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01 ABCs of Animation (7:14)

The 7 minute long "ABCs of Animation" takes you through the different processes of 3D animation production.

Directors: Christian Greet, Toni Chase, Phil James

Producer: Marko Klijn

Contributors: The team at Cirkus

Hardware: PC

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

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www.cirkus.co.nz
liontamestress@cirkus.co.nz

02 MEET BUCK (4:09)

A man with a deer head meets his future father-in-law.

Directors: Denis Bouyer, Yann De Preval, Vincent E. Sousa, Bruno Ortolland

Producer: Isabelle Aubin, Supinfocom Arles

Distributor: Premium Films

Software: Adobe After Effects; Autodesk 3ds Max

Contact:

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130 rue de Turenne
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France
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+33.1.44.54.05.02 fax
animation@premium-films.com



03 The Experience of Fliehkraft (2:38)

Humans mount themselves on gigantic robots and enjoy getting centrifuged through space. Sounds like science fiction, but it's just what happens in theme parks. Machines with the power of tanks offer 5 minutes of anti-gravity therapy. An attempt to escape this world, driven by 10,000 horsepower.

Director/Producer: Till Nowak

Hardware: Canon G10 camera; PC

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

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Till Nowak
framebox
The destr. 108
22767 Hamburg
Germany
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www.framebox.com
tn@framebox.com

04 Hezarfen (3:19)

The story takes place in 1632 in Istanbul, where Hezarfen, a historical Turkish character attempts the first flight of a human being.

Directors: Ari Tolga, Romain Blanchet, Rémy Hurlin, Georges Huang

Producer: Isabelle Aubin, Supinfocom Arles

Distributor: Premium Films

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

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animation@premium-films.com



05 Civilization V (3:27)

In Civilization V players strive to become Ruler of the World by establishing and leading a civilization from the dawn of man into the space age, waging war, conducting diplomacy, going head-to-head with some of history's greatest leaders and building the most powerful empire the world has ever known.

Director: Istvan Zorkoczy
Producer: Alex Sandor Rabb
Contributors: CG Supervisor: Robert Kovacs
Art Director: Peter Fendrik
Coordinator: Peter B. Kovacs
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 Bujdosó
Lead Character TD: Andras Tarsoly
Lead Animator: Gabor Horvath
Animators: David Fesus-Farkas, Gabor Kiss, Zsolt Merey Kadar, Balazs Meszaros
Lead Technical Director: Szabolcs Horvatth
Technical Directors: Jozsef Bosnyak, Attila Chovanecz, Zoltan Hollosy, Gyorgy Horvath, Csaba Mate, Ivan Sarosacz, Peter Sved, Imre Tuske
Compositing: Balazs Horvath
Development: Gabor Medinacz, Gabor Tanay, Robert Tihanyi
Systems Administrator: Gabor Kali
Office: Gabriella Banfalvi, Marton Fuzes, Andrew Gaspar, Tamas Ory
Motion Capture Artists: Laszlo Keszeg, Peter Takatsy
Motion Capture Assistant: Andras Schmidt
Logo Art: Andras Ketzer

Bohemia Interactive
Motion Capture Engineer: Stepan Kment
Motion Capture Stunts: Ruda Vrba, Jan Loukota, Roman Spacil

Hardware: 2 x Intel Xeon E5520 2.27 GHz, 12 GB RAM, 250 GB SATA HD
Software: Adobe Photoshop; Autodesk Maya; Pixologic ZBrush; The Foundry Nuke

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Firaxis
Lead Artist: Dorian Newcomb
Writer: Paul Murphy
Narrator: Morgan Sheppard
Son: Rick Pasqualone
Music Composition: Michael Curran
Performed by: Filmharmonic Orchestra Prague
Conductor: Andy Brick
Concertmasters: Rita Cepurcenko, Milos Jahoda
Orchestral Music Contractor, Producer: Petr Pycha
Sound Engineer: Jan Kotzmann
Assistant Engineer: Cenda Kotzmann
Librarian: Tomas Kirschner
Chorus Master: Stanislav Mistr



06 New Digs (2:12)

A little hamster, feeling neglected and unloved by his owner, decides to leave his rotten home in search for a better one.

Director/Producer: Martin Sen
Contributors: Music: Stefan Henrico, Thomas Selmer-Olsen
Sound Design: Anthony Mearns
Voice: Samantha Cutler

Hardware: Dual Core AMD Opteron 2.41 GHz, 2 GB DDR
Software: Adobe After Effects, Photoshop

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07 Dream Giver (6:00)

A regular night of dream delivering turns into a literal nightmare when an orphan's book of Ancient Aztec Mythology comes alive. The Dreamgiver must save the orphan from his own nightmare!

Director/Producer: Tyler Carter
Contributors: Story: Tyler Carter
Layout, Previsualization: Gina Chu
Animation Supervisor: Moy Parra
Supervising Technical Director: Michael Murdock
Render Supervisor: Murphy Randle
Supervising 2D Animators: Aaron Ludwig and Peter Jones
Effects Supervisor: Jason Keyser
Production: Brigham Young University

Contact:

Tyler Carter
11470 Lexington Hills Drive
Sandy, UT 84092
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tycarterart@gmail.com

Hardware: Mac; PC

Software: Adobe After Effects, Flash, Photoshop; Apple Final Cut; Autodesk Maya



08 FLAMINGO PRIDE (5:43)

The story of the only heterosexual flamingo and his desperate attempt to find love.

Director: Tomer Eshed
Producer: Dennis Rettkowski
Contributors: Editor: Martin Reimers
Director of Photography: Olaf Aue
Production Design: Jan Scheider
Sound Design: Michal Krajczok
Audio Mixing: Marian Mentrup
Music: Stefan Maria Schneider

Hardware: Mac; PC, Linux; Wacom Cintiq

Software: Adobe After Effects, Photoshop; Apple Final Cut; Autodesk Maya, MotionBuilder, Mudbox;
Digidesign Pro Tools; Massive; Next Limit RealFlow; Pixar RenderMan; Side Effects Houdini; The Foundry Nuke

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10317 Berlin
Germany
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tomereshed@hotmail.com

09 ShapeShifter (2:12)

A visual poem that tells the story of a dream.

Director: Alex Weil
Producer: Reece Ewing
Contributors: Narrated by: Gabriel Byrne
3D Lead/Lead Animator: Adam Burke
Lead Animator/Animation Development: John Karian
Lead Compositing Artist: Jesse Newman
Executive Producer: Chris Byrnes
CG Supervisors: Keith McCabe, Myung Lee
Lead Lighter: Salar Saleh
Lead Character TD: Steve Mann
Lead Modeler: Alex Cheparev
Lighting, Texturing: Mike Marsek, James Fisher, John Cook, Frank Grecco, Cesar Kuriyama, Keith McMenamy, Anthony Patti, Tom Cushwa, Jina Lee, Jeff Chavez
Matte Painting: Jina Lee
Modeling: Hung Ma, Chin Lee, Anthony Patti
Animation: John Wilson, Sam Crees, Jay Randall, Carlos Sandoval
Rigging: Andre Stuppert, Charles Leguen, Andrei Savu
FX: Greg Ecker, Johnathan Nixon, Mitch Deoudes, Santosh Gunaseelan

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Editors: John Zawisha, Kevin Matuszewski
Compositing: Blake Huber
Director of Engineering: Robert Muzer
Chief Engineer: Jerry Stephano
Pipeline: Michael Stella, Dan Schneider
Coordinating Producer for the Director: Jen Cadic
Additional Editor: Eli Mavros
Music Composition: Peter Lauridsen
Sound Design: Andres Velasquez
EP of Audio: Ceinwyn Clark
Mix: Fernando Ascani
Associate Producer: Michael Kaufman

Hardware: Bluearc Titan 3200 clustered/dual head server; Extreme BlackDiamond 8810 network switch; Dell Precision T7400 and T7500 Workstations; HP XW8600 Workstations; Apple MacPro Workstations; Dell PowerEdge M600 Blade Servers

Software: Adobe After Effects; Autodesk Flame, Maya, mental ray, Mudbox; Next Limit RealFlow; Side Effects Houdini

10 Portal 2: Turret (:46)

CEO and founder Cave Johnson's announcement that the applied sciences company is making its military-grade turret line available to consumers. The first, last and most scientific word in personal defense, the Home Safety Turret should be a hot seller.

Director/Producer: Valve

Hardware: PC

Software: Source Engine

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Bellevue, WA 98004
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+1.425.827.4843 fax
lars@valvesoftware.com



11 Halo: Reach (2:14)

Taking place in the year 2552, where humanity is locked in a war with the alien Covenant. Players control Noble Six, a member of an elite supersoldier squad, during the battle for the world of Reach. As the Covenant begin their assault on the planet, the UNSC begin their heroic yet ultimately futile effort to repel the alien invaders.

Contact:

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 +1.425.739.4900
 natashat@bungie.com

12 DEATH TO THE DEATH PENALTY (1:00)

In a chiaroscuro mood, a firing squad is pointing guns at a prisoner. Characters made of candle wax start to melt down. Then, a hangman is just about to hang the prisoner but the rope of the Gallows starts melting down and the scene dissolves. The sword of an executioner and the executioner himself melt down. And eventually, an electric chair meets the same fate. As a reveal, the sentence shaped in candle wax "Death to the death penalty" followed by the very own Amnesty candle logo explain to us that Amnesty has put a death spell on the death penalty, that it's own flame is burning down executioners.

Director: Pleix

Producers: Maxime Boiron, David Danesi, Edward Grann, Jean Ozannat

Contributors: Brand: Amnesty International

Agency: TBWA, Boulogne-Billancourt, France

Executive Creative Directors: Eric Holden, Rémi Noël

Copywriter: Benoit Leroux

Art Director: Philippe Taroux

Account Supervisor: Anne Vincent

Account Manager: Anne-Laure Brunner

Production Company: Warm & Fuzzy, Gang Films

Editing: Pleix

Post Production: Digital District

VFX Supervisor: Alexis Vieil

3D Lead/FX: Thomas Marqué

FX: Marc-Thomas Cavé, Florian Rihn, David Roubah

Rendering: Nicolas Belin

Composting: Philippe Aubry, Dan Elhadad, Jimmy Cavé, Guillaume Nadaud, Guillaume Martin

Music: Carly Comando

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 75002 Paris
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 www.digitaldistrict.fr
 c.mounier@digital-district.fr



13 Chernokids (6:51)

In an orphanage in the Ukraine, children are getting ready for Mother's Day, their mother being the Tchernobyl Power Plant.

Directors: Matthieu Bernadat, Nils Boussuge, Florence Ciuccoli, Clement Deltour, Marion Petegnief
Producer: Anne Brotot, Supinfocom Valenciennes
Distributor: Premium Films

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14 Time for Change (2:50)

Deep inside an old town clock trouble is brewing. A little girl is witness to a long simmering spousal feud between two wooden figurines on the town clock. When the old woman realizes she is going to be replaced by a young blond model, she takes action. But the old man outwits her and brings an unexpected change.

Director: James Cunningham
Producers: James Cunningham, Oliver Hilbert, Leon Woud
Contributors: Executive Producer: David McCurdy
Editor: James Cunningham
Digital Effects/Animation: Rupert Ashton, Jonathan Hagan, Junying Xu, Kirsten Dale Pretorius, Priyan Jayamaha
Sound Editor: Darron Maynard
Original Music/Composer: Lauren King
Sound Mix: Dave Whitehead

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Hardware: HP Workstations

Software: Adobe Photoshop; Autodesk Maya, mental ray, Mudbox; The Foundry Nuke



15 Bridgestone “Carma” (:30)

A thankful beaver repays the goodwill of a motorist who previously avoided injuring the creature. The surprised driver is subsequently directed away from a bridge that gets swept away by a turbulent river, thanks to the beaver.

Director: Kinka Usher
Producer: Mike Wigart
Contributors: Agency: The Richards Group
Agency Producer: JR Dixon
Director of Photography: John Toll
Production Company: Go Film
Editorial: Nomad Edit
VFX Supervisor: Andy Boyd
Lead 2D VFX Artist: Jake Montgomery
Lead 3D VFX artist: Andy Boyd
CG Supervisor: Jake Montgomery

Hardware: PC
Software: Autodesk Flame, Maya; Side Effects Houdini

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16 Sweater Dog (1:27)

A normally happy go lucky dog put into a really tight sweater by his owner tries to go on with his normal every day activities.

Director: Gina Moffit
Producer: Ringling College of Art and Design
Contributors: Faculty Advisor: Keith Osborn
Preproduction Instructor: Karen Sullivan
Voice Actors: Scott Wojcik, Lauren Jadick
Music Composition, Performance: Gina Moffit

Hardware: HP Workstations
Software: Adobe Photoshop, Premiere; Autodesk Maya; Pixar RenderMan; The Foundry Nuke; Tsunami

Contact:

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Kew Gardens, NY 11415
USA
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gmoffit@ringling.edu



17 Luna (5:11)

A flirtatious dance between a charming and debonair caterpillar (Silky) and the stunning and graceful moth (Luna). Is their story one of unrequited love at first sight or will their true feelings overcome the powerful attraction of another suitor?

Director: Donna Brockopp

Producer: Catherine Winder

Contributors: Production Designer: Francesca Natale

Writer: Catherine Winder

Based on an Original Concept by: Luke Carroll

Editor: Sylvain Blais

Music: John McCarthy

Sound Designer, Re-Recording Mixer: Craig Berkey

Supervising Producer: Kimberly Dennison

Line Producer: Kylie Ellis

CG Supervisors: Rick Glumac, Tony Pelle

Production Manager: Candice Bone

Character Designer: Francesca Natale

Designer: Boris Andreev

Lighting Concept Designer: Patrick O'Keefe

Storyboard Artist: Donna Brockopp

Previsualization Artists: Brian Ahlf, Colleen Morton, Aaron Zacher

Modeling Supervisor: James Wallace

Modeler, Surfacing Artist: Max Wahyudi

Lead Animator: Brian Ahlf

Animators: Hyun Chul Jung, Colleen Morton, Hosuck Moon, Christina Roodenburg

Lead Lighting, Compositing Artist: Patrick Beauchamp

Lighting, Compositing Artists: Karl Bildstein, Conrad Chow, Max Wahyudi

Lighting Artists: Winston Fan, Rohit Sharma, Alice Krame, Rambo Snyder

FX Artists: James Burke, Christopher Hart

Creature Department Supervisor: Frederick Fowles

Creature Department: Dany Asselin, David Lee, Adam Bagatto, Wakako Makari, Henry Cho, Jason McKeeman, Alex Gaidachev, Peter Scott, Cecilia Ku, Sukwon Shin, Wade Wilson

Technical Directors: Vladimir Monachov, Alex Segal, Ran Sariel, Asi Soudai, Daniel Wexler

Color Timing: Winston Fan

Graphic Designer: Shalinder Matharu

Flamenco Guitarists: Marco Tulio, Charles Winder

Stereoscopic Conversion: G83D

Stereo Producer: Paul Becker

Lead Stereographer: Ben Breckenridge

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Production Accountant: James H. Goldin
Development Coordinators: Darren Giblin, Steph Huot
Production Assistant: Lisa Coonfer
Creative Consultants: Tim Burns, Bernice Vanderlaan
Additional Editing: Margaret Andres, Nicholas Shepard
Previsualization Consultant: Owen Hurley
Additional Animation: Conrad Helten, Jon Mead, Julius Kwan, Aaron Zacher
Special Thanks: Benjamin Cheung, Zeke Norton, Lisa Coonfer, Bryant Pike, Warren Franklin, Max Polozov, Mary Ellen Garratt, Eugene Rabok, Wayne Gunn, Ashley Ramsay, Tara Kemes, Lil Reichmann, Allen LeCorre, Dina Smith
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Hardware: Mac Pro, Avid Adrenaline HD; Mac, Avid Mojo DX; NEC 800 projector; HP8400 PC; HPZ600 workstations; HP blades

Software: Autodesk Maya; The Foundry Nuke

18 First Contact (5:35)

A sci-fi comedy which shows why there are so few visits from aliens these days. When finances get tight, aliens resort to outsourcing too, and it doesn't always go to plan. Two alien bureaucrats interrogate Gaz, the sub-contractor, on the progress he's made with 'first contact' on Earth. They discover that Gaz has a creative use for probes.

Director: James Cunningham

Producers: James Cunningham, Oliver Hilbert, Leon Woud

Contributors: Executive Producer: David McCurdy

Writer: Nick Ward

Cinematographer: Simon Riera

Editor: James Cunningham

Actors: Paul Glover, Andrew Beattie, Simon McKinney

Digital Effects/Animation: Anthony Carter, Ejiwa Ebenebe, Jason Wong, Jonathan Sothern, Joon-Seok Yoon,

Richard Chang, Ryan Ware, Tiana McKenzie, Yu Su, Oana Croitoru, Mahesh Kumar, Kit Hayes, Gi Baek

Baek, Fan Zhang

Sound Editor: Victoria Parsons

Original Music/Composer: Stephen Gallagher

Sound Mix: Dave Whitehead

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+64.9.303.0407 fax
www.mediadesignschool.com
delfemail@gmail.com

Hardware: Mac

Software: Adobe Photoshop; Andersson SynthEyes; Apple Final Cut; Autodesk ImageModeler, Maya; The Foundry Nuke



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- 15 TEKKEN TAG TOURNAMENT 2 – *Digital Frontier Inc.* (1:47)
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- 17 Amazarashi “Anomie” – *YKBX* (4:36)
- 18 Nullarbor – *The Lampshade Collective* (10:22)
- 19 Ballet of Unhatched Chicks – *University of Southern California* (1:51)
- 20 Artspace – *Vancouver Film School* (2:10)
- 21 ANNE’S DROIDS – *Hatch Studios Ltd.* (4:14)
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01 Paths of Hate (10:30)

Two pilots, driven by blind hate, chase each other in their airplanes and thereby write cryptic messages of madness into the firmament. On their way into the abyss they transform into inhuman and distorted creatures that finally become part of the history of hate.

Director: Damian Nenow

Producer: Marcin Kobylecki

Contributors: Script, Editor: Damian Nenow

Executive Producers: Piotr Sikora, Jaroslaw Sawko, Tomek Baginski

Production Manager: Marta Staniszezewska

3D Graphics: Jaroslaw Handrysik, Jakub Jablonski, Rafal Kidzinski, Bartlomiej Kik, Bartosz Opatowiecki,

Kamil Pohl, Krzysztof Rusinek, Lukasz Skurcybsji, Marcin Stepień, Piotr Suchodolski, Dominik Wawrzyniak

Rendering: Michal Gryn, Kamil Pohl

IT: Tomasz Kruszona, Piotr Getka, Lukasz Olewniczak

Music: Jaroslaw Wojcik

Sound: Genetix Studio, Maciej Tegi

Sound Producer: Jaroslaw Wojcik

Music Performed by: Jaroslaw Wojcik, Pawel Piechura, Ramez Nayyar

Vocal: Radoslaw Zander

Music Mix: Rafal Smolen

Sound Recording in Dolby Digital EX: Tomasz Dukszta c.a.s., Maciej Tegi, Jaroslaw Wojcik

Mastering Dolby: Tomasz Dukszta c.a.s.

Head of Studio 1 WFDiF: Wojciech Hamer

Technical Service Studio 1 WFDiF: Mieczyslaw Karwicki, Jan Kozlowski, Leszek Micewski

Head of Film Laboratory WFDiF: Malgorzata Rogulska

Print Laboratory WFDiF: Jaroslaw Migala, Jacek Cieslinski

Film co-financed by the Polish Film Institute

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Hardware: PC

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



02 World of Warcraft®: Cataclysm™ Intro (2:26)

Driven insane by the whisperings of an ancient evil, the malefic black dragon known as Deathwing prepares to reforge the world in flames. After his Twilight's Hammer servants reinforce the armor plating that contains his molten, unstable body, Deathwing launches his cataclysmic assault on Azeroth.

Director: Marc Messenger
Producer: Phillip Hillenbrand, Jr.
Contributors: Blizzard Entertainment's Cinematics Team
Production: Blizzard Entertainment, Inc.

Hardware: 200 Dual Intel Xeon workstations, Windows, OSX; 300 Dual Intel Xeon blade servers, Linux; 450 TB primary disk
Software: Adobe After Effects; Apple Final Cut; Autodesk Maya; Pixar RenderMan; Side Effects Houdini; The Foundry Nuke

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03 AnimalZ (4:14)

Ned ventures into an outside world inhabited by animal human hybrids, some of which are more animal than human. In this uninviting world Ned becomes unsure of himself and his dancing. Ultimately, Ned feels the need to dance just as the artist feels the need to create.

Director: Moshe Mahler
Producer: Carnegie Mellon University
Contributors: Chris Jaeger, Derek Dumont, Jessica Hodgins, Laurel Bancroft, James Chan, Sharon Hoosein, Ben Reicher, Elise Walton, David Crawford, Joel Ripka, Ken Bolden, Justin Macey, Shira Mahler, Carnegie Mellon University

Hardware: PC; Vicon MX 40 Motion capture system
Software: Adobe After Effects, Photoshop, Premiere; Autodesk Maya; Vicon IQ

Contact:

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04 Portal 2: Bot Trust (:43)

Portal 2 draws from the award-winning formula of innovative gameplay, story, and music that earned the original Portal over 70 industry accolades and created a cult following.

Director/Producer: Valve

Hardware: PC

Software: Source Engine

Contact:

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+1.425.827.4843 fax
lars@valvesoftware.com

05 Left 4 Dead: The Sacrifice (1:02)

A co-op action horror game for the PC and Xbox 360 that casts up to four players in an epic struggle for survival against swarming zombie hordes and terrifying mutant monsters.

Director/Producer: Valve

Hardware: PC

Software: Source Engine

Contact:

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10900 NE 4th Street
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Bellevue, WA 98004
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06 Battle: Los Angeles (3:32)

A Marine Staff Sergeant who has just had his retirement approved goes back into the line of duty in order to assist a 2nd Lieutenant and his platoon as they fight to reclaim the city of Los Angeles from alien invaders.

Director: Jonathan Liebesman

Producers: Jeffrey Chernov, Ori Marmur, Neal H. Moritz

Contributors: Production VFX Supervisor: Everett Burrell

Cinesite VFX Supervisor: Ben Shepherd

Cinesite VFX Producer: Jennifer Meisener

CG Supervisor: Anthony Zwartouw

2D Supervisor: David Sewell

Hardware: PC, Linux, Windows

Software: Adobe Photoshop; Apple Shake; Autodesk Maya, Mudbox; Pixar RenderMan; Science.D.Visions
3D-Equalizer; Scratch; The Foundry Nuke; Vicon boujou

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helen@cinesite.co.uk

07 Hanuman Chalisa (1:26)

Hanuman is a seeker, a sage, a disciple, a 'servant of greater man and cause', a believer, a doer, and a warrior who's greatness lies in using his strength for the service of others.

Director: Charuvi Agrawal

Producer: Veecon Music & Entertainment

Software: Adobe Photoshop; Autodesk Maya; e-on Vue xStream

Contact:

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Charuvi Design Labs
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Green Park Main Market
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charuvi@gmail.com



08 Katy Perry “Firework” Music Video (3:58)

Several vignettes explore people’s insecurities that prevent them from being their true selves. Stories include a cancer-stricken young girl who idolizes pop stars, a young magician embarrassed by his talent, and a teenage girl self-conscious about her body at a pool party.

Director: Dave Meyers

Producer: Leigh Mergehenn

Contributors: Production Company: Radical Media

Head of Production: Derek Roberto

Executive Producer: Jennifer Heath

Line Producer: Robert Bray

Editor: Chris Davis

Radium/Reel FX

Executive Creative Director: Dale Carman

Executive Producer: Dan Bryant

Bidding Producer: Linda A. Jackson

Production Manager: Ellyn Golub

Production Coordinator: Derek Johnson

Production Coordinator: Leah Garner

Production Assistant: Meghan Cole

VFX Supervisor: Kevin Althans

VFX Artists: Brenda Vaughan, Bryan Bayley, Jared Brower, Joe Censoplano, Laychin Lee, Mike Roy

Online Assistants: Ahren Shaw, John McStravick, Quan Tran

CG Supervisor: Mark Thielen

CG Artists: Mike Wallace, Randall Smith, Scott McCullough, Seth Olson

3D Effects Supervisor: Walter Behrnes

3D Effects Artists: Anthony Chappina, Jake Rusch, Matthew Bennett, Nick Ilyin

Lighting Supervisor: Chris Browne

Lighters: Connon Carey, Doug Hogan, Jessica Hogan, Julie Terrell, Michael Zollinge, Sungman Pyun

Composer: John Rogalski

Motion Designer: James Tobias

2D Artist: Kyle McCauley

Hardware: Mac, PC

Software: Adobe After Effects; Autodesk Inferno, Maya; Side Effects Houdini; The Foundry Nuke

Contact:

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Radium/Reel FX Creative Studios
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+1.214.979.0963 fax
www.radiumreelfx.com
lauragene.b@reelfx.com



09 Transfer “TAKE YOUR MEDICINE” Music Video (3:59)

“Take Your Medicine” is a critique of society’s overuse of medication.

Director: Nader Hussein
Producer: Amy Grieshaber
Contributors: Design & Animation Studio: Radium/Reel FX
Production Coordinator: Taylor Lee Williams
Production Assistant: Meghan A. Cole
Editor: Amy Grieshaber
Concept Artists: Nader Hussein, Yashar Tahtolkassai
Designers: Nader Hussein, Byron Slaybaugh, Christopher Vela, Dustin Arnault, Erin McGuire
Motion Designers: Byron Slaybaugh, Christopher Vela, James Webber
Layout Artists: Joseph P. Johnston, Mark Thielen
Animation Supervisor: Ernesto Bottger
Animators: Drew Winey, Eric Drobile, Jeff Weidner, Jimm Pegan, Matt Kummer, Monica Aston, Randy Hayes, Ray Chase, Trevor Young
Cloth Artist: Steven Kyle Wood
Lighting Supervisor: Brandon Stoker
Lighters: Chris Browne, Connon Carey, Julie Terrell
Composers: Dag Ivarso, Jared Brower
Particle Effects: Joseph P. Johnston
Modelers: Brandon Stoker, Nathan Smithson, Seth Olson
Rigging Supervisor: Steven Kyle Wood
Rigging Artists: Josh Carey, Matthew R. Tucker, Steve Eger
Texturing Supervisor: Brandon Stoker
Texture Artists: Julie Terrell, Lauren Davis, Seth Olson
Audio Artists: Frank Pittenge, Matt Pittman, TJ Callaway
Technical Director: Steven Kyle Wood
Render Supervisor: Kevin MacPhail
Live Action Producer: Laura Wallgren
Assistant Director: James Boisvenue
Director of Photography: Julio Quintana
First Assistant Camera: Kristin Cole
Gaffer: Brad Keffer
Key Grip: Mike Gillespie
Grip: Joy Chiang

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www.radiumreelfx.com
lauragene.b@reelfx.com

Art Department: Kate Morter, Stephen Fay
Wardrobe Supervisor: Stephanie Villalobos
Wardrobe Assistant: Jennifer Raines
Makeup Artist: Victoria Rodriguez
Makeup Artist Assistants: Aaron Salinas, Andrew Reyes, Inka Kadas
Location Manager: Laura Wallgren
Location Assistants: Jason Matthews, Jake Wallgren, Patrick Robinson
Actors: Kimberly Freeman, Matt Molarius, Jason Cardenas, Andy Ridley, Shaun Cornell

Hardware: Avid Symphony Nitris DX; Mackie Sound Gear; Sony LCD Monitors; RED Cam; PC; Mac

Software: Adobe After Effects; Adobe Photoshop; Autodesk Maya; Digidesign Pro Tools; MAXON CINEMA 4D; The Foundry Nuke



10 AT&T “A Whole New World” (1:02)

A small fish fights for a golden berry amongst underwater inhabitants only to discover a world full of golden berries.

Director: Psyop

Producer: Nancy Nina Hwang

Contributors: AT&T “Whole New World”

Agency: BBDO New York

Chairman, Chief Creative Officer, North America: David Lubars

Copywriter, Executive Creative Director: Greg Hahn

Executive Creative Director: Ralph Watson

Copywriter, Art Director: Matt Vescovo

Executive Producer: Elise Greiche-Pavone

Assistant Producer: Jennifer Cyrier

Executive Music Producer: Melissa Chester

Director: Psyop

Production Company: Psyop/Smuggler

Psyop Creative Director: Eben Mears

Psyop Creative Director: Jon Saunders

Executive Producer: Lucia Grillo

Producer: Nancy Nina Hwang

Associate Producer: Sean Sullivan

CG: Pakorn Bupphavesa, Dave Barrosin, Todd Akita, Damon Ciarelli, Alvin Bae, Andy Jones, Ciaran Moloney, Miguel Salek, Ed Manning, Jimmy Gass, Lee

Wolland, Rie Ito, Tom Cushwa, Dan Fine, Jae Ham, Michael Shin, Larry Ruppel, Anderson Ko, Jason Goodman, Xuan Siefert, Keith Kim

Composting: Jason Conradt, Borja Pena, Nick Tanner, Gabriel Regentin, Julian Ford, Jeen Lee, Fred Kim

Design: Jon Saunders, Ben Chan, Daphne Yap, Gordon Waltho, Lutz Vogel, Scott Brisbane

Music Company: Emoto, Los Angeles

Music Composer: John Adair

Hardware: PC

Software: Adobe After Effects; Autodesk Softimage; The Foundry Nuke

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11 Wet Paint (2:06)

A city worker is in for a surprise when his routine graffiti cleanup takes an unexpected turn for the bizarre. When he encounters a particularly stubborn and difficult painting, his appreciation for art is put to the test.

Director: Michelle Graves
Producer: Ringling College of Art and Design
Contributors: Faculty Advisor: Jim McCampbell
Pre-Production Instructor: Jamie DeRuyter

Hardware: HP Workstations
Software: Adobe Photoshop, Premiere; Autodesk Maya; The Foundry Nuke

Contact:

Michelle Graves
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12 XBOX FABLE III “Revolution” (1:00)

Set in the fictional land of Albion and centering on the overthrow of a tyrannical monarch.

Director: Psyop
Producer: Alyssa Evans
Contributors: Spot Title: Revolution
Game Title: Fable III
Client: XBOX
Agency: AgencyTwoFifteen
Executive Creative Directors: Scott Duchon, John Patroulis
Art Directors: Steve Couture, Jeremy Diessner, Aramis Israel
Copywriter: Michael Illick
Agency Director of Integrated Production: Tom Wright
Agency Producer: Alex Spahr
Production Company: Psyop / Smuggler
Director: Psyop
Psyop Creative Director: Laurent Ledru
Executive Producer: Neysa Horsburgh
Line Producer: Alyssa Evans
VFX Supervisor, CG Lead Artist: David Chontos
Editor: Brett Nicoletti
Storyboard Artist: Paul Binkley

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ZBrush Modelers: Rafael Grassetti, Justin Lewers
Modelers: Rie Ito, Wendy Klein
Rigger: Lee Wolland
Previsualization: Victor Garza, Ben Liu
Lead Animator: David Bokser
Animators: Victor Garza, Chris Meek, Alejandro Castro
FX Artists: Allan McKay, Ben Fiske
Matte Painters: Tim Clark, Elias Gonzalez
Look Dev TD: David Chontos
Lead Lighter: Denis Kozyrev

Light, Texture Artists: David Chontos, Denis Kozyrev, Katie Yoon, John Cook, Rafael Pratti
Compositors: David Chontos, Denis Kozyrev, Katie Yoon
Flame Artist: Alex Kolasinski
Music: "Young Men Dead" by The Black Angels
Mix: Hector Perez, Music Orange
Mix: Rohan Young, Lime Studios
Mix: Loren Silber, Lime Studios
Title Animation, Graphics: Elastic TV"

Hardware: Mac, PC; Windows, Linux, OSX

13 LG "Something's Lurking" (1:14)

The toys left out by children are under attack by the lurking dust sharks. The LG Kompressor Elite saves the day by rescuing the toys from things that are lurking.

Director: Psyop
Producers: Michael Neithardt, Sean Sullivan
Contributors: Product: LG Kompressor Elite
Agency: Young & Rubicam NY
Executive Creative Director: Scott Vitrone, Ian Reichenthal
Global Creative Director: Stuart Harricks, Andrew McKechnie
VP, Creative Director/Art Director: Gabriel Hoskins
Creative Director/Writer: Cheryl Chapman
Executive Director of Content Production: Lora Schulson, Nathy Aviram
Senior Content Producer: Tennille Teague
Executive Music Producer: Eric David Johnson
Assistant Content Producer: Luiza Naritomi
Production Company: Psyop / Smuggler
Psyop Creative Directors: Marie Hyon, Marco Spier
Executive Producers (Psyop): Lucia Grillo, Justin Booth-Clibborn, Lydia Holness
Executive Producer/Partner (Smuggler): Patrick Milling Smith
Executive Producer/Partner (Smuggler): Brian Carmody
Executive Producer/COO (Smuggler): Lisa Rich
Executive Producer (Smuggler): Allison Kunzman

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Head of Production (Smuggler): Laura Thoel
Live Action Producer (Smuggler): Erin Wile
Director of Photography: Fred Elmes
Animation: Psyop
Lead 3D Artist: Christian Bach
3D Artists: Todd Akita, Alvin Bae, Jonah Friedman, David Barosin, Miguel Salek, Xuan Siefert, Jimmy Gass, Pat Porter, Kitty Lin, Keith Kim
3D Animator: Jae Ham
Lead 2D Artist: Nick Tanner
2D Artists: Adam Flynn, Dan Short

Designers: Anh Vu, Jonathan Saunders
Editor: Cass Vanini
Storyboard Artist: Ben Chan
Tracking: Joerg Liebold
Design Interns: Sam Ballardini, Hung Liao
Music, Sound Design: Q Department

Hardware: PC

Software: Arnold Renderer; Autodesk Softimage; The Foundry Nuke

14 **Fanta “Bounce”** (:30)

A girl is lying around bored in her bedroom, when a guy with a Fanta bursts in and bounces her out of her funk. The bounce spreads out onto the street, getting bigger and bigger until the whole city is bouncing to the beat.

Director: Psyop
Producer: Nathan Jew
Contributors: Client Company: The Coca-Cola Company
VP, Global Marketing Strategy & Creative Communications: Jonathan Mildenhall
Global Creative Director, Fanta: Chris Lydon-Omark
Creative Communications Manager, Fanta: Kelly Donahue
Producer, Film Production: Rachel Holbrook
Brand: Fanta
Group Director, Global Brand Management, Fanta: Selman Careaga
Director, Global Brand Management, Fanta: Bill Gray
Senior Global Brand Manager, Fanta: Mattias Blume
Agency: Ogilvy New York
Sr. Partner, Executive Creative Director Digital: Aaron Griffiths
Partner, Associate Creative Director: Tristan Kincaid, Della Mathew
Partner, Senior Art Director “Orange Vision”: Mervyn Rey
Art Director “Playpile”: TJ Walthall
Copywriter “Playpile”: Parker Sims
Sr. Partner, Executive Producer: Melanie Baublis

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Producer: Jenna Gartland
Planning Director: Margaret Rimsky
Strategic Planner: Caroline Washington
Executive Marketing Director: Fergus Hay
Program Manager: Daniel Langlitz
Music Producer: Peter Gannon
Production Company: Psyop / Smuggler
Psyop Creative Directors: Marie Hyon, Marco Spier, Gerald Ding
Executive Producer: Lucia Grillo
Producer: Nathan Jew, Kay Chen
Storyboard Artist: Ben Chan
Design: Ben Chan, Helen Choi, Kitty Lin, Tae Kim, Sam Ballardini, Stephanie Davidson, JJ Walker, Sean Martin
CG Lead: Helen Hyung Choi
Technical Director: Zed Bennett
Lighting Lead: Cody Chen, Jeff Chavez
Animation Lead: Jae Ham, Gooshun Wang, Kitty Lin

CG Team: Michael Shin, Shuchen Lin, Denis Kozyrev, Dan Fine, Soo Hee Han, Oliver Castle, Sylvia Apostol, Juhie Suh, Anderson Ko, Doug Litos, Roman Kobryn, Kevin Phelps, Eban Byrne, Ben Grangereau, George Smaragdis, Kevin Couture, Entae Kim, Andy Hara, Brandi Dimino, Chris Santoianni, Henning Koczy, Vinh Chung, Stanley Ilin, Jordan Harvey, Jesse Holmes, Lee Wolland, Alek Vacura
Compositors: Manu Gaulot, Jason Conradt, Fred Kim, Borja Pena, Carlos Foxworthy, Seth Ricart, Dave Rasura, Elliot Blanchord
Editor (Psyop): Cass Vanini
Music: Human
Mix: Sound Lounge

Hardware: PC

Software: Arnold Renderer; Autodesk Softimage; The Foundry Nuke

15 TEKKEN TAG TOURNAMENT 2 (1:47)

The pinnacle of tag team fighting: the TEKKEN TAG TOURNAMENT will determine the ultimate championship team!

Director: Taisuke Aihara
Producer: Yoshinari Mizushima
Contributors: CG Producer: Yusaku Toyoshima
CG Director: Yohei Shimozawa
CG Production: Digital Frontier, Inc.

Hardware: PC

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

Contact:

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16 Raving Rabbids “E3” (2:20)

The new Raving Rabbids adventure takes our favorite bands through time, from prehistoric ages to King Arthur passing through ancient Egypt, history has to be careful...

Director: Akama

Producers: Ludi Factory, Wanda Productions

Contributors: Client: Ubisoft

Brand: Raving Rabbids

Production Company: Ludi Factory / Wanda Productions

Executive Producer: Claude Fayolle

Post Production: Akama

Software: Adobe After Effects; Autodesk 3ds Max; Chaos V-Ray

Contact:

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+33.1.49.46.63.64 fax
www.wanda.fr
clementine.buren@wanda.fr

17 Amazarashi “Anomie” (4:36)

In a polluted town two children learn that the unknown truth might be better.

Director/Producer: YKBX

Contributors: Art Director: YKBX

CG Modeling: Shinsuke Yamasaki, Shuichi Nakahara, Junichi Akimoto

CG Animation: Kohta Morie

CG Effects: Junichi Akimoto

Matte Painting: Mika Inoue

Hardware: Mac; PC

Software: Adobe After Effects, Photoshop, Premiere; Apple Final Cut; Autodesk Maya; Pixologic ZBrush;
Side Effects Houdini; The Foundry Nuke

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18 Nullarbor (10:22)

A brash young punk - Bernie, and a laid-back old digger - Waddy, travel across Australia's Nullarbor Plain in an animated road movie on a race to nowhere.

Directors: Allister Lockhart, Patrick Sarell
Producers: Katrina Mathers, Merrin Jensen, Patrick Sarell, Daryl Munton
Contributors: Writer: Patrick Sarell
CG Supervisor: Daryl Munton

Software: Adobe After Effects; Autodesk 3ds Max; Chaos V-Ray

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www.lampshadecollective.com
kat@lampshadecollective.com

19 Ballet of Unhatched Chicks (1:51)

Chicks hatching from eggs share a spotlight from the world. They celebrate this warm and happy moment by dancing ballet together.

Director: Shaun (Seong-young) Kim
Producer: University of Southern California
Contributors: Story/Storyboard, Design/Color, Layout/Animation: Shaun Seong-young Kim
Modeling: Do-young Kim, Shaun Seong-young Kim
Texture: So-young Youck
Lighting, Rendering: Shaun Seong-young Kim
Compositing, Editing: Shaun Seong-young Kim
Music: Mussorgsky's "Ballet of Unhatched Chicks"
Recorded: New World Symphony

Contact:

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510 S. Ardmore #102
Los Angeles, CA 90020
USA
+1.213.434.6579
skim.film@gmail.com

Hardware: HP Z600

Software: Adobe After Effects, Photoshop, Premiere; Autodesk Maya



20 Artspace (2:10)

The best ideas are always around us, especially when related to the feeling of home. This film is about a young artist finding the best idea to decorate his big blank wall.

Director: Cece Chen

Producer: Vancouver Film School

Contributors: Visuals: Cece Chen

Music: A Tree Grows in Brooklyn

Voice: Jason Hense

Sound Design: Matt Thomas

Hardware: HP Workstations

Software: Adobe Photoshop, Premiere; Autodesk Maya; The Foundry Nuke

Contact:

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21 ANNE'S DROIDS (4:14)

A young boy stumbles across a girl and her menagerie of androids conducting amateur scientific experiments in her father's junkyard.

Director: Richard Rosenman

Producer: Randi Yaffa

Contributors: Richard Rosenman, Randi Yaffa, Allison Samoluk, Florin Besleaga, Kevin Vresinga, Chris Crozier, Rowan Simpson, Wendy Rozycki, Aaron Vindua, Kosta Lavrinuk

Hardware: PC

Software: Adobe After Effects; Autodesk 3ds Max

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+1.416.915.1596 fax
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allison@hatchstudios.net



22 Mr.Choco in Love (5:45)

Mr. Choco by his whole heart lives entirely for the customers of his culinary kingdom when a charming lady's tiny order strikes him with a Cupid's dart.

Director/Producer: Petr Marekl
Contributor: Music: Petr Zikmund

Hardware: Intel Core i5, 8GB RAM DDR3, GeForce GTS 250; Intel Core E8200, 8GB RAM DDR3, GeForce 8800 GTS

Software: Adobe Photoshop; Autodesk Maya; Cakewalk Sonar; Sony Vegas; The Foundry Nuke

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23 Will and the Wheel (5:49)

Will, an enterprising hamster, modifies his running wheel and begins creating a strange and mysterious machine. In spite of the ridiculous assemblage of simple household items he uses, Will manages to succeed and in the end reveals his brilliant plan.

Director: Margherita Premuroso
Producer: Luca da Rios
Contributors: Executive Producer: Luca Da Rios
Storyboard/Designer: Massimiliano Lucania
Rigger, Animation Supervisor: Paolo Fazio
Lead Animator: Barbara Dossi
Animators: Emanuele Doro, Mattia Rosati Simone Fiorito, Elisa Capretto
Lighting, Rendering Effects: Fabrizio Dini, William Lorenzetti
Texture: Elena Redaelli
Technical Producer: Ivan Piasini, Marco Spasiano
Production: Playstos Entertainment

Contact:

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InkyMind
C.so Sempione, 63
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www.inkymind.com
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Hardware: Mac

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



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01 The Light (3:35)

A battle between light and darkness.

Director/Producer: Ihsu Yoon

Contributors: Produced at the School of Visual Arts

Hardware: PC

Software: Adobe After Effects, Photoshop; Autodesk 3ds Max; Digidesign Pro Tools; Next Limit RealFlow; Sitni Sati AfterBurn

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02 The Fantastic Flying Books of Mr. Morris Lessmore (16:22)

A love letter to books. An animated short film about the curative power of story.

Directors: William Joyce, Brandon Oldenburg

Producers: Alissa M. Kantrow, Lampton Enochs, Trish Farnsworth-Smith

Contributors: Written by: William Joyce

Music by: John Hunter

Motion Control Artist: Stewart Mayer

Edited by: Eva Contis

Senior Animator: Jamil Lahham

Digital Effects: John Durbin

Practical Effects: Brandon Oldenburg

Art Department Lead: Adam Volker

Character Design: Joe Bluhm

Lead Digital Background Painter: Christina Ellis

Lead Technical Director: Bohdon Sayre

CG Generalist: Jason Heaton

Lead Lighter, Composer: Luke Heathcock

3D Tracking, Pipeline: John Schurman

Sound Design: Breed, Oliver Benadvidez

Mixing Engineer: Fast Cuts, Scottie Richardson

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www.moonbotstudios.com
clare@moonbotstudios.com

Hardware: IBluearc Titan 3200 clustered/dual head server; Extreme BlackDiamond 8810 network switch; Dell Precision T7400 and T7500 Workstations; HP XW8600 Workstations; Apple MacPro Workstations; Dell PowerEdge M600 Blade Servers

Software: Adobe CS5; Apple Final Cut Pro; Autodesk Maya, MatchMover, Softimage; Royal Render; The Foundry Nuke; Vicon boujou



03 Heart of Glass - Skin Diary Cover (3:44)

Watch Giantess Jessica demolish Berlin while going on dates with a 'gaydiator,' an alcoholic, and a cute little rabbit.

Director: Animishmish (Alon Chitayat)

Producer: Skin Diary

Contributors: Assistant Director: Dori Adar

Photography: Tillmann Engel

Lighting: Dan Jung, Roman Hoffmann

Makeup Artist: Marit "Schminkpistole" Kenning

On-site Catering: Micky Hickbert

Actor: Robert Speidel

Giant Scene Design: Alona Weiss

Music: Skin Diary

Vocals: Jessica Jekyll

Guitars: Pierpaolo de Luca

Bass: René Flächsenhaar

Drums: Puya Shoary

Music Producer: Markus Reuter

Hardware: Mac

Software: Adobe After Effects, Photoshop; DZED Dragon Stop Motion

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Alon Chitayat

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animishmish@gmail.com

04 Manège Magique (1:25)

In the backstage area of circus Manège Magique, a little absent-minded conductor accidentally mixes up his baton with the magic wand of the circus' magician. Unaware of his mistake he inadvertently turns the whole circus into a magical underwater world.

Director: Viola Baier

Producer: Benjamin Munz

Contributors: Script, Compositing, VFX, Animation, Production, Character Design,

Camera, Director of Photography, Editing: Viola Baier

Additional Animation: Paul Cichon

Technical Director: Stefanie Strauss

Music: Lorrie Doriza, Kevin Baldwin, David Christiansen, Staatskapelle Halle

Sound: Simon Wolf

Software: TVPaint

Contact:

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05 Rabenjunge (9:44)

The children of the village live by the law of the jungle. Led by the meanest, they scorn the Ravenboy, the groups' outsider. When one day a fascinating girl appears putting her spell on everybody, it's the Ravenboy of all people she takes interest in.

Director: Andrea Deppert
Producer: Simon Buchner
Contributors: Technical Director: Sebastian Gassel, Jochen Conradt
Character Design: Felix Mertikat, Andrea Deppert
Music: Ozgur Akgul
Sound: Andreas Mühschlegel

Software: Autodesk Maya; Pixel Farm PFTrack; The Foundry Nuke

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06 URS (9:56)

For many years Urs has had to look after his aging mother. He now dares a dangerous journey, carrying her up a mountain to find a better place for both of them. But his mother doesn't want to leave her home.

Director: Moritz Mayerhofer
Producer: Stina McNicholas
Contributors: Script: Moritz Mayerhofer
Associate Producer: Jakob von Moers
Production Manager: Moritz Mayerhofer
Character TD: Jonas Jarvers
Music: Peter Gromer, Jörg Iwer
Sound: Michael J. Diehl
Foley: Marcus Neuberger
Layouts: Jan Mayerhofer
Design, Layout, Animation: Moritz Mayerhofer
FX-Animation: Jan Locher, Michael Lederhuber, Stefan Habel, Benjamin Swiczinsky, Hendrik Panz, Moritz Mayerhofer
Additional Animation: Jonas Jarvers, Derek Roczen
Matte paintings: Moritz Mayerhofer, Julia Ocker, Leszek Plichta, Felix Mertikat, Martin Puttkammer, Louis Tardivier, Roland Petrizza, Daniel Brkovic
2.5D Projections: Johannes Schiehschl, Stefanie Strauß
Models, Textures: Moritz Mayerhofer

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UVs: Oliver Vogel, Gregor Bödecker
Shading: Michael Lederhuber
Lighting, Rendering: Thomas Moser
Compositing: Moritz Mayerhofer
Cast: Martin Weigel, Thomas Hinke, Ellen Schäuble
Stunts: Wolfram Kampffmeyer
Casting: Juliane Weiniger
Titles: Felix Mayerhofer
Website: Sebastian Mittag

Software: NewTek Lightwave 3D

07 MONSTER and DUMPLING (5:10)

There was a ugly and violent monster. Because he was ugly, everyone disliked him. One day, the monster came to a small town to get some food and found a small girl. The monster tries to eat her, but something happens that changes him.

Director: Jihwan Jung
Producer: Academy of Art University
Contributors: Story, Art: Jihwan Jung
Layout, Rigging: Inho Beak
Animation: Inho Beak, Jihwan Jung
Modeling: Yoongyeong Bae, Jongha Baik
Texture: Han Yu, Jongha Baik
Lighting, Compositing: Han yu, Justin Schubert, Yongsuk Shin, Jeremy Son
Matte Painting: Yongsuk Shin
FX: Irving Zhang
Sound: Ian Beeuwkes
Music: Minho Dong
Voice Actor: Jihwan Jung, Sandra Shiwell
Additional Artists: Sungho Lee, Jungyong Kim, Jaina Park
Instructor: Bert Chung, Tom Bertino, Christ Armstrong

Hardware: PC

Software: Adobe After Effects, Photoshop, Premiere; Autodesk Maya; The Foundry Nuke

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toshiguboda@hotmail.com



08 Discovery Science The Human Element (:35)

Inspired by Plato's four classical elements, this image spot celebrates the human endeavor in the field of scientific discovery with a treatment that mashes up mythology, philosophy, and technology.

Director: Sawoozer Wang
Producers: Chris Leow, Discovery Networks Asia-Pacific
Contributors: Client/Broadcaster: Discovery Networks Asia-Pacific
 Executive Producer: Chris Leow
 Live-Action Shoot
 Director: Motion Foundry
 Producer: Jo Plomley
 Director of Photography: Paul Howard
 Gaffer: Grahame Dickson
 Camera Assist: Martyn Taylor
 Cast: Thomas Egan
 VFX: +AKITYPE STUDIOS
 CG Director: Sawoozer Wang
 CG Artists: James Chen, Juin Chang, Lance Ni, MJ Huang
 CG Assistants: Mu Lin, Xiang Wang

Motion Foundry
 CG Director: Alex Edwards
 SFX
 Sound Design: Lim Koon Soo, David Ong
 Voiceover Artist: Troy Planet

Contact:

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 Nanjing E. Rd., Songshan Dist.
 Taipei 10571
 Taiwan
 +886.2.27658586
 vimeo.com/channels/akitipe
 sawoozer@gmail.com

Hardware: PC

Software: Adobe After Effects; Autodesk 3ds Max

09 Soapy Trip (:59)

In order to escape from the cold, sad world he lives in, a peculiar man tries to get into a bubble.

Directors: Sylvain Fabre, Guillaume Fesquet, Adeline Grange, Julien Rossire, Clara Voisin
Producer: Moira Marguin, Gobelins, l'école de l'image
Distributor: Premium Films

Software: Adobe After Effects, Flash, Photoshop

Contact:

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 Premium Films
 130 rue de Turenne
 75003 Paris
 France
 +33.1.42.77.06.39
 +33.1.44.54.05.02 fax
 animation@premium-films.com



10 Le Royaume (4:08)

Having just arrived in the woods, a king wants a beaver to help him build a castle.

Directors: Nuno Alves Rodrigues, Oussama Bouacheria, Julien Cheng, Sebastien Hary, Aymeric Kevin, Ulysse Malassagne, Franck Monier

Producer: Moira Marguin, Gobelins, l'école de l'image

Distributor: Premium Films

Software: Adobe After Effects, Photoshop; TVPaint

Contact:

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animation@premium-films.com

11 TROIS PETIT POINTS (3:33)

A seamstress waits for her husband to come back from the war.

Directors: Lucrèce Andreae, Alice Dieudonne, Tracy Nowocien, Florian Parrot, Ornaie Prioul, Rémy Schaepman

Producer: Moira Marguin, Gobelins, l'école de l'image

Distributor: Premium Films

Software: Adobe After Effects, Photoshop; TVPaint

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12 Assassin's Creed Brotherhood (2:42)

Delve into XVIth century Rome, during the controversial and bloody rule of Pope Rodrigo Borgia. Meet Ezio Auditore da Fireze and his Brotherhood of assassins as they make their way through a religious procession, and stand off against the Papal Guard and their commander, Cesare Borgia.

Director: Istvan Zorkoczy
Producer: Alex Sandor Rabb
Contributors: CG Supervisor: Robert Kovacs
Art Director: Peter Fendrik
Lead Coordinator: Gyorgy Horvath
Production Manager: Szilvia Aszmann
Production Coordinator: Zoltan Acs
Production Assistant: Barbara Bereczkei
Lead Modeler: Tamas Varga
Model/Texture Artists: Dorian Bugan, Gabor Kis-Juhasz, Zoltan Korcsok, Lajos Nagy, Boglarka Piroth, Karoly Porkolab, Tamas Tothfalussy, Daniel Ulrich
Lead Environment Artist: Kornel Ravadits
Matte Painter: Peter Bujdosó
Lead Character TD: Andras Tarsoly
Lead Animator: Istvan Zorkoczy
Animators: Robert Babenko, Gabor Kiss, Gabor Lendvai, Csaba Mali
Lead Technical Director: Szabolcs Horvath
Technical Directors: Jozsef Bosnyak, Attila Chovanecz, Zoltan Hollosy, Ervin Kaszap, Peter B. Kovacs, Csaba Mate, Gabor Reikort, Ivan Sarosacz, Peter Sved, Attila Szalma, Imre Tuske
Compositing: Balazs Horvath, Andras Ketzer, Ria Tamok
Development: Gabor Medinacz, Pal Mezei, Gabor Tanay, Robert Tihanyi, Peter Olah
Systems Administrators: Gabor Kali, Gyorgy Sebestyen
Chief Financial Officer: Tamas Ory
Executive Assistant: Eszter Bohus
Office: Gabriella Banfalvi, Marton Fuzes, Andrew Gaspar, Gyula Horvath, Istvan Zsoter
Motion Capture Engineers: Istvan Gindele, Csaba Kovari, Gyorgy Toth
Motion Capture Artists: Gabor Szeman, Gyula Toth, Adam Vida
Storyboard Artist: David Cserkuti
Script: Tamas Harangi

Hardware: 2 x Intel Xeon E5520 2.27 GHz, 12 GB RAM, 250 GB SATA HD
Software: Adobe Photoshop; Autodesk Maya; Pixologic ZBrush; The Foundry Nuke

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Ubisoft
Executive Producer: Sebastien Puel
Producer: Vincent Pontbriand
Creative Director: Patrice Desilets
Game Director: Patrick Plourde
Art Director: Mohamed Gambouz
Cinematics Director: Sylvain Bernard
Missions Director: Gaelec Simard
Level Design Director: Christopher Robert Weiler
Lead Programmer: Stephane Girard
Lead AI: Stephane Assadourian
Audio Director: Mathieu Jeanson
Associate Producer: Jean-Francois Boivin
Production Managers: Pascal Gauthier, Florent Goy, Nicolas Raffenaud, Sandra Warren, Julien Lafferiare, Genevieve Dufour



13 Dragon Age II (2:48)

You are one of the few who escaped the destruction of your home. Now, forced to fight for survival in an ever-changing world, you must gather the deadliest of allies, amass fame and fortune, and seal your place in history.

Director: Istvan Zorkoczy
Producer: Alex Sandor Rabb
Contributors: CG Supervisor: Robert Kovacs
Art Director: Peter Fendrik
Lead Coordinator: Gyorgy Horvath
Production Manager: Szilvia Aszmann
Production Coordinator: Zoltan Acs
Production Assistant: Barbara Bereczkei
Lead Modeler: Tamas Varga
Model/Texture Artists: Akos Boros, Dorian Bugan, Gabor Foner, Janos Hunyadi, Majid Ismaeily, Zoltan Korcsok, Eva Kovacs, Lajos Nagy, Karoly Porkolab, Andras Villanyi
Lead Environment Artist: Kornel Ravadits
Matte Painter: Peter Bujdosó
Lead Character TD: Andras Tarsoly
Lead Animator: Istvan Zorkoczy
Animators: Robert Babenko, Gabor Kiss, Gabor Lendvai, Csaba Mali
Lead Technical Director: Szabolcs Horvath
Technical Directors: Jozsef Bosnyak, Attila Chovanecz, Attila Derzso, Zoltan Hollosy, Ervin Kasza, Peter B. Kovacs, Csaba Mate, Gabor Reikort, Ivan Sarosacz, Peter Sved, Attila Szalma, Imre Tuske
Effects: Viktor Nemeth
Compositing: Balazs Horvath, Ria Tamok
Development: Gabor Medinacz, Pal Mezei, Gabor Tanay, Robert Tihanyi, Peter Olah
Systems Administrator: Gabor Kali, Gyorgy Sebestyen
Chief Financial Officer: Tamas Ory
Executive Assistant: Eszter Bohus
Office: Gabriella Banfalvi, Marton Fuzes, Gyula Horvath
Motion Capture: Digic Motion
Digic Motion Manager: Istvan Zsoter
Motion Capture Engineers: Istvan Gindele, Csaba Kovari
Motion Capture Artists: Gabor Szeman, Gyula Toth, Adam Vida

Hardware: 2 x Intel Xeon E5520 2.27 GHz, 12 GB RAM, 250 GB SATA HD
Software: Adobe Photoshop; Autodesk Maya; Pixologic ZBrush; The Foundry Nuke

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Sound Engineer: Csaba Wagner
Music Composer: Adam Balazs
Conductor: Peter Pejtsik
Music Performance: Budapest Session Choir, Kyo Kito Taiko Ensemble, Corpus Trombone Quartet
Recorded at: TomTom D Studio
Sound Engineer: Attila Kölcseyi
Cello: Peter Pejtsik
Recorded at: Pannonia B Studio
Sound Engineer: Balazs Robert
Organized and Executed by:
www.budapestsessions.hu
Final Mix: Paul Hackner, Kent Road Productions



14 Mass Effect 3 (1:15)

Earth is burning. Striking from beyond known space, a race of terrifying machines have begun their destruction of the human race. As Commander Shepard, an Alliance Marine, your only hope for saving mankind is to rally the civilizations of the galaxy and launch one final mission to take back the Earth.

Director: Istvan Zorkoczy
Producer: Alex Sandor Rabb
Contributors: CG Supervisor: Robert Kovacs
Art Director: Peter Fendrik
Lead Coordinator: Gyorgy Horvath
Production Manager: Szilvia Aszmann
Production Coordinator: Zoltan Acs
Production Assistants: Barbara Bereczkei, Zsolia Pataky
Lead Modeler: Tamas Varga
Model/Texture Artists: Akos Boros, Dorian Bugar, Gabor Foner, Zoltan Korcsok, Eva Kovacs, Lajos Nagy, Karoly Porkolab, Andras Villanyi
Lead Environment Artist: Kornel Ravadits
Matte Painter: Peter Bujdosó
Lead Character TD: Andras Tarsoly
Lead Animator: Istvan Zorkoczy
Animators: Robert Babenko, Gabor Kiss
Lead Technical Director: Szabolcs Horvath
Technical Directors: Jozsef Bosnyak, Attila Chovanecz, Attila Derzso, Zoltan Hollosy, Ervin Kaszap, Peter B. Kovacs, Csaba Mate, Gabor Reikort, Ivan Sarosacz, Peter Sved, Attila Szalma
Effects: Viktor Nemeth
Lead Composer: Balazs Horvath
Compositing: Ria Tamok, Vilmos Thernesz
Development: David Illes, Gabor Medinacz, Pal Mezei, Gabor Tanay, Robert Tihanyi, Imre Tuske, Peter Olah
Systems Administrator: Gabor Kali, Gyorgy Sebestyen
Chief Financial Officer: Tamas Ory
Executive Assistant: Eszter Bohus
Office: Gabriella Banfalvi, Marton Fuzes, Gyula Horvath, Laszlo Kovacs
Motion Capture: Digid Motion
Digid Motion Manager: Istvan Zsoter
Motion Capture Engineers: Istvan Gindele, Csaba Kovari
Motion Capture Performers: Bertalan Fendrik, Edina Seres, Gabor Szeman

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Sound Engineer: Csaba Wagner
Music: Matyas Milkovics (neo/io)
Sound Engineers: Tamas Sellyei,
Robert Erdesz
Music recorded at: Solaris Studio



Electronic Arts & Bioware

Group General Manager, BioWare Group; Senior Vice President, Electronic Arts; and Co-Founder and CEO of BioWare: Ray Muzyka

General Manager, BioWare Austin; Vice President, Electronic Arts; and Co-Founder of BioWare: Greg Zeschuk

SVP & Group GM - RPG/MMO Group: Ray Muzyka

Studio General Manager: Aaryn Flynn

Executive Producer: Casey Hudson

Art Director: Derek Watts

Lead Designer: Preston Watamaniuk

Lead Programmer: David Falkner

Associate Producer: Michael Gamble

Senior Product Marketing Manager: Jarrett Lee

Lead Cinematic Animator: Parrish Ley

Lead Character Artist: Ken Finlayson

Character Artists: Rodrigue Pralier, Jaemus Wurzbach

Concept Artist: Mikko Kinnunen

Lead Animator: Scott Mitchell

Technical Animators: Cristian Enciso, Ray Lim

Audio Lead: Rob Blake

Lead Writer: Mac Walters

Hardware: 2 x Intel Xeon E5520 2.27 GHz, 12 GB RAM, 250 GB SATA HD

Software: Adobe Photoshop; Autodesk Maya; Pixologic ZBrush; The Foundry Nuke

15 Sintel (14:48)

In this epic fantasy tale, Sintel, a young lonely girl, finds companion in a wounded baby dragon in the streets of the city of Ishtar. When her friend gets violently taken away, she sets on a long quest ending in a dramatic confrontation.

Director: Colin Levy

Producer: Ton Roosendaal

Contributors: Artists: David Revoy, Angela Guenette, Soenke Maeter, Ben Dansie, Pablo Vazquez, Dolf Veenvliet, Nathan Vegdahl, Lee Salvemini, William Reynish, Beorn Leonard, Jeremy Davidson

Technical Directors: Brecht van Lommel, Campbell Barton

Music, Sound: Jan Morgenstern

Voices: Halina Reijn, Thom Hoffman

Hardware: PC, Ubuntu Linux

Software: Adobe After Effects, Photoshop; TVPaint

Contact:

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01 Computer Animation Festival Preview Trailer (3:48)

The SIGGRAPH Asia 2011 Computer Animation Festival Preview highlights the visually stunning work accepted to the juried program. It is shared with various international and national media bureaus to inform and stimulate interest in the festival and Conference. The trailer reflects a wide range of juried works showcasing the world's best computer graphics for the year.

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cmasia@siggraph.org

02 CCTV - Ink (1:00)

Retrace the history of China from traditional to modern in the 'Ink and Wash' traditional Chinese painting style.

Software: Adobe After Effects; MAXON Cinema 4D; Sitni Sati FumeFX; Thinkbox Krakatoa

Director: weareflink

Producers: James Hagger, Andreas Lampe

Contributors:

Client: CCTV - Central China Television

Agency: MMIA

Creative Director: Zhou Jiahong

Art Director: Wu Hao

Copywriters: Zhou Jiahong, Sophia Xu

Storyboard: Wu Hao, Liang Yuanchun

Production Company: Troublemakers.tv & weareflink

Director: Niko Tziopoulos

CG, Compositing Artist: Alexander Heyer

Compositing Artist: Martin Hess

CG Artists: Philipp Von Preuschen, Timo Schaedel

Ink & Footage: Thore Bornemann

Ink & Making Of: Felix Martens

Production Coordinator: Catharina Foelling

Production Assistant: Aurelie Da Silva

Music & Sound Design: Supreme Music, Florian Lakenmacher

MoCap: MoCap Lab, Remi Brun, Frank Vayssettes, Thomas Oger

Taiji Performer: Alexandre Thorlet

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james@troublemakers.tv



03 The Saga of Biörn (7:06)

Biörn, an old Viking is determined to reach Valhalla, the warrior's afterlife full of excessive drinking and debauchery. To gain entry he has to die honorably in battle, but he discovers the right death isn't so easy to come by.

Director: Benjamin Kousholt
Producer: Michelle Nardone

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04 The Backwater Gospel (9:32)

As long as anyone can remember, the coming of the Undertaker has meant the coming of death. One day the grim promise fails and tension builds as the God fearing townfolk of Backwater wait for someone to die.

Director: Bo Mathorne
Producer: Michelle Nardone

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www.animwork.dk
owfestival@animwork.dk

05 Flamingo Pride (6:02)

Frustrated being the only straight flamingo in a gay flock the hero falls in love with a lady stork that flies by. He follows her to the other side of the lake, only to be mocked and rejected by the local birds. Unable to convince the stork of his serious intentions he isolates himself and goes through an identity crisis. An intensive encounter then inspires him to a bold move.

Software: Adobe After Effects, Photoshop; Apple Final Cut;
Autodesk Maya, Motion Builder, Mudbox; Digidesign Pro Tools;
Massive; Next Limit RealFlow; Pixar RenderMan; Side Effects
Houdini; The Foundry Nuke; Toon Boom Storyboard
Hardware: PC; Mac; Linux; Wacom Cintiq

Director: Tomer Eshed
Producer: Dennis Rettkowski

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Tomer Eshed
Talking Animals
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tomereshed@hotmail.com



Contributors

Concept: Tomer Eshed, Tristian Taylor

Lead Character Animation: Michael Herm, Nadja Klews, Ulrike Schulz, Nikolai Neumetzler, Martin Freitag, Lars Krüger, Felix Gönner, Mette Ilene Holmriis, Tomer Eshed

Additional Character Animation: Letty Felgendreher, Stefanie Schmiedel

Character Design: Tomer Eshed

Costume Design: Frank Bohn

Hairstyles, Makeup: Nadja Fröhlich

Character Modeling, Texturing: Michael Herm, Jakob Besuch, Daniel Brkovic, Tonio Freitag

Set Design: Jan Schneider

Set Modeling, Texturing: Alexander Pohl, Kai Schadwinkel

Rigging, Rendering, Compositing, R&D, Simulations Stereo, Color Grading, Modeling, Texturing: Dennis Rettkowski

Matte Paintings: Jan Schneider, Alexander Pohl

Title Design: Sabine Loos

Director of Photography: Olaf Aue

Editing: Martin Reimers

Music by: Stefan Maria Schneider

Supervising Sound Editor: Michal Krajczok

Re-Recording Mixer: Marian Mentrup

Assistant Sound Editor: Michael Hauschke

ADR Australia: Ben Mathews

Foley Artist: Peter Roigk

Foley Recordist: Johannes Hampel

06 VIE D'ENFER (6:57)

A little devil gets ejected from hell and lands in paradise.

Directors: Romain Carlier, Sébastien Druilhe, Thomas Eid, Vincent Husset

Producer: Supinfocom Valenciennes

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 animation@premium-films.com

07 Assassin's Creed: Revelations (2:58)

Follow master assassin Ezio Auditore as he walks in the footsteps of his legendary mentor on a journey to recover five ancient seals that hold the keys to the future of the Assassins brotherhood. It is a perilous path, one that will take Ezio to Constantinople, the heart of the Ottoman Empire, where a growing army of Templars threatens to destabilize the region.

Software: Adobe Photoshop; Autodesk 3ds Max, Maya; MAXON BodyPaint; Pixologic ZBrush; The Foundry Nuke

Director: Istvan Zorkoczy

Producer: Alex S. Rabb

Contributors:

CG Supervisor: Robert Kovacs

Art Director: Peter Fendrik

Lead Coordinator: Gyorgy Horvath

Production Managers: Szilvia Aszmann, Nelli Nagy

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Production Coordinator: Zoltan Acs, Attila Deak, Attila, Szigeti
Production Assistants: Barbara Bereczkei, Zsasia Pataky
Lead Modeler: Tamas Varga
Model, Texture Artists: Josef Bosnyak, Dorian Bugar, Akos Boros, Josel Czaka, Gabor Faner, Norbert Kiss, Zoltan Korcsok, Ava Kovacs, Lajos Nagy, Karoly Porkolab, Andras Vilanyis
Lead Environment Artist: Kornel Ravadits
Matte Painter: Peter Bujdoso, Tamas Jarolics, Evan Shipard
Lead Rigging TD: Andras Tarsoly
Rigging TDs: Zoltan Hollasy, Ervin Kaszap, Robert Vari
Animation Supervisor: Robert Babenko
Animators: Adam Juhasz, Gabor Lendvai, Peter Nagy, Gyorgy Toth
Lead Technical Director: Szabolcs Horvath
Technical Directors: Zoltan Kecskemati, Peter B. Kovacs, Gabor Nagy, Attila Szalma
Render TDs: Gabor Reikort, Peter Svad
Shading TD: Atilla Derzsa
Hair TD: Csaba Mata
Lead Effect TD: Viktor Nameth
Effect TD: Atilla Chovanecz
Lead Composer: Balazs Horvath
Compositing: Peter Hostyanszki, Marcell Haraszti Nagy, Pia Tamok, Vilmos Thernesz
CG Development: David Illas, Pal Mezei, Imre Taske
Production Development: Gabor Medinacz, Gabor Tanay, Robert Tihanyi, Peter Olah
Systems Administrators: Gabor Kali, Gyorgy Sebestyen
DTP: Zsolt Mezei
Chief Financial Officer: Tamas Ory
Executive Assistant: Eszter Bohus
Office: Gabriella Banfalvi, Marton Fuzes, Andrew Gaspar, Gyula Horvath, Lasza Kovacs
Motion Capture Manager: Istvan Gindele
Motion Capture Engineers: Istvan Gindele, Csaba Kovari
Motion Capture Performers: Gabor Szeman, Gyula Toth, Adam Vida
Storyboard Artist: David Cserkuti

Ubisoft

Executive Producer: Sebastien Puel
Producer: Martin Shelling
Creative Director: Alex Amancia
Artistic Director: Raphael Lacoste
Brand Directors: Etienne Allonier, Florence Baccard
Brand Manager: Carl Caldarelli
Senior Product Managers: Maria Loreto, Matthew Zagurak
Product Manager: Gabriel Parent
Lead Graphic Artist: Michel Thibault
Illustrators: Martin Deschambault, Jeff Simpson
Graphics Lead: Alex Gingras
Graphic Art Director: Jeremy Der
Creative Consultant: Dean Evans
Associate Producers: Jeremy Valiquette, Nicolas Raffenaud
Lead Sound Concept: Marc Leveilla
Lead Sound Technicians: Jocelyn Daoustren, Julien Lafferiare, Genevieve Dufour



08 HEART (8:34)

“HEART” explores the meaning of life and examines the sense of self, symbolically linking the heart as an object of deep desire and envy. Questions of whether to obsess over it, share it, find truth, or collapse in the false desire and greed are raised.

Software: Adobe After Effects, Photoshop, Premiere;
Digidesign Pro Tools; TVPaint

Director: Erick Oh
Producer: Matt Groening

Contributors:
Support: Matt Groening
Sound Design: Piero Mura
Music: Joseph Trapanese

Animation: Erick Oh

Clean Up Artists: David J. Meslin, Zach Mekelburg, Sung Eun Kim, Robert Moore, Roseanne Tan, Alexis De Jesus Costa, Ahmed Hosani, Camille Bouvard, Vincent Paquiom, Thibaud Petitpas

Produced at: UCLA School of Theater Film and Television

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oshman84@gmail.com

09 FOUR (3:13)

A tribute to nature, to the passing of seasons that gives rhythm to all living beings, nourishing wishes and hope.

Set in a forest, one of the places mostly influenced by the changing of colors and shapes, when moving from a season to another. The happening of a new season is described as an awakening and is symbolically represented by character Spring waking up.

Software: Adobe After Effects, Photoshop; Autodesk Maya; The Foundry Nuke

Hardware: Mac

Directors: Margherita Premuroso, Luca Da Rios

Producer: Margherita Premuroso

Contributors:

Character Modeling, Rigging: Frank Spalteholz

Environment Artist: Luc Maniscalco

Animators: Frank Spalteholz, Emanuel Amler

VFX, Rendering: Willam Lorenzetti

Technical Producer: Ivan Piasini

Music: Alex Harwood

Sound Design: Felipe Paszkiewick

Contact:

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Inky Mind
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Italy
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www.inkymind.com



10 defective detective (3:35)

A washed-up detective's imagination runs wild, as he tries to solve the most critical case of his career.

Software: Adobe After Effects, Flash, Photoshop, Premiere;
Autodesk Maya; Pixar RenderMan

Directors: Avner Geller, Stevie Lewis

Producer: Ringling College of Art and Design

Contributors:

Music: Raphael Beau

Sound: Clement Maleo

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Avner Geller
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+1.941.387.6698
defective-detective.com/
avnergeller@gmail.com

11 the FORGOTTEN (3:04)

A man receives a threatening phone call. "If you do not get a job for me, I will blow up your house!"

Software: Adobe After Effects; Autodesk Maya

Director: Kinam Kim

Producer: Soonhyoung Pyo, Bonki Koo

Contributors:

Producer: Sunwoo Yang

Art Director: Jaeyoup Lee

Editor: Kwang Jin Choi

CG Supervisors: Do-Young Kim, HaeChun Ji

Sound Mixing: Handmade

Edit: Wonjae Lee

Poly: Leseul Ahn

Music: Troels Folmann, Vasco

Actor: Leon

Voice Actor: Don, Kwangjin Choi

CG Technical Support: Seunghyup Shin, Byungseok Roh, Soonhyoung Pyo, Joohee Byon, Seungtaik Oh, Younghee Kim, Haeryung Jeon

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12 OPUESTO (3:59)

Was Kyle's dream of going home ever going to happen? An exploration of the friendship between Kyle and Lizard, who helps Kyle escape from an unjust life in prison.

Director: Yu-Shu Liu
Producer: Gage Lin

Contributors:
Producer: Flora W. H. Hwang
Script: Echo Fang
Model TD: Ching-Hui Lu
Model Artists: Jeremy Huang, Yu-Hsin Chien, Zheng-Hao Yang
Rigging TD: Shiha Yao Chang
Animation Artists: Tuffkid Wu, Way Chang, Benny Chung, Qui-Pai Lin, Crazy Dog
Lighting TD: Chung-Kuei Li
Lighting Artists: Kyle Wen, Yi-Ping Chueh, Moody Cheng, Nadia Chang, Joe Chiang, Chen-Hung Chuang
VFX Artist: Vinz Chen
RD: Ea Wu

Contact:

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115 Taipei City
Taiwan (R.O.C.)
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dcicopro@gmail.com

13 Kyu (1:30)

"Kyu" describes the ecology of an organism using two spheres.

Director/Producer: Yu Fujii

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14 Hong Long Century Plaza (3:15)

Hong Long Century Plaza is a complex architectural project adjacent to the landmark buildings of Shenzhen located at the Golden Triangle CBD. Disassembly & assembly is used to represent the city space, using both live action and synthesized imagery.

Software: Autodesk 3ds Max; Next Limit RealFlow

Director/Producer: Deng Bohong

Contributors:
Video: Yang Bo
Animation Effects: Zheng Binbina, Deng Bohong
Modeling: Xiang Hongminga, Xiang Yuqin
Post-synthesis: Xu Guanghao, Li Yan
Clips, Music: Duan Yuping, Rong Yuxuan

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15 THE MIGHTY HUNTER (6:31)

The walls of The Mighty Hunter's bedroom are filled with stuffed animal heads, reminders of a mighty past. Unbeknownst to him, they come to life, and have chosen this night to make a complex attempt on his life. It's pay back time!

Software: Adobe Photoshop; Autodesk Maya; Toon Boom Storyboard

Director: Michael Ekblad

Producers: SluggerFilm AB Sweden, Sophie Animation China

Contributors:

Story: John Chambers

Concept, Design: SluggerFilm

Hunter: Tom Eastwood

Elephant/Pig: Jay Simon

Piranha/Frog: Tim Buce

Cow: Jennifer Wiltsie

Animation Director: Wouter Dierickx

Production Manager: Ling Qi

Production Coordinator: Clara Tang

Technical Director: Kevin Zheng

Modeling: Tang Yulei

Rigging: Kevin Zheng

Animation: Jia Bo, Dong Ming, Zhang Yu, Xiao Feng

Light, Rendering, Compositing: Kevin Zheng, Tang Yulei

FX: Zhang Yu

Sound Design, Mix: Kenneth Skoglund

Music: Stefan Kramer

Sound: Control Sweden

Post Production Facilities: Edit Dudes

Editing, Grading: Anders Borg

Executive Producers: Michael Ekblad, Ling Qi

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16 Divine Intervention (3:23)

Two turtles are making a living as performers on the street. Suddenly, all the money they have earned disappears, so they turn on each other and fight. However, they do not know that the money was stolen by others.

Director/Producer: Yen-Chi Tseng

Contributors:

Script: Chun-Wang Sun

Music: Ming-Hsun Yu

Sound: Jamie Wang

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17 Oscar's Oasis - Oasis Cup (7:00)

A non-verbal animated cartoon series which portrays the adventures of Oscar the Lizard and the Trio of Harchi, Popy and Buck. Lost in the middle of an arid desert, all of them are trying to survive and above all to not die from boredom. The conditions for survival are then to find water, shade, something to eat, and something to do.

Software: Apple Final Cut; Autodesk 3ds Max, Maya; Chaos V-Ray; Eyeon Fusion; Toon Boom; Lisa (custom asset manager)
Hardware: Intel Q9600, Q9550 workstations; Dual Xeon X5660 render blades; Macintosh Quad-Core Xeon

Director: Arthur Qwak
Producer: TeamTO, Tuba Entertainment

Contributors:

Co-Production: TeamTO, Tuba Entertainment, Cake Entertainment, Synergy Media, F1

Executive Producers: Sung-Jai Ahn, Corinne Kouper, Eugene Kang, Tom van Waveren, Genevieve Dexter, Guillaume Hellouin

International Distribution, Licences and Merchandising excluding France: Cake Distribution

With the participation of: Canal + Family, TÄIÄtoon, EBS, BENEX, Carrimages 5

With the support of: CNC, the RhÖne-Alpes Region, the Charente Department, the Poitou-Charente Region and the (Korea Culture and Content Agency)

Original Concept: Tae-Sik Shin

Literary Bible: Ben Townsend, Arthur Qwak

Writer: Arthur Qwak

Story Editors: Thierry Gaudin, Bruno Regeste, Nathalie Mars, Carol Anne Willering

Head of Studio: Caroline Souris

Associate Producer: Perrine Gauthier

Production Director: Christiane Bregmestre, Sean Song

Production Assistants: Jina Kim, Hat Lakhouché, Alex Sung

Post-production Directors: Dominique Debar, Magali Bion

Assistant Directors: Jeremie Apperry, Ji-Sun Lee, Fabien Lematre, Alan Leprince, Benjamin Van Meggelen, Won Chul Hwang

Lead Editor: Nazim Meslem (TeamTO Studio Paris)

3D Directors: Christophe Dupin, Nicolas Galvani (TeamTO Studio Valence)

Animation Director: Michel Raimbault

Animation Production Director: Damien Simonklein

Music: Le Chantier

Voice Recording: Studio Piste Rouge Paris, Angoulême

Video Laboratory: Rive Gauche Broadcast

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+33.1.40.34.03.89 fax
www.teamto.com
festival@teamto.com



18 Junk Space (:56)

A lonely artist sets up his masterpiece in the middle of a junk yard.

Directors: Marion Delannoy, Jonathan Djob Nkondo, Paul Lacolley, Kevin Manach, Nicolas Pegon
Producer: Gobelins, l'École de l'image

Contributors:

Distribution: Premium Films Distribution

Contact:

Annabel Sebag
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75003 Paris
France
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animation@premium-films.com

19 Botanica Liberta (6:50)

Three plants leave their native greenhouse to discover the outside world.

Directors: Florian Caspar, Frederic Connil, Nicolas Malovec, Daniel Schiano
Producer: Supinfocom Arles

Contributors:

Distribution: Premium Films Distribution

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20 HAMBUSTER (6:46)

A man is quietly having lunch when his hamburger suddenly attacks him.

Directors: Paul Alexandre, Dara Cazamea, Maxime Cazaux, Romain Delaunay, Laurent Monneron
Producer: Supinfocom Arles

Contributors:

Distribution: Premium Films Distribution

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01 Technical Papers Preview Trailer (3:41)

This video contains a representative collection of clips from technical papers accepted to appear in the technical papers proceedings of SIGGRAPH Asia 2011.

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#25-05 Gateway East
189721 Singapore
+65.6500.6700
www.siggraph.org/asia2011/computer-animation-festival
cmasia@siggraph.org

02 GODAIZER (18:43)

Retrace the history of China from traditional to modern in the 'Ink and Wash' traditional Chinese painting style.

Software: Adobe After Effects, Photoshop; Autodesk Maya, mental ray

Director/Producer: Hillary Yeo

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hilscreate@gmail.com

03 When Stars Align (1:49)

Life can seemingly go your way, but how long can it really last?

Director/Producer: Makarand Nazirkar

Contributors:

Created at: Sheridan College (Post Graduate Digital Character Program)

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Oakville, Ontario L6H2L1
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+1.905.815.4222 fax
ken.walker@sheridanc.on.ca



04 Revolution 613 (13:52)

The “Inner World” has been governed by the monarch’s family for hundreds of years. The current monarch keeps people ignorant of the fact that the planet they know of as the “Outer World” is habitable once more. Despite all attempts to keep this knowledge secret, rumors leak out so that people’s attitude towards the king become increasingly skeptical.

Director: Berter Orpak

Producers: Berter Orpak, Benjamin Haagen

Contributors:

Co-Producers: Tobias Manglkammer, Michael GÜbel

Writer: Berter Orpak

Financial Producer: Tflay Orpak

Environment Modeling: Benjamin Haagen

Character Modeling: Tobias Manglkammer

Facial Setup: Kyra Buschor, Benc Orpak

Motion Capture: Benjamin Haagen

Character Animation: Berter Orpak, Benjamin Haagen, Tobias Manglkammer, Michael GÜbel

Lighting, Shading: Berter Orpak

VFX Artist: Michael GÜbel

Concept Artists: Anna Tluczykont, Tobias Schweiger

Matte Painting: Anna Tluczykont

Music Composer: Thommy Dietrich

Conductor: David Zell

Orchestra: Nfrnberger Symphoniker

Mixing, Mastering: Roland Hèring

Music Programming: Thommy Dietrich

Sound Design: Stefan Wfhr

Produced at: Georg-Simon-Ohm University of Applied Sciences Nuremberg

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05 Magnus (4:05)

An old train travels through landscapes to get to an ancient city.

Software: Adobe After Effects; Autodesk Maya, mental ray;
Next Limit RealFlow; custom Python scripts

Directors/Producers: Omar Meradi, Nelson Dos Santos

Contributors:

Music: Phillipe Rey

Contact:

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06 INANIS AEDES (2:14)

In a quiet and empty place, there is natural and sub-natural movement.

Software: Adobe After Effects, Photoshop; Autodesk Maya; Next Limit RealFlow; custom Python scripts

Directors/Producers: Omar Meradi, Beranger Roussel

Contributors:

Music: Matti Paalanen

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07 RABBITKADABRA! (4:20)

A story about a little girl named Emily who receives a magical wind-up rabbit doll from a failing magician. Emily brings the rabbit to life and finds that he is terrible at magic. Emily steals his hat to perform her own magic, and brings to life a rampaging unicorn. Rabbit is forced to save the day.

Directors: David Chen, Naomi Chen, Michelle Czajkowski, Krzysztof Fus

Producer: School of Visual Arts

Contributors:

Writers: David Chen, Michelle Czajkowski, Krzysztof Fus, Naomi Chen

Animation: Michelle Czajkowski

Rigging: David Chen, Michelle Czajkowski, Naomi Chen

Modeling: David Chen, Michelle Czajkowski, Krzysztof Fus, Naomi Chen

Compositing, Editing: David Chen

Original Score: James Sizemore

Sound Design: Naomi Chen

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08 Seasons (1:58)

A surreal motion graphics animation based on the changing seasons. Beginning with spring, the richly hued illustrations in this work come alive as they transform in color and rhythmic tempo to reveal the full seasonal spectrum.

Software: Adobe After Effects, Photoshop; Apple Final Cut; Autodesk Maya; MAXON Cinema 4D

Director/Producer: Haowei Hu

Contributors:

Music: Sihan Yuan

Artistic Advisor: Zhuo Shang

Produced at: School of Visual Arts

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09 Hi! baboon (4:13)

A monkey and baboon from two nearby islands encounter adventure when their existence collides!

Software: Adobe After Effects, Premiere; Autodesk Maya;
Next Limit RealFlow; Pixologic ZBrush; The Foundry Nuke

Director: Hongyang Luo

Producer: Hui Han

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10 The Flap Crashers (6:28)

A crew of three young birds long to experience what is beyond the high mountains of their sleepy home town. After a terrible accident, Flap must overcome his fear of flying if he is to migrate out of the valley with his two friends.

Director: John Mallett

Producer: Michelle Nardone

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11 MIGHTY ANTLERS (4:34)

A man drives his car furiously down a narrow road, surrounded by a vast forest. When he encounters a deer in the middle of the road he makes a villainous attempt to ram it. However this particular hit and run has jaw crushing, battering consequences.

Director: Sune Reinhardt

Producer: Michelle Nardone

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12 SALMA (4:17)

A film about a girl living in a land recovering from war. One day her father dies in a cluster bomb accident. This tragic event shrouds her mind and leaves her desperate and lost in a world she does no longer recognize.

Director: Martin Sand Vallespir
Producer: Michelle Nardone

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13 The FEAR (2:46)

Sometimes people express their feelings through their dreams. Contrary to reality, anything can be done there. In a dream, one can express their anger and cruelty without any of the limits of real life. A young girl observes a horrible scene in her dream, but what she sees excites her.

Director: Sung In Sohn
Producer: School of Visual Arts

Contributors:

Original Score: Sung In Sohn & NINESIN

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14 Today (4:02)

A lonely soul named Charlie Bun is sitting on a floating island, gazing at a flock of birds flying above him. A falling feather starts a fantasy journey that shakes our small hero and shoves him back to reality.

Software: Adobe Photoshop; Autodesk Maya; DigiCel FlipBook; The Foundry Nuke

Director/Producer: Ran Sieradzki

Contributors:

Story: Eyal Shirazi, Asaf Yeger, Ran Sieradzki

Compositing: Eyal Shirazi

Lighting, Shading: Eran Ashraf, Rami Stainer, Avi Ben-Avraham

Rendering: Eran Ashraf, Avi Ben-Avraham

Modeling, Rigging: Moshe Bitan, Mark Serdtse, Ran Sieradzki

Animation: Ran Sieradzki

Art: Alya Fewkes (Te'te), Alex Kizin, Ran Sieradzki

Singer: Ivri Lider

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15 Gorillaz "On Melancholy Hill" (4:26)

In a continuation of the story which began with Stylo, we follow members of the band and some of their musical collaborators on a dramatic ocean based journey in their quest to reach Plastic Beach.

Directors: Jamie Hewlett, Pete Candeland
Producers: Cara Speller, Debbie Crosscup

Contributors:

Production Company: Zombie Flesh Eaters

Editor: Seb Monk

Animation Production Company: Passion Pictures

Executive Producer: Hugo Sands

2D Animation Director: Robert Valley

2D Animators: Daryl Graham, Pete Dodd, Yuriy Sivers

2D Layout: Nelson Yokota De Paula Lima

2D Assistants: Jay Wren, Gerry Gallego, Tabbi O'Connell, Simon Swales

2D FX: Dave Headd, Giles Dill, Tim Divall, Kim Rabbitt, Micheal Sofoluke

Ink and Paint: Megs White Dore

2D Coordination: Tony Clarke

Head of CG: Jason Nicholas

VFX Supervisor: Neil Riley

CG Modeling: Ian Brown, Matthias Bjurstrom, Mario Ucci

Texture, Shading: Ian Brown, Gabriel Loques, Melanie Climent, Claire Michaud

Rigging: Chris Dawson, Francois Pons

CG Animation Supervisor: Wes Coman

CG Animation: Chris Welsby, Isabel Auphan, Sandra Guarda, Alice Holme

CG Lighting Supervisor: Harry Bardak

Lighting, Render: Claire Michaud, Guillaume Cassuto, Jon Uriarte

CG FX: Jamie Franks, Sajjad Amjad, Jayson King

Composite: Johnny Still, Niamh Lines, David Lea, James Butler

Matte Painting: Max Dennison

Editor: Lee Gingold, Tim King

Post Production: The Moving Picture Company (MPC)

Colourist: Paul Harrison

Producer MPC: Josh King

Contact:

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kims@passion-pictures.com



16 WWF - Threads (1:00)

A campaign to communicate the World Wildlife Fund of Mexico's position on climate change. The short is designed to remind us of the interdependence we share with every thing on the planet.

Software: Autodesk 3ds Max, Flame

Director: Mato Atom

Producer: James Hagger

Contributors:

Client: WWF - World Wildlife Fund

Agency: Ogilvy & Mather Mexico

VP Creative Director: Jose Montalvo

Creative Directors: Victor Alvarado, Fernando Carrera

TV Producer: Jaun Pablo Osio

Production Company: Troublemakers.tv

Director, Art Director: Mato Atom

Producer: James Hagger

Assistant Producer: Melanie Aguilar Fauconnier

Storyboard: Leonardo Weiss

Post Production: Digital District

Post Producer: Peggy Tavenne

Managing Director: David Danesi

SFX: Thomas Marqu 

Animation: Romuald Caudroit

Modeling: Jimmy Cava, Kevin Monthureux

Lighting, Renders: Nicolas Belin

Compositing, Flame: Seif Boutella

Assistant Flame: Amandine Moulinet

Music: Human

Contact:

James Hagger

Troublemakers.tv

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+33.1.79.73.42.04 fax

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james@troublemakers.tv

17 HOLYMONKS (3:30)

A Shaolin master (Master Xin) has the task of preparing two antagonistic disciples (Bao & Fei) into good monks who are always willing to help the weakest. All the adventures happen in the fantasy world of a monastery in China, also famous as a Kung Fu school, where a lot of challengers come to defy the monks. In each episode, we see how the characters climb up this long, difficult, but funny training ladder.

Software: Autodesk 3ds Max

Director: Luis Arizaga

Producer: Haowei Hu

Contributors:

Associate Producer: Joaquim Hu

Script Writer: Enric Pagespetit

Character, Environment Design, Modeling: Luis Arizaga Rico

Character Setup, Animation: Camilo Duarte Franco

Facial Rigging: Ceasar Sajez

Storyboard: Liberum Donum Ltd.

Music: Patrick Savage, Holog Spies

Sound: London Audio Labs

Contact:

Luis Arizaga

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18 EA Alice: Madness Returns - Trilogy (2:00)

The last in a series of three trailers for the launch of the video game Alice: Madness Returns. Alice seeks refuge in Wonderland from a troubled past, but a great evil has descended on the place where she once found beauty and tranquillity.

Director: Shy the Sun
Producer: Samantha Plaisted

Contributors:

Production Company: Strange Beast
Production Assistant: Hannah Kluman
Executive Producer: Nicola Finn
Art Director: Ree Treweek
Director: Jannes Hendrikz
Concept Artist: Linsey Levendall
Executive Producer: Nina Pfeiffer
Modeler: Stanley Segal
Script Development, Sound Design, Original Score: Markus Wormstorm
Studio: Passion Pictures
Head of CG: Jason Nicholas
VFX Supervisor: Neil Riley
Lead Artist, Composer: Stuart Hall
Lead CG, Lighting, Compositing: Quentin Vien
Animators: Wesley Coman, Magali Barbe, Doony Mahmood, Isabel Auphan, Steve White
Texture Artist, Matte Painter: Melanie Climent
Modeler, Texture Artist: Mattias Bjurstrom
Modelers: Ian Brown, Raymond Slattery, Mario Ucci, Tom Bryant
Matte Painters: Lukasz Pazera, Max Dennison
Texture Artists: Gabriel Loques, Melanie Climent, Nico Domerego, Solane Chan-Lam
Hair, Shading, Lead Lighting Artists: Claire Michaud, Guillaume Cassuto
Lighting Artist: Jon Uriate
Character TDs: Julian Hodgson, Chris Dawson
Lead VFX Artist: Jamie Franks
VFX Artists: Sajjad Amjad, Francois Pons
Texture Artist, VFX Artist: Dean O'Keefe
Compositors: Johnny Still, David Lea, Niamh Lines
Real Flow Artist: Jayson King

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19 Halo Reach “Deliver Hope” (1:00)

A featurette that takes viewers through an intense battle sequence between the Spartans and the Elites. Designed to appeal to the target gaming audience, it strives to translate the intense interactive gaming experience, familiar to millions of Halo fans, into an equally compelling commercial.

Software: Autodesk Flame, Maya; Side Effects Houdini; The Foundry Nuke

Director: Noam Murro

Producer: Stephanie Gilgar

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20 HK-2207 (2:23)

This demo uses a current trend in game engines utilizing deferred lighting and deferred shading allowing many more lights and rapid prototyping. A newly developed GPU accelerated physics particle system is introduced utilizing DX11 DirectCompute. Bullet Physics is used with a new fracture/destruction approach that also features procedurally generated unique debris leveraging DX11 tessellation.

Software: Autodesk Maya; Bullet Physics; Trinigy Vision Game Engine

Hardware: AMD Radeon HD 6970

Director: Abe Wiley

Producer: Jay McKee

Contributors:

Technical Lead: Jay McKee

Programmers: Saif Ali, Takahiro Harada, Justin Hensley, Jason Yang

Artist: Daniel Roeger

Executive Producer: David Hoff

Special Thanks: Jim Hejl, Lee Howes, Ron Langhi

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