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ACM Order # NDVD-168 ISBN: 978-1-4503-0206-7

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01 MEET MELINE (6:37)

Meline is full of life and is a naturally curious little girl. When she isn't playing, running, or jumping about she is drawing pictures of strange creatures. When a funny little creature appears in her life, Meline experiences curiosity, excitement, and even fear of the unknown.

Software: Adobe Photoshop, Premiere; Autodesk, Combustion, Maya

Hardware: PC

Director/Producer: Sebastien Laban

Contributors:

Sound Designer: Cedric Denooz

Composer: Guillaume Roussel

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02 The Secret of Her Eyes - VFX Huracán Extended One Shot (5:12)

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

Software: Autodesk Combustion, Maya; Massive; The Foundry Nuke

Hardware: 10 Quad Core PC

Director: Juan José Campanella

Producers: Juan José Campanella, Eduardo Herrero

Contributors:

Visual Effects Design & Supervision: Rodrigo S. Tomasso

Visual Effects Production & Coordination: Marcelo G. García

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03 SUSHI EXPRESS (4:42)

In the middle of a 1930's night, the Godfather of the Italian Mafia comes to lodge a complaint.

Software: Adobe Photoshop, Premiere; Autodesk 3ds Max, Face Robot, Maya, mental ray, MotionBuilder, Softimage; Apple FinalCut; Blast Code; Eyeon Fusion; Maxon Bodypaint; Next Limit RealFlow; Pixologic ZBrush; Skymatter Mudbox

Hardware: PC; Mac

Director: Rémi Larroque

Producer: Artfx

Contributors:

CG Artists: Foucout Jérôme, Florian Velasco, Guillaume Provot, François Masle

Animation: Benjamin Quinet

Sound: Aurélien, Gabriel Marini

Actors: José Carlos, Eric Letourneur

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04 BRIDGE (2:42)

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

Software: Adobe After Effects, Flash, Photoshop, Premiere; Autodesk Maya; Corel Painter

Hardware: PC

Director/Producer: Ting Chian Tey

Contributors:

Music: Greg Gauba

Produced in affiliation: Academy of Art University

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05 GET OUT (7:49)

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

Software: Adobe Photoshop; Autodesk Maya; Eyeon Fusion

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

Producer: Karim Khenissi

Contributors:

Music: Guilhem Rosa

Sound: Studio des aviateurs

Produced in affiliation: ESMA

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06 LEFT 4 DEAD 2: Intro (2:53)

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

Hardware: PC, Intel core i7; NVIDIA GForce GTX 285

Director/Producer: Valve

Contact:

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+1.425.827.4843 fax
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lars@valvesoftware.com

07 TEAM FORTRESS 2: Meet the Spy (3:16)

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

Hardware: PC, Intel core i7; NVIDIA GForce GTX 285

Director/Producer: Valve

Contact:

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+1.425.827.4843 fax
www.youtube.com/watch?v=u39KZJIJ7VA
lars@valvesoftware.com

08 KLIK! (1:13)

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

Software: 3D-Coat; Adobe Photoshop; Autodesk Maya; Eyeon Fusion; NewTek SpeedEDIT

Hardware: Dual Quad-core PC

Directors: Arjan van Meerten, Sven Neve, Bobby de Groot

Producer: Bobby de Groot

Contributors:

3D Artist: Percy Tienhooven

TD: Jean-Paul Tossings

Music, Sound Design: Lea Jurida (FC Walvisch)

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

Camera: Mladen Vekic (Team Facilities)

Camera Assistant: Boudewijn Rolff (Team Facilities)

Boom Operator: Menno Vermeulen (Team Facilities)

Actor: Sander Kamermans

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09 White Drawing (5:34)

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

Software: Adobe Photoshop, Premiere; Audio Mulch; Autodesk 3ds Max

Hardware: PC

Director/Producer: Kurt Adams

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10 Maestro Moustache (4:23)

Julien is bored and watching TV, when he discovers he has strange magic powers.

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

Hardware: PC; Mac

Directors: Florian Girardot, Omar Meradi, Béranger Roussel

Producer: Arts et Technologies de l'Image

Contributors:

Music: URK

Actor: Julien Fraichot

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11 AMAZONIA (5:55)

In the eat-or-be-eaten world of the Amazon Rainforest, finding a meal proves to be an impossible task for a hapless little treefrog named Bounce until he meets Biggy, a blue-bellied treefrog who takes him under his wing and shows him the ways of the perilous jungle.

Software: Adobe After Effects, Photoshop; Autodesk Maya; Digidesign ProTools; GrassValley Edius; Sony Vegas

Hardware: Verari Professional Workstations; HP PC

Director: Sam Chen

Producers: Sam Chen, Crystal Hsiao

Contributors:

Sound Designer: Jamey Scott

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Sam Chen
Aloha Animation
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San Diego, CA 92105
USA
+1.858.336.9937
sambochen@yahoo.com

12 mem (1:48)

Let's watch while a meme gets planted into an ovum.

Software: Autodesk Softimage; Eyeon Fusion

Hardware: PC

Director/Producer: Polynoid

Contributors:

Sound Design: Fabian Pross, Jan Bitzer, Ilija Brunck

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13 Prince of Persia: The Forgotten Sands (3:03)

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

Software: Autodesk Maya; Pixologic ZBrush; The Foundry Nuke; custom software

Hardware: SGI Altix XE render farm

Director: Istvan Zorkoczy

Producer: Alex Sandor Rabb

Contributors:

Digic Pictures

CG Supervisor: Robert Kovacs

Art Director: Peter Fendrik

Lead Coordinator: Gyorgy Horvath

Production Manager: Szilvia Aszmann

Lead Modeler: Tamas Varga

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

Lead Environment Artist: Kornel Ravadits

Matte Painter: Peter Bujdoso

Lead Character TD: Andras Tarsoly

Lead Animator: Istvan Zorkoczy

Animators: Gabor Kiss, Csaba Mali

Lead Technical Director: Szabolcs Horvatth

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

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Office: Gabriella Banfalvi, Andrew Gaspar, Tamas Ory, Istvan Zsoter, Marton Fuzes

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Motion Capture Artists: Gabor Szeman, Gyula Toth, Adam Vida

Storyboard Artist: David Cserkuti

Additional Matte Painting: Evan Shipard

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Ubisoft

Ubisoft Montreal Chief Executive Officer: Yannis Mallat

Executive Producer: Sebastien Puel

Producer: Graeme Jennings

Creative Director: Jean-Christophe Guyot

Art Director: Mickael Labat

Scriptwriter: Ceri Young

Art Technical Director: Philippe Trarieux

Associate Producer: Martin Schelling

Lead Audio Designer: Aldo Sampaio

Music Composer: Steve Jablonsky

Voice: Yuri Lowenthal

14 AMF “The Caterpillar” (:50)

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

Software: Autodesk Flame, Maya, Shake

Hardware: Linux workstations

Director: Filip Engstrom

Producer: Asher Edwards (VFX)

Contributors:

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Art Director: John Bergdahl

Producer: Magnus Kennhed

Production Company: Camp David Film

Director: Filip Engstrom

Director of Photography: Linus Sandgren

Producer: Anna Adamson

Executive Producer: Peter Kydd

Editing Company: General Editorial

Editor: Noah Herzog

Post Production: The Mill / Los Angeles

VFX Producer: Asher Edwards

Lead CG: Robert Sethi

Lead Composer: Becky Porter

CG: Jamie O ‘Hara, Steve Beck, John Leonti, Chris

Cushley, Matt Longwell

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Shoot Supervisor: John Leonti

Telecine: Damien Van Der Cruyssen

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15 Le Ruban (3:51)

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

Software: Adobe CS3, After Effects; Autodesk Maya

Hardware: SGI Render farm; Dell workstations

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

Producer: Marie France Zumofen - GOBELINS, l’école de l’image

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16 Pandore (2:23)

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

Software: Adobe CS3, After Effects; Autodesk Maya

Hardware: SGI Render farm; Dell workstations

Directors: Marion Stinghe, Meryl Franck, Benoît Guillaumot, Nicolas Caffarel, Elen Le Tannou

Producer: Marie France Zumofen - GOBELINS, l'école de l'image

Contributor:

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17 UN TOUR DE MANÈGE (3:40)

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

Software: Adobe CS3, After Effects; Autodesk Maya

Hardware: SGI Render farm; Dell workstations

Directors: Nicolas Athane, Brice Chevillard, Alexis Liddell, Françoise Losito, Mai Nguyen

Producer: Marie France Zumofen - GOBELINS, l'école de l'image

Contributor:

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18 THE LIGHTHOUSE KEEPER (3:13)

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

Software: Adobe CS3, After Effects; Autodesk Maya

Hardware: SGI Render farm; Dell workstations

Directors: David Francois, Rony Hotin, Jérémie Moreau, Baptiste Rogron, Gaëlle Thierry, Maïlys Vallade

Producer: Marie France Zumofen - GOBELINS, l'école de l'image

Contributor:

Distributor: Annabel Sebag - Premium Films

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19 THE GUEST (7:12)

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

Software: Autodesk Maya
Hardware: HP Workstations

Director: Henrik Malmgren
Producer: Tim Leborgne

Contributors:

Music: Henrik Malmgren, Thomas Richard
 Sound: Henrik Malmgren, Thomas Ahlmark

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 www.animwork.dk
 owfestival@animwork.dk

20 TELE-VISION (3:35)

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

Software: Adobe Creative Suite; Autodesk Maya
Hardware: HP Workstations

Directors: Matthieu Jorrot, David Tousek
Producer: Tim Leborgne

Contributors:

Script: Matthieu Jorrot
 Art Direction: David Tousek
 Storyboard: Inma Carpe
 Layout: David Tousek
 Graphics: Ema Medkova, Daniela Toulouva, Andrzej Cieslar
 Animation: David Tousek
 Compositing: David Tousek
 Music: Alain Mouysset
 Sound: Face B
 Editing: Filip Malasek
 Character Design: Leo Ito
 Character Modeling: David Tousek, Neus Gordillo
 3D Modeling: Michal Kotek, David Vacek, David Foss
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21 Goldfish Crackers: In The Dark (:30)

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

Software: Adobe Photoshop, Premiere; Autodesk 3ds Max, Face Robot, mental ray, MotionBuilder, Softimage; Cebas Thinking Particles; Eyeon Digital Fusion; Mir Vadim RayFire; Next Limit RealFlow; Prime Focus Krakatoa; Sitni Sati Fume Effects; Sony Vegas Pro; Vicon Blade

Hardware: BOXX Dual Xeon Quad Core 2.66GHz; NVIDIA FX4600; Supermicro Dual Xeon Quad Core 64 Bit Render Nodes; 130 Terabytes Data Direct Fibre channel based storage; Dual Xeon Quad Core running Linux CentOS cluster; Vicon F40 Camera System

Director: Leo Santos

Producer: Al Shier - Blur Studio, Inc.

Contributors:

Animation Supervisor: Leo Santos

CG Supervisor/Art Director: Dan Rice

Creative Director: Tim Miller

Executive Producer: Al Shier

Producer: Tom Slovic

FX Supervisor: Brandon Riza

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Hair, Cloth Simulation: Jon Jordan, Becca Baldwin

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Production Assistant: Amanda Powell

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