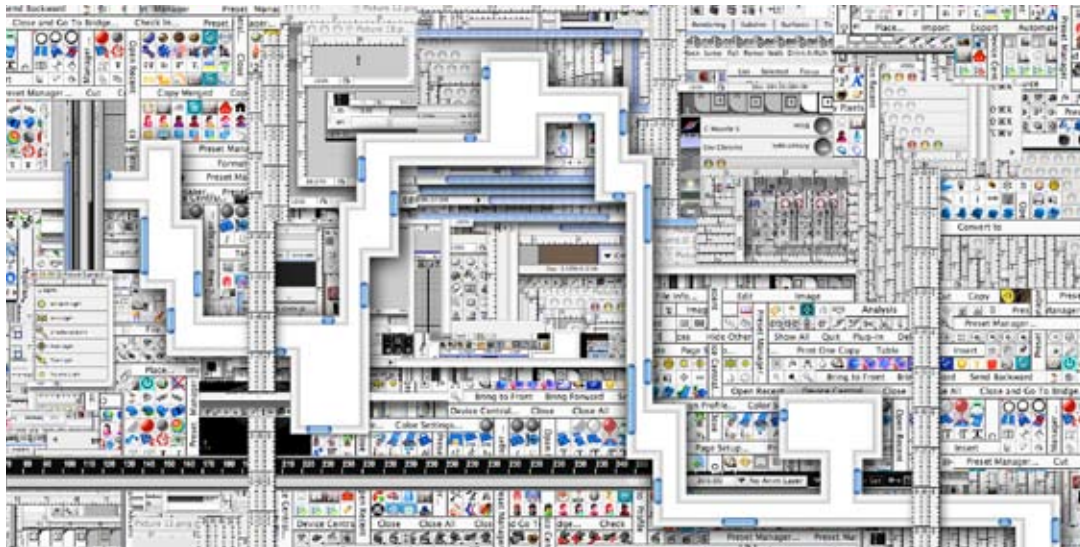**Distributor**
Annabel Sebag, Premium Films

Upgrades

CONTACT
Anya Belkina
Emerson College
anya_belkina@emerson.edu
www.anyabelkina.com/
USA | 1'21"

JURY SELECTION

Set to Rimsky-Korsakov's "Flight of the Bumble Bee," "Upgrades" is a breakneck-paced animated parody chronicling major upgrades in computer graphics software.

Director
Producer
Anya Belkina

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UPS Gladiator

CONTACT
Adam Coffia
Psyop
adam@psyop.tv
www.psyop.tv
USA | 30"

This is an action/adventure take on presenting important documents in a dangerous boardroom. Here the boardroom is represented like a roman gladiator competition. You can triumph over your obstacles only with UPS by your side.

Client
The UPS Store

Agency
Doner

EVP Account Management Director
Greg Gerfen

VP Account Director
Julie MacDonald

Executive VP, Director of Integrated Production
Sheldon Cohn

EVP/Chief Creative Officer
Rob Strasberg

Creative Director
Karen Cathel

VP, Creative Director
Jimmy Kollin

Art Director
Andrew Wright

Producer
Laurie Irwin

Production Company
Psyop, New York

Director
Psyop

Psyop Creative Director
Eben Mears

Executive Producer
Lucia Grillo

Producer
Lydia Holness

Associate Producer
Kay Chen

Designers
Ben Chan
Arisu Kashiwagi
Jungeun Jaye Kim
Kitty Lin
Helen Choi

Lead Technical Director
Tony Barbieri

Technical Director
Andreas Berner

Lead CG Animators
Jordan Blit
Pat Porter

CG Animation
Kitty Lin
Russ Wootton
Gooshun Wang
George Smaragdis
Consuelo Macri

CG Modeling
Lee Wolland
Soo Hee Han

CG Lighting
Anthony Patti
Helen Choi
Russ Wootton
Shu-Chen Lin
Genessa Chamberlain

Flash Animation
Jared Deal

Technical Consultant
Thomas Goddard

FX
Miguel Salek

Lead Compositor
Molly Schwartz

Compositors
Manu Gaulot
Chris Gereg
Danny Kamhaji

Flame
Nick Tanner
Jeen Lee
Dan Boujoulian

Live Action Company
Tool of North America

Live Action Director
Tom Routson

Live Action Executive Producers
Jennifer Siegel
Brian Latt

Editorial
The Underground

Editors (Psyop)
Cass Vanini
Graham Brennan

Color Correct
Postique

Producer
Mike Digel

Colorist
John Cathel

Music Company
Elias Arts

Executive Producer
Dave Gold

Composer
Nate Morgan

Sound Design Company
Elias Arts

Sound Designer
Dean Hovey

Sound Mix Company
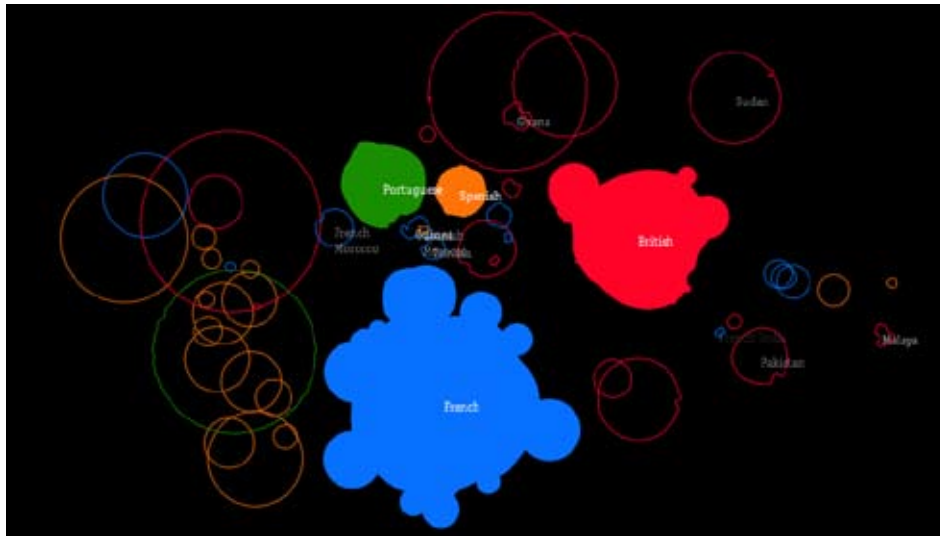Sound Lounge

Visualizing Empires Decline

CONTACT
Pedro Cruz
Centre for Informatics and Systems of the University of Coimbra
pmcruz@student.dei.uc.pt
mondeguinho.com/master
Portugal | 3'41"

JURY SELECTION

This information visualization project narrates the decline of the top four maritime empires in the 19th and 20th centuries. A physics engine is used to build a visual mood that conveys the tone of the empires' decline.

Director
Producer
Pedro Miguel Cruz

Supervisor
Penousal Machado

Music
Chop Wood

Table of Contents

Ways to Skin a Hairless Cat:
Building a Creepy Kitty Villain at Tippett Studio

CONTACT
Lori Petrini
Tippett Studio
lpetrini@tippett.com
www.tippett.com
USA | 2'26"

Tippett Studio shows its innovative approach to achieving the wrinkles, skin, and fur on a computer-generated version of a "hairless" sphynx cat, including advanced skin shading, enhancements to its in-house fur system, and clever use of pose-driven tangent-space vector displacement.

Director
Aharon Bourland

Animation Supervisor
Will Groebe

Producer
Lori Petrini

CG Supervisor
Charles Rose

Technical Art Director
Aharon Bourland

Character CG Supervisor
Stephen Unterfranz

VFX Supervisor
Blair Clark

Lead Character Rigger
Morgan Loomis

VFX Supervisor
Scott Liedtka

Compositing Supervisor
Colin Epstein

VFX Producer
Fiona Chilton

Lighting Supervisor
Steve Reding

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Weetabix — Steeplechase

CONTACT
Gemma Smith
The Mill
info@the-mill.com
www.the-mill.com
United Kingdom | 1'30"

© The Mill.

Horses and riders line up for a race, but as they reach the fence a horse and jockey fall. Jumping up, the jockey turns to his steed who remarkably tells him to run! So he does, passing the competition, cheered to victory. The spot closes with, "Someone's had their Weetabix."

Agency
WCRS

Creatives
Larry Seftel
Dave Day

Agency Producer
Sally Lipsius

Production Company
Rattling Stick

Producer
Sally Humphries

Director
Ringan Ledwidge

DP
Jess Hall

Editing Company
Work Post

Editor
Richard Orrick

Post Production
The Mill

VFX Producer
Gemma Smith

Colorist
Mick Vincent

Lead 3D
James Sindle

**Lead 2D/
Shoot Supervisor**
Barnsley
Flame Assist
Adam Lambert
Zoe Cassey

3D
Teemu Eramaa
Ivor Griffin

Table of Contents

White Drawing

CONTACT
Kurt Adams
WITT
paperkurt@gmail.com
www.paperkurt.com
New Zealand | 5'33"

"White Drawing" depicts a landscape laden with smudged skies, scribbled weeds, and dirty horizons; unnaturally absent of figure yet burdened with the everyday furniture of excess choice and apathy.

Director
Animator
Producer
Kurt Adams

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The Wonder Hospital

CONTACT
Beomsik Shimbe Shim
California Institute of the Arts
shim@shimbe.com
www.shimbe.com
USA | 11'26"

Student Projects

BEST STUDENT PROJECT PRIZE

JURY SELECTION

A girl enters a mysterious hospital that alters her way of seeing beauty. She is given a choice between two images of her face, "Before" and "After." As she continues on this illusionary journey, she realizes that beauty is something very different from what she expected.

Director
Producer
Beomsik Shimbe Shim

Rigging
Jaewan Park
Si-hyung Kim

Animation Assistant
Byung-ho Kang

Music
Joona Kim
Dominic Bisignano

Sound
Danielle Ash

Table of Contents

Live Real-Time Demos

Agenda Circling Forth

CONTACT
Matt Swoboda
Fairlight
mattswoboda@yahoo.co.uk
directtovideo.wordpress.com
United Kingdom

A unique real-time demo that takes its inspiration from the impressionist painters but with an innovative modern twist: it builds animated 3D scenes entirely from particles. Every pixel truly is alive in this piece.

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GlyphSea

CONTACT
Amit Chourasia
San Diego Supercomputer Center
amit@sdsc.edu
visservices.sdsc.edu/projects/scec/vectorviz/
USA

Real-time demonstration of novel glyph-based visualization techniques. One of the scenarios shows the "Big One" earthquake simulation highlighting effects on the Los Angeles region.
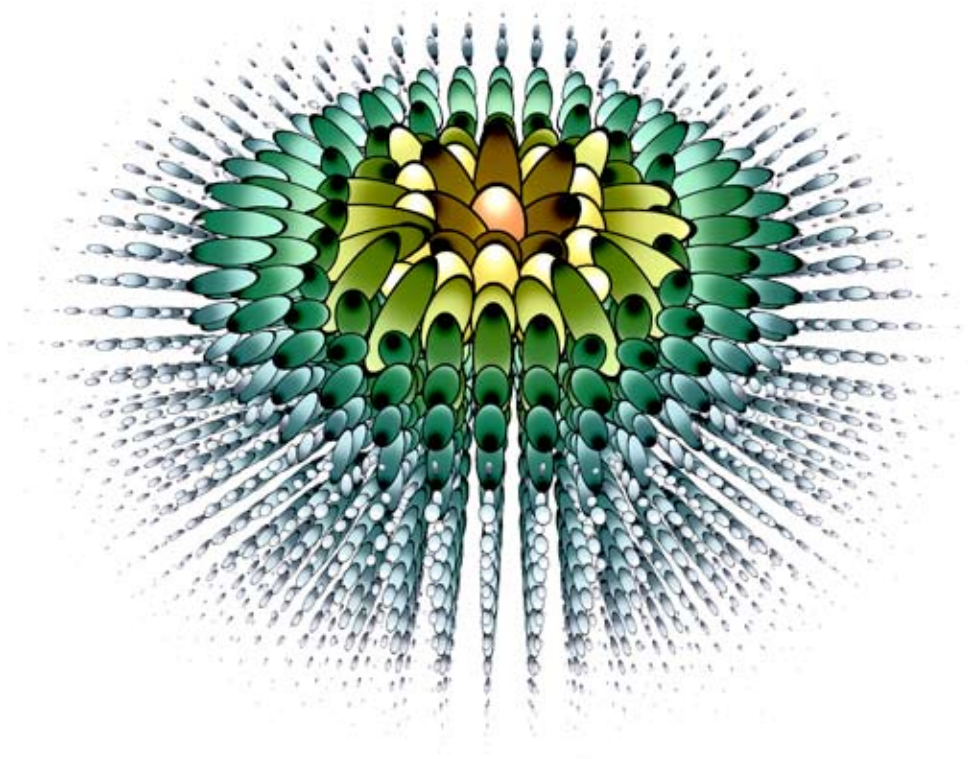

Image: Amit Chourasia and Emmett Mcquinn, SDSC/UCSD.
Data: Geofrey Ely, USC and Emmett Mcquinn, SDSC/UCSD.

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God of War III

CONTACT
Kevin Brown
Sony Computer Entertainment of America
Kevin_Brown@playstation.sony.com
USA

God of War III is the latest entry in the successful God of War series and the first on Playstation 3. It combines epic set pieces with exquisite fine detail, and its visuals display both technical and creative virtuosity.

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Making Love

CONTACT
Eskil Steenberg
Quel Solaar
eskil@obsession.se
www.quelsolaar.com
Sweden

This demo is an exploration of the world of the procedural one-man indie "MMO LOVE". The demo also showcases the tools used to create assets, like sketch-based modeling, 100% automatic UV mapping, shader and asset management tools, and the layer-based procedural texturing tool.

www.quelsolaar.com

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Proland

CONTACT
Eric Bruneton
INRIA
Eric.Bruneton@inria.fr
www-evasion.imag.fr/Membres/Eric.Bruneton/
France

A real-time, realistic virtual Earth model and browser with physically based rendering and animation of terrain, ocean, atmosphere, and clouds and seamless transitions from ground to space views.

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Real-Time Particle-Based Liquid Simulation on the GPU

CONTACT
Simon Green
NVIDIA
sgreen@nvidia.com
www.nvidia.com
United Kingdom

A state-of-the-art particle-based fluid simulation running entirely on the GPU and displayed using a novel screen-space surface-rendering technique that includes caustics. The demo simulates and renders 128,000 particles at more than 60 frames per second.

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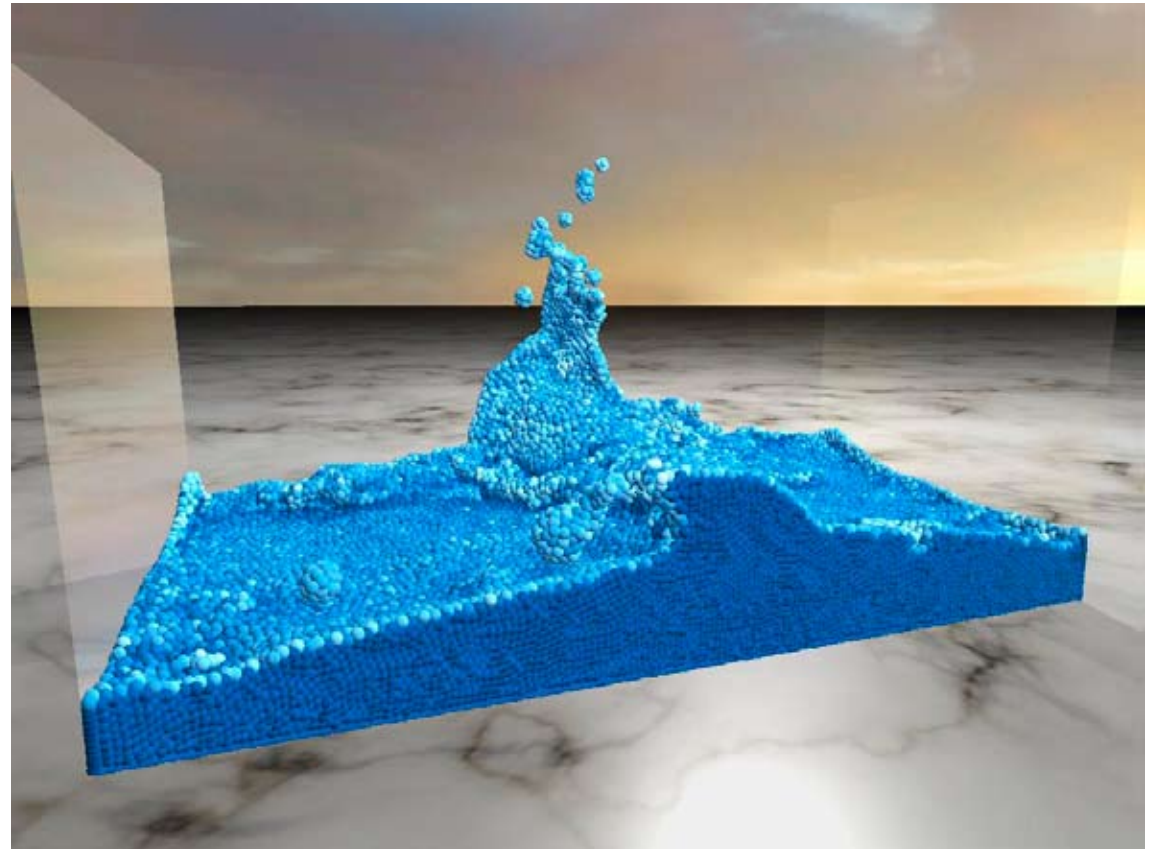
Supersonic Sled

CONTACT
Mark Swain
NVIDIA
mswain@nvidia.com
www.nvidia.com
USA

The NVIDIA Supersonic Sled is a full physics simulation of a mechanical assembly subjected to heavy loads. Using PhysX, CUDA, and DirectX 11, this demonstration uses real-time simulation and graphics techniques to produce a realistic and exhilarating experience of driving a powerful machine on the edge of control.

© 2010, Supersonic Sled - NVIDIA.

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Uncharted 2: Among Thieves

CONTACT
Taylor Kurosaki
Naughty Dog, Inc.
USA

Nathan Drake fights for his life in this fully interactive sequence from Naughty Dog's Uncharted 2: Among Thieves. Expansive vistas and explosive action are brought to life by Naughty Dog's powerful game-engine technology and amazing artwork, locked at 30 frames per second with no visible loading times.

	West Hall B	408 AB	406 AB
2 - 3:30 pm		SPECIAL SCREENING 2 - 3:30 pm **Commercials and Cinematics**	

	West Hall B	408 AB	406 AB
2 - 3:30 pm	PRODUCTION SESSION 2 - 3:30 pm **Making Avatar** Joe Letteri Stephen Rosenbaum Richard Baneham *Weta Digital*		
3:45 - 5:15 pm	LIVE REAL-TIME DEMOS 4:30 - 5:15 pm	SPECIAL SCREENING 3:45 - 5:15 pm **Long Shorts**	SPECIAL SCREENING 3:45 - 5:15 pm **Student Animation**
6 - 8 pm	ELECTRONIC THEATER 6 - 8 pm		

	West Hall B	408 AB	406 AB
9 - 10:30 am	**PRODUCTION SESSION** 9 - 10:30 am **Iron Man 2 – Bringing in the "Big Gun"** Ben Snow Marc Chu *Industrial Light & Magic*		
10:45 am - 12:15 pm		**SPECIAL SCREENING** 10:45 am - 12:15 pm **Long Shorts**	
2 - 3:30 pm	**PRODUCTION SESSION** 2 - 3:30 pm **The Visual Style of "How To Train Your Dragon"** Chris Sanders Dean DeBlois Kathy Altieri Craig Ring Gil Zimmerman Roger Deakins *DreamWorks Animation*		**ANIMATION CLINIC** 2 - 3:30 pm
3:45 - 5:15 pm	**LIVE REAL-TIME DEMOS** 4:30 - 5:15 pm	**SPECIAL SCREENING** 3:45 - 5:15 pm **Commercials and Cinematics**	
6 - 8 pm	**ELECTRONIC THEATER** 6 - 8 pm		

	West Hall B	408 AB	406 AB
9 - 10:30 am	PRODUCTION SESSION 9 - 10:30 am **The Last Airbender – Harnessing the Elements: Earth, Air, Water and Fire** Pablo Helman Olivier Maury Daniel Pearson *Industrial Light & Magic*		
10:45 am - 12:15 pm	PRODUCTION SESSION 10:45am - 12:15 pm **Day & Night** Teddy Newton Kevin Reher *Pixar Animation Studios*		
2 - 3:30 pm	PRODUCTION SESSION 2 - 3:30 pm **Alice in Wonderland: Down the Rabbit Hole** David Schaub Ken Ralston Carey Villegas Corey Turner Theo Bialek *Sony Pictures Imageworks*		ANIMATION CLINIC 2 - 3:30 pm
3:45 - 5:15 pm	LIVE REAL-TIME DEMOS 4:30 - 5:15 pm	PRODUCTION SESSION 3:45 - 5:15 pm **Animation Blockbuster Breakdown** Shawn Kelly *Industrial Light & Magic* Aaron Hartline *Pixar Animation Studios, Animation Mentor* Carlos Baena *Pixar Animation Studios, Animation Mentor* Eric Goldberg *Walt Disney Animation Studios* Michael Makarewicz *Pixar Animation Studios*	
6 - 8 pm	ELECTRONIC THEATER 6 - 8 pm		
8 - 10 pm	RECEPTION [WESTIN BONAVENTURE BALLROOM]		

	West Hall B	408 AB	406 AB
9 - 10:30 am	**PRODUCTION SESSION** 9 - 10:30 am **The Making of God of War III** Izzy Patrick Murphy Bruno Velazquez Bryan Koszoru Paul Coda Jung Ho Park *SCEA, Santa Monica*		
10:45 am - 12:15 pm			
2 - 3:30 pm		**SPECIAL SCREENING** 2 - 3:30 pm **Chinese Student Animation**	

Computer Animation Festival
Special Thanks

Walt Disney
  Animation Studios
Sohonet
light iron Digital

AMD
Earth Observatory
  of Singapore
Hydraulx VFX
Intel
Iron Light Digital
La Station Animation
Magic Castle Hotel
Nanyang Technological
  University
Pilöt
THQ Postproduction Team

Scott A. Campbell
Bill Caparella
Andrew Fowler
Melissa Fanfassian
Brent Hall
Brian S. Millman
Andrew Millstein
Ramon Montoya-
  Vozmediano
Art Repola
Berenice Robinson
Lutzner Rodriguez
Eric Whitfield

Richard Linecar
Adam Horsewood
Ben Roeder
Chris Taylor

Olivier Barré
Tim Enstice
Elise Garcette
Darin Grant
Greg Grusby
Selena Laye
Don Levy
Meats Meier
Miles Perkins
Jaz Rongokea
Darren Ross
Gemma Samuell
Sebastian Sylwan
Natasha Turner
Chris Wiggum
Molly Wolfsehr