

## Computer Animation Festival Fact Sheet

**Director:** Jinny Hyejin Choo, ONCOMM & Korean National University of Arts, South Korea

**Chair:** Desmond Chan, Dracco Company Ltd, Hong Kong

**Conference:** Tuesday 19 November – Friday 22 November

**Exhibition:** Wednesday 20 November – Friday 22 November

### Fast Facts

- This year, the SIGGRAPH Asia 2013 Computer Animation Festival received a total of 506 submissions from 51 countries. About 53 percent of submissions are from students, representing a fair mix of participation from both the tertiary academic institutions and from the industry.
- A total of 103 clips from 28 countries have been selected for screening at the Electronic Theater and Animation Theater. About 15 percent of selected works are from Asia.
- A total of 29 works from 14 countries have been selected for screening at the Electronic Theater.
- A total of 74 works from 21 countries have been selected for screening at the Animation Theater.
- A special education session on project collaborations will be presented by leading Asian animation institutions.
- Special talks will also be conducted by leading industry bigwigs to provide attendees with an insight to their latest production experiences.

### A Quote from the SIGGRAPH Asia 2013 Computer Animation Festival Director

*"The SIGGRAPH Asia Computer Animation Festival continues to be a highly-popular program which conference attendees look forward to each year as it gives them the opportunity to watch a myriad of computer-generated animation clips and visual effects showcasing the use of the latest technology advancements.*

*Hundreds of films were reviewed by the jury this year and it was not an easy task to put together the program. However, we are once again very fortunate to have such a high caliber and healthy variety of works submitted by both industry professionals and animation schools this year. I am highly confident that the Computer Animation Festival will attract and inspire attendees with a selection of clips that display a high level of originality, story-telling, and use of technology."*

### SIGGRAPH Asia 2013 Computer Animation Festival Award Winners

- **Best of Show: 5 meters 80**  
Nicolas Deveaux  
*Cube Creative Productions (France)*

Selected for its magnificent use of CGI coupled with great animation and intriguing creative concept,

this clip injects a sense of wit and humor into its depiction. *5 meters 80* is about a herd of giraffes who decide to embark on a sequence of adventurous high-flying acrobatic dives.

- **Jury Special Award: Sonata**

Nadia Micault

*Autour de Minuit Productions (France)*

*Sonata* won the jury over with its use of exceptional artistic movement and expressive emotions, conveying a beautiful use of rendering and collaboration between music and movement. This award-winning submission is set in an imaginary musical world where a young woman seeks escape, loses herself and tests her own limits. Gradually, she must open up in order to reinvent herself.

- **Best Student Project Award: Wedding Cake**

Viola Baier

*Filmakademie Baden-Wuerttemberg (Germany)*

A charming and refreshing piece of work, the harmony between the story and visual image rendering is well-played out throughout the clip. *Wedding Cake* will see two marzipan figures come to life on top of a wedding cake and start to sculpt the perfect marriage out of cake icing. Success comes easily; everything seems sweet and perfect with both figures trying to please each other. Alas, discontent sets in and sours the atmosphere. At first, they try to compromise, but the more insignificant the disputes get, the less they are willing to compromise until neither marzipan figure is willing to compromise anymore.

## **SIGGRAPH Asia 2013 Computer Animation Festival Program Highlights**

### Electronic Theater Highlights

- **The Gift**

Julio Pot

*Miniestudio (Chile)*

*The Gift* is a story about an ordinary, yet somewhat extraordinary couple. When he gives her a small sphere pulled out of his chest, she cannot seem to separate herself from her new gift, not even after they break up and part ways.

- **Francis**

Richard Hickey

*Directors Guild of America (USA)*

An animated film adapted from the short story Dave Eggers wrote and read for *This American Life*, an American weekly public radio show, who only had two requirements: that no words be changed or his voice be used. This heartwarming film spins a tale about a ten year-old boy growing up in the suburbs of Chicago who recounts his happy camping trips to Quetico National Park up on the border of Minnesota and Canada. Except that he will not be going home any day soon, not after he meets

a girl named Francis Brandywine.

- **Shave It**

Jorge Tereso and Fernando Maldonado  
*3dar (Argentina)*

In a jungle where giant bulldozers shave away the vegetation, a monkey finds a razor and decides to make good use of it. Taking on the appearance of a human, he moves to the city and sets out to climb the societal ladder.

- **Mr Hublot**

Laurent Witz  
*ZELT Productions (Luxembourg)*

*Mr Hublot* is a short story about a withdrawn, idiosyncratic character with Obsessive-Compulsive Disorder (OCD). The character, Mr Hublot, lives in a world where characters are partially made of mechanical parts, drive huge vehicles, and get to rub shoulders with each other. In his world, machines of unimaginable scale and size, and the relentless use of salvaged materials reign supreme.

- **Halo 4 Prologue Cinematic Trailer**

Istvan Zorkoczy  
*Digic Pictures (Hungary)*

*Halo 4* recounts the return of a Master Chief and the Halo franchise, with Dr Catherine E. Halsey being the protagonist of this short film. Dr Halsey is in shackled, being interrogated by an ONI agent. Initially, it seems like the agent is trying to establish her sense of guilt regarding her role in the Spartan-II Program, which involved turning children into soldiers. However, Dr Halsey soon realizes his intentions are far more complex than she can comprehend.

### Animation Theater Highlights

- **What Makes a Hero?**

Kirill Yeretsky  
*(USA)*

This animated film explores what ordinary people have in common with their literary heroes such as Harry Potter, Frodo Baggins, Hercules and many more. This short film also explores the multitude of events that make up the ideal hero's journey.

- **Fuga**

Juan Antonio Espigares  
*Fuga Short Film (Spain)*

*Fuga* was born intending to create a little set piece with a strong operatic style, with no dialogues

and with the symphonic music taking centerpiece. Using this premise as a starting point, a story with enough narrative forcefulness is developed so that it is not overwhelmed by the musical's omnipresence.

- **Subconscious Password**

Chris Landreth

*National Film Board of Canada (Canada)*

In the middle of a crowded bar, Charles finds himself feeling increasingly desperate. He's just run into – his old friend... you know... what's-his-name? *Subconscious Password* uses a common social gaffe – forgetting somebody's name – as the starting point for a mind-bending romp through the unconscious. Inspired by the classic American TV game show *Password*, the film features a wealth of animated celebrity guests, plus Charles's mother and his childhood babysitter, who tries to prompt him to remember his friend's name. Charles somehow fails to grasp even the most obvious clues. Finally, he realizes he will simply have to surrender himself to his predicament.

## Panels & Talks Highlights

- **The Visual Effects of "Star Trek Into Darkness"**

*Industrial Light & Magic (ILM) (Singapore)*

ILM Singapore worked across 13 sequences through the movie, *Star Trek Into Darkness*, and ran the gamut from full CG space sequences, to recreating the entire San Francisco city digitally. In this panel, the team from ILM will discuss the visual effects challenges they had to overcome for the intergalactic manhunt portrayed in J.J. Abrams' *Star Trek Into Darkness*.

- **The Visual Effects of "Pacific Rim"**

*Industrial Light & Magic (ILM) (Singapore)*

From aliens that threaten Earth's very existence to massive human-piloted robots, this panel will discuss the wide-ranging scope of ILM's effects work on Guillermo del Toro's science fiction epic film *Pacific Rim*. The Academy Award-winning visual effects house is the principal visual effects studio and they balanced the work flow between their studios in San Francisco, Singapore, and Vancouver.

Full information about the Computer Animation Festival program can be found on <http://sa2013.siggraph.org/en/attendees/computer-animation-festival.html>.

For more information about SIGGRAPH Asia 2013 program updates, please visit <http://sa2013.siggraph.org>.