



**Computer Animation Festival  
11 – 15 August 2008  
Los Angeles Convention Center  
Nokia Theatre**

### Overview



The 2008 Computer Animation Festival presents artists and experts in talks on all aspects of production, from animation to visual effects, from shorts to full-length features, from television to movies, from art to science, from learning the history of animation to learning the craft.

Attendees will be given the change to participate in the selection of the Audience Prize and see the results at the Festival's first annual award show – an hour of animation, animation directors, prizes, and surprises. Nightly events hosted by Pixar, Sony Pictures Imageworks, and Industrial Light & Magic, as well as talks and several production sessions, including a mind-bending look into Speed Racer, a

journey behind the scenes of "Cloverfield" and "Iron Man," and a glimpse through the eyes of gaming pioneers at the evolution of user-generated game experiences.

For a complete sneak peek, view the [Computer Animation Festival Trailer](#).

### Competition Screenings

The Computer Animation Festival Competition Screenings present the best of this year's computer animation, including visual effects, animated shorts, excerpts from motion pictures, student work, scientific visualization, abstract art, and so much more. As in the storied past of this event, these screenings represent the finest submitted entries from around the world, juried by industry experts for screenings in LA's new Nokia Theatre.

### Invited Screenings

The newly expanded Computer Animation Festival adds a slate of curated screenings to the juried content: something new, something old, everything exceptional.

## Festival Awards Ceremony

Since 1999, the Computer Animation Festival has been considered an official qualifying festival for the Academy of Motion Picture Arts and Sciences Best Animated Short Film award. This year, SIGGRAPH takes the honors a step further, acknowledging the nominees and winners in a fun, lively awards event hosted by industry professionals.

### **Nominees for this year's Computer Animation Festival Awards are:**

#### ***Best of Show Nominees***

Bolides  
*Supinfocom, France*

Carbon Footprint  
*Jellyfish Pictures, United Kingdom*

Madagascar: Escape 2 Africa  
*DreamWorks Animation, USA*

Oktapodi  
*Gobelins, l'école de l'image, France*

The Chemical Brothers "The Salmon Dance"  
*Framestore CFC, United Kingdom*

#### ***Jury Award Nominees***

Chump and Clump  
*Germany*

Mauvais Role  
*École Supérieure de Réalisation Audiovisuelle, France*

Oktapodi  
*Gobelins, l'école de l'image, France*

Our Wonderful Nature  
*HFF Potsdam, Germany*

The Plush Life  
*Timothy Heath, USA*

#### ***Student Prize Nominees***

893  
*Supinfocom, France*

Al Dente  
*Supinfocom, France*

Bärenbraut  
*Filmakademie Baden-Württemberg, Germany*

Blind Spot  
*Gobelins, l'école de l'image, France*

Mauvais Role  
*École Supérieure de Réalisation Audiovisuelle, France*

## Stereoscopic 3D: Research, Applications, and Entertainment

Modern 3D technology permeates everything from product design to entertainment, from games to animation, from the living room to outer space. In these talks, experts teach the foundations of 3D, from acquisition to projection, from history to the future.

### ***Monday, 11 August***

- [3D Primer: The Fundamentals of Stereoscopy From Acquisition to Projection](#)
- [3D for Science and Research: From Inner to Outer Space](#)
- [3D for Gaming and Alternative Media: How 3D is Changing the Way We Play](#)
- [3D Screenings: A Visual Odyssey](#)

### ***Tuesday, 12 August***

- [Animated 3D Cinema: Imaginary Worlds Brought to Life](#)
- [Live 3D Cinema: Capturing Real-World Depth](#)
- [3D Future: Rounding Up the Future](#)

## **Festival Talks**

The Computer Animation Festival offers four days of talks and presentations that teach, entertain, inspire, and illuminate.

### ***Monday, 11 August***

- [The Process of Animation: A Three-Hour Tour](#)
- [Mummy Unwrapped: Director Rob Cohen, Digital Domain, and Rhythm & Hues Unveil Filmic Secrets](#)

### ***Tuesday, 12 August***

- [A Brief and Irreverent History of Character Animation: An Entire History in a Single Day](#)

### ***Wednesday, 13 August***

- [The Making of "Big Buck Bunny": An Open-Source Evolution](#)
- [Making of an Oktapodi](#)
- [Meet the Artists: Festival Animators Reveal the Inspiration Behind the Animation](#)
- [A Tribute to the Life and Work of Frank Thomas and Ollie Johnston: Current Legends Talk About Their Mentors](#)
- [Terra: The Creation of a World, a Species, and a Full-Length, All-Star, Very Independent Animated Feature](#)
- [Building An Animation Studio: How a Band of Artists Followed Their Dream, Launched a Studio, and Started Developing an Animated Feature Film.](#)
- [Polygon Pictures: A Quarter Century of Animation](#)
- [Disney and Pixar: Two Animation Studios Reveal the Secrets of Their Shorts](#)
- [Future History: Three Inspiring Broadcast Projects Peer Into the Future](#)

### ***Thursday, 14 August***

- [Next Great Talent Search: An International Panel of Educators Reviews Programs and Students](#)
- [Making "Horton Hears a Who" Into a New Kind of Classic](#)
- [Future of Character Animation: From Stop Motion to Flash; From Keyframe to Puppetry, Industry Animators Discuss the Road Ahead](#)
- [Where Science and CG Converge: Examining the Line Between Reality and Fiction](#)
- [Flash Forward: A Forum on Flash's Increasingly Vital Role in Games, Online Entertainment, Art, and Academia](#)
- [Altered Realities: FX Guru Kevin Mack in Conversation with the DemoScene](#)
- [Fat Panda: Visual Design Development in DreamWorks' "Kung Fu Panda"](#)
- [Monster.com "Stork": Making a Photo-Real Stork in Eight Weeks](#)
- [El Tigre: Behind the Scenes](#)
- [Animation in Commercials: A Look at the Process, the Joy, and the Unmentionables](#)

## **Production Sessions**

Panels, roundtable discussions, and conversations about marketing, behind-the-scenes developments, production-related art, digital film production, and retrospectives.

- [Great Failed Ideas in Production](#)
- [Machines and Monsters: Tippett and ILM Reveal the Secrets Within "Cloverfield" and "Iron Man"](#)
- [Pursuit of Awesomeness: The Making of "Kung Fu Panda"](#)
- ["Speed Racer": How Digital Domain, ILM, and Sony Pictures Imageworks Transformed a Vintage Anime Into a Wild Ride for the 21st Century](#)

## Studio Events

**Pixar Animation Studios**, Tuesday, 12 August, 8 - 11 pm, Nokia Theatre

### **Screening of "The Man Who Planted Trees" Followed by a Conversation With Frédéric Back and John Lasseter**

*8 - 9 pm*

Over the last 20 years or so, John Lasseter has redefined the animation industry, shaping the way we watch animation and showing us the sweetness, complexities, and hilarities in the simplest and most unlikely places.

[Frédéric Back](#), a two-time Academy Award winner for "Crac" and "The Man Who Planted Trees" (above), joins John Lasseter for a rare conversation about the passions to which he has committed his life: animation, art, and the environment.

An exhibit of Frédéric Back's work is available for viewing at the Linwood Dunn Theater of the Academy of Motion Picture Arts and Sciences, [Mary Pickford Center for Motion Picture Study](#), 1313 Vine Street, Los Angeles.

### **Screening of "The Pixar Story" With Introduction and Q&A by Director Leslie Iwerks and Friends**

*9 - 11 pm*

An in-depth look behind the scenes of the ground-breaking company that pioneered a new generation of animation and forever changed the face of filmmaking. Using never-before-seen footage from the Pixar library, along with historic archival animation and first-hand accounts by animators, studio executives, directors, producers, and voice performers, Academy Award-nominated filmmaker Leslie Iwerks tells the riveting story of the Bay Area start-up that revolutionized Hollywood.

**Sony Pictures Imageworks**, Wednesday, 13 August, 8 - 11 pm, Nokia Theatre

Saying that Stan Winston helped transform visual effects into a legendary industry is a good beginning to recognizing his contribution and his legacy. He altered the course of movies when he transformed makeup effects from latex to animatronics. His credo ("I don't do effects, I do characters") provided the foundation for a veritable galaxy of interstellar aliens, menacing chrome robots, and predatory dinosaurs. His work blurred the lines between makeup, puppetry, and visual effects.

In films ranging from "Terminator" to "Edward Scissorhands" to "Iron Man," audiences could barely discern where the actor ended and the effects began. Winston inspired legions of directors, visual effects supervisors, and artists to stretch their abilities beyond what they knew to be possible. He challenged our imaginations, inspired our creativity, and showed us worlds we couldn't have conceived. His insatiable curiosity even moved beyond the film world into robotics and artificial intelligence, in innovations that found their way from the labs at MIT to the workshop in Van Nuys. Sony Pictures Imageworks presents an evening of tributes, celebrations, clips, and memories of Stan Winston and his legacy.

A screening of a classic Stan Winston film follows the discussion.

**LucasFilm**, Thursday, 14 August, 8 - 11 pm, Nokia Theatre

Lucasfilm presents an advance screening of "Star Wars: The Clone Wars," the much-anticipated animated feature film from director Dave Filoni and executive producer George Lucas. This event, hosted by ILM Visual Effects Supervisor John Knoll, begins with a discussion of the film's unique design and signature style. The intergalactic struggle between good and evil continues with a screening of the next "Star Wars" adventure to hit the silver screen.