



CARTOONMASTER 2004

CARTOON FUTURE

Future of the 3D in the Animation Industry

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MEDIA
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XUNTA DE GALICIA
CONSELLERÍA DE CULTURA,
COMUNICACIÓN SOCIAL E TURISMO
Dirección Xeral de Comunicación
e Audiovisual



XACOBEO
2004

Speakers

Daniel Acevedo DEPARTMENT OF COMPUTER SCIENCE, BROWN UNIVERSITY (UNITED STATES)



Born in A Coruña, he graduated as a Civil Engineer in 1997 from the University of A Coruña. From 1995 he was research assistant in the department of structural theory of the School of Civil Engineering and was research assistant in the Visualization Group of Engineering and Urban Planning (VIDEA) in the same school. In 1998 he obtained a fellowship from the Barrie de la Maza Foundation

and began postgraduation studies in the computer science department at Brown University. He obtained a Master of Science in computer science in 2001, and is currently a Ph.D. candidate in computer science at Brown University. His research interests are Scientific Visualization incorporating expertise in Art and Graphic Design, and Knowledge Engineering applied to Visualization and Virtual Reality User Interfaces.

Timothy Albee TIMOTHY ALBEE FINE ART/ANIMATION (UNITED STATES)



Timothy Albee is a veteran of Walt Disney Feature Animation, broadcast television, syndicated television, commercials and video games. He co-founded two animation studios in the Los Angeles area before moving to Fairbanks, Alaska, to focus on his vision of «Micro-Team» Filmmaking. His goal of «no secrets» is embodied in his books «Essential LightWave» (which gives the reader the applicable skill level of

a long-time studio veteran) «LightWave 3D Character Animation» (the fastest way to producing Feature-Quality Animation) and «CGI Filmmaking, The Creation of Ghost Warrior» (exploring every detail of «Micro-Team» Production, from «Ideation to Distribution»). Albee's most recent work, the half-hour short film, «Kaze, Ghost Warrior», is an application of the «Micro-Team» theories of Production: created on a budget of \$5 000 (USD) on two consumer-end PC computers, by one person, in six months of Production.

Ronen Barzel PIXAR (UNITED STATES)



Ronen Barzel joined Pixar in 1993 to work on «Toy Story» in various roles, including as a modeler (he built the Slinky Dog), lighter, and engineer of lighting methodology. He has since worked on R&D of modeling, lighting and animation tools, and in technical development for «Finding Nemo». He currently lives in San Diego, where he continues to work on projects for Pixar. He co-chaired the SIGGRAPH

2003 course on «Plausible Simulation», is a member of the Program Committee of NPAR 2004 (the symposium on Nonphotorealistic Animation and Rendering held in conjunction with the Annecy Animation Festival), the chair of the SIGGRAPH 2004 Sketches and Posters programs, and the editor-in-chief of the Journal of Graphics Tools.

SATURDAY 24

9:30 FIRST SESSION

Virtual and augmented reality

CHAIR Manuel Mejjide

SPEAKER Luis Hernandez (A CORUÑA UNIVERSITY)

What happens when reality meets virtual reality? Worlds in touch and hybrid space. A journey through the virtual world - 3D and its impact on culture, art, museums and edutainment.

10:30 Coffee break

11:00 SECOND SESSION

High quality 3D production on a low budget

CHAIR Manuel Mejjide

SPEAKERS Tim Albee (TIMOTHY ALBEE FINE ART/ANIMATION)

Michael Hegner (A.FILMS A/S)

How can we ensure the successful development of 3D production and break down the barriers between what has been done and what is needed for the future? Why are some studios still settling for 3D technology that is already out of date? How can we develop our own technology in order to produce low budget quality 3D productions?

How can a 3D production be created at the best possible level - quality performance, rendering and compositing? The storycrafting.

12:30 THIRD SESSION

Expressive rendering: a look ahead

CHAIR Manuel Mejjide

SPEAKER John Hughes (BROWN UNIVERSITY)

Does realism hinder expression? Computer assistance in nonphotorealism. Nonphotorealism, animation and multiple-scenario animation.

13:30 Lunch at the Hotel Meliá Maria Pita