



stash

23

DVD MAGAZINE

Animation, VFX and motion graphics for design and advertising

SONY

NEW

Music makes the movie.
Cinescore makes the music.



Cinescore: Professional Soundtrack Creation

Cinescore™ software introduces new levels of customization, performance, and accuracy to the world of professional soundtrack creation. Automatically generate an unlimited number of musical compositions using royalty-free Theme Packs in a wide array of popular styles—perfect for movies, slide shows, commercials, and radio productions.

With Cinescore there are no loops to stack or complicated licensing fees to sap your budget. Multiple tracks with functional editing capabilities ensure the most accurate fit for your media, while highly customizable, user-defined settings yield a nearly infinite number of musical choices. Discover the true potential of your video by taking full control over your soundtrack.

www.sony.com/cinescore

like.no.other™

Copyright © 2006. Madison Media Software, Inc., a subsidiary of Sony Corporation of America. All rights reserved.



FITC

HOLLYWOOD

FITC HOLLYWOOD 2006
THE VISUAL MEDIA ENTERTAINMENT FESTIVAL
OCTOBER 5-7, 2006
HOLLYWOOD, CALIFORNIA

FITC HOLLYWOOD FEATURES
OVER 60 PRESENTATIONS FOCUSING ON
CUTTING EDGE RICH MEDIA TRENDS AND
DEVELOPMENTS WITHIN THE
ENTERTAINMENT INDUSTRY.
WITH OVER THREE DAYS AND
NIGHTS, WITH EXPERT PRESENTATIONS,
DEMONSTRATIONS, INFORMATIVE AND
EDUCATIONAL WORKSHOPS, LIVELY PANELS,
EXCITING EVENING MIXERS, AND A
TRADE SHOW COMPONENT.

THE EMBASSY VISUAL EFFECTS INC, FOX INTERACTIVE, EYE, SAMAN CHOW,
PLEEK FILMS, ONE SIZE, BIGSPACEHIP, BUCK, GMUNK, ONE SIZE,
MARIO KLINGEMANN, JOSHUA DAVIS, ADOBE, AND OVER 50 OTHERS!

FOR MORE INFORMATION, PLEASE VISIT
WWW.FITC.CA



almer/blank



SLASH

RMI

Own 14 hours of inspiration for one low price*

Each of the these limited edition sets Include:

- The complete disks from six issues of Stash Magazine
- Over 175 outstanding animation, VFX and motion design projects
- Behind the scenes extras
- Hi-res PDF files of the 40-page companion book for every disk



* BUY ALL THREE SIXPACKS TODAY AND SAVE \$50 at www.stashmedia.tv.

Just some of the studios featured on the NEW SIXPACK³ (in no particular order because we love them all):

MOTION THEORY
LYNN FOX
FRAMESTORE CFC
ANIMAL LOGIC
METHOD
RED ROVER
FILMTECKNARNA
BUCK
MK12
PSYOP
SPRITE STUDIOS
RENASCENT

EYEBALL NYC
THE ORPHANAGE
LOST IN SPACE
STARDUST
MASSIVE
POST PANIC
PASSION PICTURES
DIGITAL DOMAIN
DOMA
HUNTERGATHERER
TROLLBACK
JOSEPH KOSINSKI

BILL PLYMPTON
CAVIAR
A52
INTERSPECTACULAR
TRANSISTOR
NEXUS PRODUCTIONS
FOREIGN OFFICE
ONESIZE
GLASSWORKS
RHINOFX
SWAY
AARDMAN

PARTIZAN LAB
BLUR
STUDIO AKA
ADDICTION
HEAD GEAR
BRAND NEW SCHOOL
DESIGNERS REPUBLIC
NEILL BLOMKAMP
SAIMAN CHOW
SHERBET
HORNET
IAMSTATIC

MODEL ROBOT
DAF
HONEST
LOYAL KASPAR
HEAT CREATIVE
BITSTATIC
BERMUDA SHORTS
SHYNOLA
TOPIX
RIOT
FONZTEEVEE
CURIOUS PICTURES

LOGAN
BENT
RESOLUTION
EXOPOLIS
TROIKA
LOBO
GOLDEN SQUARE
BLACK GINGER
RYTHYM+HUES
DIGITAL KITCHEN
IMAGINARY FORCES
GOBELINS

stash

DVD MAGAZINE 23

STASH MEDIA INC.

Editor: STEPHEN PRICE

Publisher: GREG ROBINS

Associate editor: HEATHER GRIEVE

Associate publisher: LARA OSLAND

Newbizwiz: ANDREAS VAGELATOS

Administration: MARILEE BOITSON

Art production: KRISTIN DYER

Music editor: STEVE MARCHESE

Technical guidance: IAN HASKIN

DVD production: ASSET DIGITAL

Montage editor: STEVE PERRY

Title animation: KYLE SIM, TOPIX

Music: TREVOR MORRIS

Cover image: PSYOP

ISSN 1712-5928

**SUBSCRIBE, BUY BACK ISSUES,
SUBMIT, ADVERTISE OR JUST FIND
OUT MORE ABOUT STASH:**

WWW.STASHMEDIA.TV

Legal things: Stash Magazine and Stash DVD are published 12 times per year by Stash Media Inc. All rights reserved and contents copyright Stash Media Inc. No part of this booklet nor the Stash DVD may be copied without express written permission from the publisher. Stash Media Inc. does not promote or endorse products, services or events advertised by third party advertisers. Submissions: www.stashmedia.tv/submit. Subscriptions available from www.stashmedia.tv. Contact us at: Stash Media Inc. 233-1433 Lonsdale Ave, North Vancouver, BC V7M 2H9 Canada Printed in Canada.



The dog days of a New York summer are growling. Best to stay inside and bath in the cool glowing pixels of your laptop. Fortunately Stash just announced the finalists in the 2006 Global Student Animation Awards and we posted the full line-up of 32 stellar films for your basking and voting pleasure.

The public voting feature is new this year. We introduced it because a lot of you insisted on having a say in which of the films were recognized. Here's your chance. Go to www.stashmedia.tv and click on the GSAA vote banner and you'll be whisked away to a magical land where you can watch all the films and decide their fate.

And speaking of fate...

When we launched Feed – way back in May – we had no idea if we were walking off a cliff or into warm and cushy bosom-love. I'm happy to report the bosom-love option has triumphed. More specifically, the bosom-love of hundreds of thousands of animation, vfx and design fans. Feed has, as we hoped, quickly grown into a vibrant, unpredictable and democratic space where you can easily post your brain-dump for free. Many thanks to all of you who visit, post and link. We have some cool renovations and additions planned for Feed this year, most of them based on your input.

So please keep the feedback coming; on the GSAA's, on Feed and on Stash. Trust me, we need it, we're making all this up as we go.

Stephen Price

Editor

August 2006

sp@stashmedia.tv

stash 23.01

**COCA-COLA “HAPPINESS
FACTORY”
TVC :90**

**Agency:
WIEDEN+KENNEDY
AMSTERDAM**

**Directors:
TODD MUELLER, KYLIE
MATULICK**

**Animation:
PSYOP
www.psyop.tv**

When W+K, Amsterdam pitched for the global Coke business last year one of the ideas they presented was a journey through a wacky factory inside a vending machine. After winning the coveted account in October of 2005, the agency began talking to animation production companies about the spot. Psyop's presentation re-envisioned the original factory concept as a spectacular fantasy landscape populated by surreal characters – an entire world instead of an interior. Once W+K had swallowed the Psyop Koolaid, CDs Hunter Hindman and Rick Condos sat down with co-directors Mueller and Matulick for a week to sketch out the wildest ideas they could come up with.





“That was a really enjoyable process,” says Matulick. “Our visual premise was one of blending machinery and natural elements, within which we added all these exotic creatures performing their particular functions. What’s great about this kind of intense creative collaboration is that you end up going in directions you’d never thought of before. From some initial ideas about a ‘factory,’ we moved on to this insanely epic fantasy landscape. We suspended all rules of objective reality and focused on getting this bottle delivered in the most ridiculously large and crazy way possible. It was something of a free-for-all, but it was incredibly valuable in the end, because we discovered that the spot was more about all the characters than the factory process, and that was the key to it’s success.”

For Wieden+Kennedy

CDs: Hunter Hindman,
Rick Condos
Producers: Darryl Hagans,
Tom Dunlap
Assistant producer: Matt Kendall
ECD: Al Moseley, John Norman
EP: Tom Dunlap

For Psyop

EP: Justin Booth Clibborn
Producer: Boo Wong
Assistant producers:
Kate Phillips, Viet Luu
Flame: Eben Mears
Lead 3D: Joe Burrascano
3D animators: Kevin Estey, Josh Harvey, David Chontos, Jonathan Garin, David Lobser, Naomi Nishimura, Ylli Orana, Clay Budin, Chris Bach, Dylan Maxwell, Kyle Mohr, Miles Southan, Boris Ustaev, Dan Vislocky
Modelers: Jaye Kim, Joon Lee
Storyboard: Ben Chan
Matte Painter: Dylan Cole
Editor: Cass Vinini

Music: Human
EP: Marc Altshuler

Sound design: Amber Music &
Sound Design
EP: Michelle Curran
Sound designer: Bill Chesley
Producer: Kate Gibson

Audio post: Audio Engine

Toolkit

Maya, XSI, Flame, Photoshop,
Illustrator, After Effects

**Watch Behind the Scenes on
the DVD.**

stash 23.02

AXE / LYNX "MILLIONS"

TVC :60

Agency:

BBH

Director:

FREDERIK BOND

Production:

MJZ

VFX:

THE MILL

www.the-mill.com

Lynx campaigns have won ten Cannes Lions so far and will no doubt be up for another with this opus to male ego and political incorrectness. After the live action shoot in Los Angeles, women of different body shapes were mopped walking, running, wading, and climbing to provide natural motion files for the CG extras. Those extras were then multiplied using Weta's Massive crowd replication software to create the armies of up to 100,000 Brazilian, Thai and Swedish Amazons. No word on a release date for the casting session tapes.



For BBH

CDs: Adrian Rossi, Alex Grieve

Producer: Olly Chapman

For MJZ

Producer: Anna Hasmi

For The Mill

Producer: Austen Humphries

Lead Flame: Giles Cheetham

Flame: Mark Payne, Wes,

Pheng Sisopha, Ian Plumb

Flame assist: Mark Payne

Smoke: James Pratt

3D producer: Will O'Connor

Massive: Rick Walia, Eric Deltour,

Diamid Harrison-Murray

Modelers: Mario Ucci,

Mikko Martikainen, Alex

Hammond, Stefan Gertsheimer,

Andrew Cadey

3D tracker: Astrid Busser-Casas

Matte painter: Dave Gibbons

Special thanks: Elaine Ormes

at boujou

Telecine: Adam Scott

Toolkit

Maya, XSI, Inferno, Massive,

boujou, Shake

**ALBERT HEIJN SUPERMARKET
TVC :30 x2**



For Bike Film

Director: Yoes Benli
Producer: Sander Heeroma
DOP: Jonathan Weyland

For Nozon

Animators: Corinne Kuyl, Marie
Laure Guiset, Jan Snoeckx
3D super: Mike De Coninck
Compositing:
James Vanderhaeghen

Toolkit

Maya, Flint



**Agency:
TBWA/NEBOKO, AMSTERDAM**

**Director:
Yoes Benli**

**Production:
BIKE FILM**

**Animation:
NOZON**

www.nozon.com

Nozon, who offer offline and online post as well as 3D animation out of their Brussels office, had one short month to finish both these standout comedic spots. The Nozon crew consisted of three animators, three TDs for lighting, texturing and rendering/shading and two operators for 3D pre-compositing and compositing. Word is shooting for the next batch of hairy hamster humor is in the can with the spots due for delivery in September.

For TBWA/Neboko

ADs: Cor den Boer,
Martijn van Marle
Copy: Diederick Koopal,
Peter van Rij
RTV: Swantje Hoppe
Regie: Yoes Benli

BECKS "FOUR STEPS"

TVC :40

Agency:
LEO BURNETT

Director:
DOUGAL WILSON

Production:
BLINK

Animation/VFX:
PASSION PICTURES
www.passion-pictures.com

To make the point that Becks' beer is made from only four ingredients (barley, water, hops, yeast) director Dougal Wilson teams up with Passion Pictures for this lesson in comparative animation techniques. The four dancers, manifested in marionette, 2D, stop-motion and live-action, perform a four-step dance routine. Passion handled all the animation and the compositing.

For Leo Burnett

Creatives: Paul Jordan,
Angus Macadam
Producer: Graeme Light

For Blink

Producer: Matthew Fone



For Passion Pictures

Animation director/stop-frame animator: Darren Walsh
2D animator: Rikke Asbjorn
Animation producer: Samantha Plaisted
Visual FX super: Neil Riley
Editor: Jamie Foord
Co-ordinators: Emma Phillips, Jennifer Coatsworth, Dave Burns

Composers: Niamh Lines, Johnny Stills, Ed Salkeld and Neil Riley
Rotoscope: Marte Maren Holth, Dan Cairnie, Lee Gingold
Key assistant: David Burns
Assistants: Jay Wren, Brent Odell, Alan Henry, Gerry Gallego, Monica Brufton
Assistant FX animators: Simon Swayles, Jane Wright,

Barney Russell, Bill Lee, Brendan Amphlett, Barry Goff, Sky Bone
Checking: Tony Clark
Toonz animators: Tim King, Phil Holder, Megs Dore

Toolkit

Toonz, After Effects



VODAFONE “SPEECH BUBBLES”

Cinema and TVC :60

Agency:

JWT

Director:

WALTER STERN

Production:

ACADEMY

VFX:

FRAMESTORE-CFC

www.framestore-cfc.com

The classic graphic device of the speech bubble undergoes a serious technical update at the hands of Framestore CFC. The five weeks of bubble work started with the agency's ‘anti-reference’: they emphatically did not want the effect to look like balloons. VFX super Jake Mengers says that led him to a use sub-surface scattering 3D render which “holds a certain amount of light, and gives a different feel about the volume and what’s ‘inside’ it.” The team then inserted a dynamic hair system into the bubbles so they could be tethered to their speakers.

For JWT

CD: Steve Dunn

Creatives: Jason Berry, Ben Short

Producer: Sarah Patterson

For Academy

Producer: Mark Whittow Williams

For Framestore CFC

VFX supervisor/sr TD:

Jake Mengers

TD: Simon French

Lead animator: Dale Newton

Animators: Paul Denchard,
James Healy, Dean Robinson

Lead Inferno: Alex Thomas

Inferno: Christophe Allender,
Marcelo Pasqualino

Telecine: Matt Turner

Producer: Abby Orchard

Toolkit

Maya, Inferno

**CINGULAR “FLIPPIN”
TVC :30**

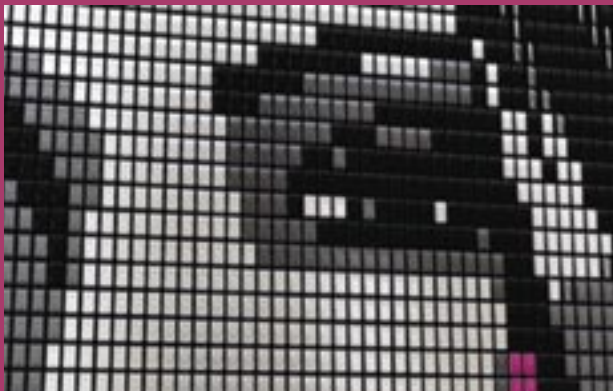
Agency:
BBDO NY, BBDO ATLANTA

Director:
ALEX WEIL

Animation:
CHARLEX
www.charlex.com

“The agency’s initial creative inspiration for this spot was films they’d seen of massive crowds of Korean flip-card holders working in syncopation to create a sort of animation-by-crowd,” recalls director and Charlex ECD Alex Weil. “Our challenge was to create an animation by mobile phone. While spending a couple of weeks designing the look of the project with art team Vault 49, our technical team developed a grid of 160,000 phones and a program to control them. The program enabled us to go from a single phone to a full wide shot made of all the phones. The program also instructed the phones to flip as changes occurred in the 2D animated artwork.” Schedule: six weeks.

Watch Behind the scenes on the DVD.



For BBDO NY, BBDO Atlanta

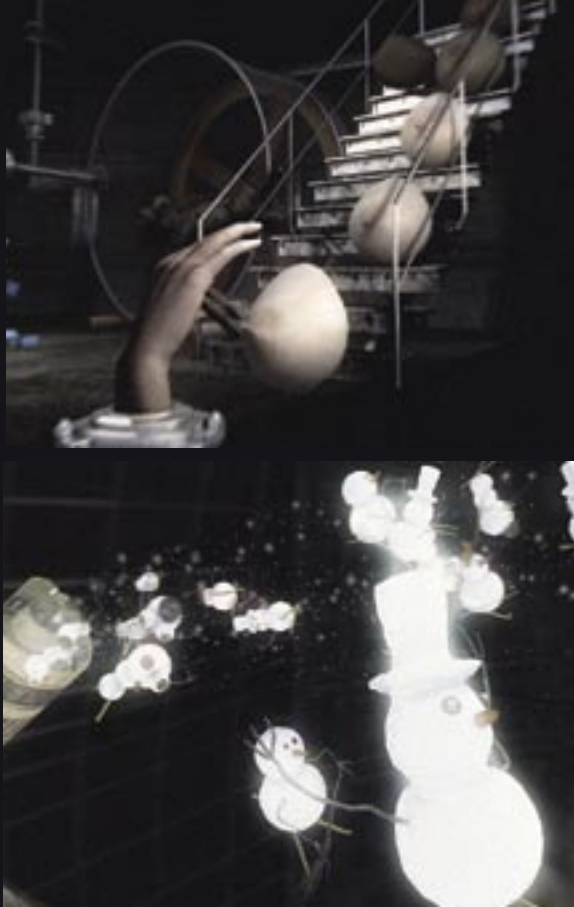
CCO: David Lubars
ECD: Susan Credle
CD: Steve Rutter
Copy: Chris McMurtrey
Art producer: Scott Higgins
Assistant AD: Jacob Maraya
Jr copy: Peter Alsante
Sr producer: Nicole Lundy

For Charlex

Director: Alex Weil
Lead designer/AD: Will Kim
CG super: Keith McCabe
EP: Adam Isidore
Producer: Christine Vallee
Editor: John Zawisha
Lead effects TDs: Bill Watral,
Stephen K. Mann
Animation director:
Anthony Tabtong
Sr animator: Pat Porter
Animator: Adam Burke
Lighting director: James Fisher
Lighting TDs: Gong Myung Lee,
James Rowell, Luis Cantillo,
John Volny, Ivan Guerrero
Designer: Bowe King
Flame artists: Philana Dias,
Evan Schoonmaker, Greg Cutler
Additional edit: Michael Angelo

Toolkit

Flame, Maya



PLAYSTATION
TVC :60

Agency:
TBWA, PARIS

Director:
THOMAS MARQUÉ

Animation:
DEF2SHOOT
www.def2shoot.com

If Salvador Dali was a commercial director in Paris today this is the kind of spot he would make: conceptual, playful, provocative and enigmatic. The poster portion of this campaign won a gold Lion at Cannes this summer with this spot selected for the film short list. It was created in 3ds Max with liquid simulation handled with Real Flow 2 and finished in Flame. Animation and VFX studio Def2shoot was founded in Paris in 2002 and expanded into LA in 2005.

For Def2shoot

Director/writer: Thomas Marqué
3D graphics designers:
Aymeric Renaud, Julien Fabbris,
Arnaud Leviez, Jérôme Duraud,
Nicolas Vion, Jimmy Cavé,
Thomas Leonard

Toolkit
3ds Max, V-Ray, Flame, Real Flow 2

stash 23.08

LEVI'S SLIM JEANS
"SLIM VS SLIM"
TVC :90

Agency:
JWT, MUMBAI

Director:
E. Suresh

Animation:
FAMOUS HOUSE OF
ANIMATION

www.famousanimation.com

Probably the most-awarded animated spot ever to emerge from India, this :90 for Levi's Slim Jeans – an extension of the print campaign – has so far won multiple prizes at home and found international recognition at the D&ADs, Cannes and Asia Pacific Adfest. Famous House of Animation was founded in 1998 as part of Famous Studios, the legendary Mumbai production facility involved in a full 90% of all Bollywood films.

For JWT

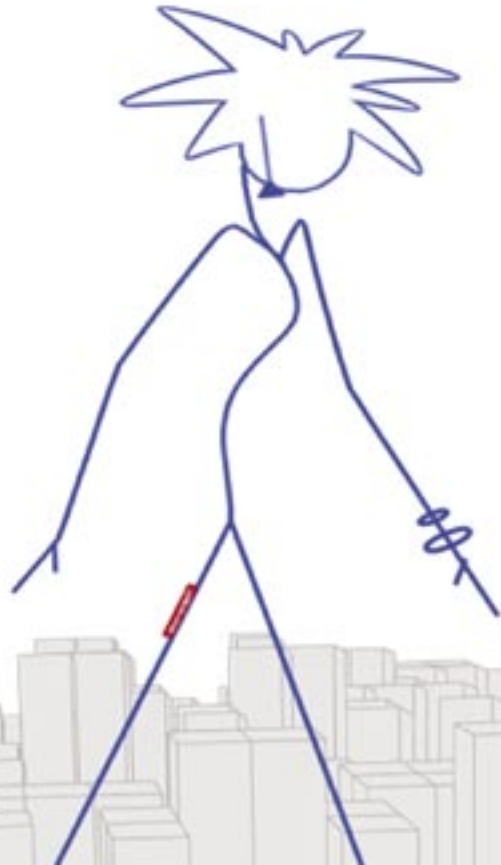
CD: Senthil Kumar

For Famous House of Animation

CD & Animation Director :
E Suresh

Toolkit

Maya, Toonz, Premiere, After
Effects, Smoke, Fire





For Saatchi & Saatchi

CD/copy: Simon Creet
CD/AD: Simon Duffy
Producer: Sumit Ajwani

For Chuck Gammage Animation

Designer: Hal Mayforth
EP: Chuck Gammage
Producer: Genna du Plessis
PM: Alexis Victor
Compositor: Seamus O'Keefe

Music: Vapor Music

Post: Crush Inc.

Toolkit

Ink, paint, Toomboom Opus,
Flame



**UNITED NATIONS
ASSOCIATION OF CANADA
TVC/PSAs x 2**

**Agency:
SAATCHI & SAATCHI, CANADA**

**Directors:
SAM CHOU, BLAIR KITCHEN**

**Animation:
CHUCK GAMMAGE ANIMATION
www.cganim.com**

The Chuck Gammage studio in Toronto brings their love of (and ample talent for) old school hand-rendered animation to these PSAs for a new youth program called Sport-in-a-box, developed and run by the United Nations Association of Canada. Inspired by the character designs of illustrator/cartoonist/artist Hal Mayforth, and the creative concepts of Saatchi & Saatchi, the goal was to bring to life the spirit of international cooperation that the UN fosters. The starkness of the black line work combined with concise blocking and snappy motion helps these small-budget spots punch out of the clutter.

SPACE
Broadcast design

Client:
SPACE NETWORK CANADA

Director:
NICOLAS KADIMA

Production/design:
MONKBOT
www.monkbot.com

Animation:
GURU
www.gurustudios.com

Casting choices for broadcast design don't get much attention and usually for good reason: we end up with happy and bland people again and again. And then there is Jaclyn Smith. Monkbot director Nicolas Kadima found her in a Toronto audition that required the talent to prattle on in their own home-made on-the-spot alien language. Smith responded with complete conversations, a full range of emotions and undecipherable jokes. The spots were shot over a day on green screen and edited on Avid at Imarion. Toronto's Guru Animation designed and animated the 3D sidekick, a strange hybrid of flying iPod and frag grenade.



For Space
Network CD: Gord McWaters

For Monkbot
Writer/director: Nicolas Kadima
Producer: Esther Choi
DOP: Andrew Baxter
Compositing: Peter Evans
Business: Bryan Liew

For Guru
Character design: Mark Cutler
Producer: Holly Nichols
Character design, rendering,
modeling: Timmy Kan
Animators: Dave Calder,
Yurie Rocha, Diego Bergia

Toolkit
After Effects, Color Finesse,
boujou, Maya, Photoshop,
Pro Tools, Avid

ARTE TRASH

Broadcast design

Director:
VELVET

Animation/design:
VELVET

www.velvet.de

The Arte network is a French/German co-production seen on public broadcasters across Europe and Trash is their showcase for the best of the bad B movies.

Movie block bouncy and intros often resort to a very predictable clip-wipe-clip format that adds little to the programming but Velvet enhances the kitschy fun with this unsubtle but smoothly integrated collage of cheesy horror, no-budget science fiction and the ever-popular bouncy devil-babes with pitchforks. Schedule: four weeks.

For Velvet

Project manager: Alissa Burkel

Designer: Monika Rohner

Producer: Anne Tyroller

Toolkit

After Effects



stash 23.12

ANIMAL PLANET “MAGIC CAT”
Short films

Client:
DISCOVERY CHANNEL, ITALY

Director:
CELYN

Animation:
NEXUS PRODUCTIONS

www.nexusproductions.com

The Italian version of Animal Planet recently commissioned London's Nexus Productions for a series of animated short films illustrating the relationship between children and animals. Director Celyn came up with this sweet and snappy series starring Mr. Sock the Magic Cat. The character evolved out of, “a hair-brained idea based on aquatic animals. I drew a cat that would live underwater and his features are based on an old deep-sea diving bell. Ultimately I don't really know what the hell Mr. Sock is, a space cat or maybe a magic underwater cat? Perhaps Mr. Sock is a toy cat, thrown together from geometric shapes, a strange amalgam of leftover bits from wooden play sets? I like to keep it open so that children can work that out for themselves.”



For Discovery Channel, Italy

CD: Federico Gaggio
PM: Rauf Bayraktar

For Nexus

Producer: Luke Youngman
Compositing: Dylan White
2D Flash: David Borrull,
Dylan White

Toolkit

Flash, After Effects



For Kessels Kramer

Creatives: Jennifer Skupin,
Tyler Whisnand
Strategy: Engin Celikbas,
Chris Barrett
Producer: Ellen Utrecht

For 1st Ave Machine

Director: Arvind Palep
EP: Serge Patzak
Producer (Japan): Masumi Soga
TD: Dan Gregoras
CG director: Arvind Palep

Toolkit

3ds Max, After Effects

JAPAN'S 2006 MTV VIDEO MUSIC AWARDS

Broadcast design

Agency:
KESSELS KRAMER

Director:
ARVIND PALEP

Production/animation:
1ST AVE MACHINE

www.1stavemachine.com

1st Ave Machine applies their mastery of all things strangely bio-mechanical to build a subspecies of musically advanced humans for the Japanese 2006 MTV Video Music Awards. Partners Serge Patzak and Arvind Palep say they ran the streets of Tokyo shooting anything and everything as potential footage for the spot which they see as an "experiment with the idea of musical and human evolution as well as providing commentary on the continuing assimilation of technology and man." The CG was created and hand-tracked back home in their Manhattan studio. The track was created by Chris Clarke of Warp Records.

feed

THE NUTRITIOUS PART OF YOUR CREATIVE BREAKFAST

www.stashmedia.tv/feed

THE KNOW OPENING TITLES

Show promo

Client:
XYZ NETWORKS AUSTRALIA

Director:
JOEL PRONT

Design/animation:
COLLIDER

www.collider.com.au

Sydney's Collider describes themselves as a "collective of creative individuals who work together to create unusual results. A combination of talents that compliment each other allows greater flexibility in the creative process." The brief for *The Know* was to create a standout opening for a cultural review program within a restricted budget. "By building a 3D environment we had the freedom to create a luxurious space without the expenditure. The talent were shot on white with the use of split compositing techniques combined with 3D animation and motion graphics we created interesting movement and flow within the work."



For Collider

Director: Joel Pront
Designer/3D director:
Andrew van der Westhuyzen
Producer: Sam Zalaskans

Toolkit

Maya, Matchmover, Shake

RAIA 2006 "THE FUTURE IS NOW"

Event design

Client:

ROYAL AUSTRALIAN INSTITUTE OF ARCHITECTS

Director/design:

COLLIDER

www.collider.com.au

Animation:

MONKEY LAB

www.monkeylab.com.au

Collider team up with 3D specialists and fellow Australians Monkey Lab to pour on the CG in this prismatic :50 opening sequence for the RAIA 2006 conference. "The title was designed to abstractly communicate some of the underlying issues of the conference. The fluidity became an unusual metaphor for sustainability issues and contemporary forms in architecture." Reveals Collider designer Andrew van der Westhuyzen, "Multiple levels of interlocking forms were created as a large sculptural structure. 3D fluid was poured into the top and as each segment filled, an invisible trapdoor would open and let the liquid flow through to the next stage fully defining the form before flowing to the next level."

For Collider

Designer: Andrew van der

Wethuyzen

Producer: Sam Zalaikans

Original music: Felix Bloxson

Toolkit

3ds Max, Real Flow, After Effects

stash 23.16

**NICKELODEON IMAGE
CAMPAIGN**
Broadcast design

Agency:
MEWE

Director:
LUC JANIN

Animation:
WER3D

www.wer3d.com

Wer3D, a CG boutique in London's east end, employed eight artists to pull over 5,000 rotoscoped frames and create this manic ride through the world of Nickelodeon's programming. They assembled those frames in Maya and interwove them with hundreds of other 2D and 3D elements to create these two 45 second spots in eight weeks. According to Nickelodeon CD Cassius Colman, the challenge of these spots was to create a new image



campaign that brought a real "Wow factor" to the promotion of Nickelodeon's animated shows and characters. The solution, he says, was a series of promos that are eccentric, off the wall promos that act as "a series of 'adventure playgrounds' for the characters to interact in, a place where they can hangout together and be silly, a place where they do things together that all kids could identify with."

For MeWe

CD: Cassius Colman

For Wer3D

Director: Luc Janin

Lead animator: Phinnaeus O

Connor

2nd animator: Giancarlo Bonati

Freelance animator + preViz:

Jarrod Linton

Toolkit

Maya, Photoshop



For Showtime Networks

AD/producer: Christina Black
CD: Crystal Hall
Editor: Tom Downs

For Loyalkaspar

CD: Beat Baudenbacher
Designer: Lauren Hartstone
Animator: Adam Gault
Producer: Lindsay Bodanza

Music: Greg Smith for Kick Music

Toolkit

Photoshop, Illustrator,
After Effects, Final Cut Pro HD

**SHOWTIME "SHO NEXT"
Broadcast design**

**Client:
SHOWTIME NETWORKS**

**Creative director:
BEAT BAUDENBACHER**

**Design/animation:
LOYALKASPAR**

www.loyalkaspar.com

Manhattan's Loyalkaspar bring a hip, happy edge and a deft touch for unruly typography to this work for Showtime's Sho Next channel targeting the 18-24 demo. The studio says memorabilia from a cross country trip was the basis for the promo, "High res stills and low res footage are unified through typography, graphics and a quirky editing style. Footage and graphics were re-photographed, printed and scanned to create a washed-out, 'look-what-I-found-in-my-wallet' look. An ode to the road; a deconstructed, modern day haiku poem. Sort of."

MTV HD "GOOD LUCK SPELL"
Broadcast design

Client:
MTV NETWORKS

Director:
SAM BORKSON

Animation/design:
FRIENDS WITH YOU

www.friendswithyou.com

Stash: So how did this project come about?

sam borkson: while on a secret mission in NYC, homeless and freelancing at different companies in NYC i received this beautiful commission from MTV. a great opportunity to display the work in Times Square.

I had no computer except for my girlfriend's small lap top and the computers at the various places i was working at in NY, while i am based in Miami. So, with my team of inspired individuals we worked late nights at the post house where i was day freelancing and crept the computer around town all the while trying to keep the brunt of the work on a tiny little laptop. It was an amazing adventure.

One animator was working on a background and ftp huge sequences into the universe. And i





was headed to Germany in a week and a half. I barely escaped the project alive. there was no home base and it added to the creativity and chaos of the piece, it felt more like a generic tv episode of blade runner than just your basic lets fuck off and make some weird animation.

NO! everyone who participated knew what they were getting into, we were going to conjure a spell to save NYC from all the terror and rebalance the city on a spiritual level, just enough for the people not to notice. We did it and with only a day left, no sleep and the handsome panther staying up the entire night with me rendering, WE MADE IT. this project was a true adventure. and the truly chaotic nature of the piece directly compares to the real life adventure that was taking place in its creation.

Wow. How long did it take to complete?

for me it was 2 weeks i believe. almost filled with no sleep as i was working a day job for part of the time of it.

How big was your crew?

me, two major players – handsome panther (Jon Garin) and mumbleboy (Kinya Hanada) – and the small baby geniuses who contributed a few genius elements were Tavet Gilson and Patrick Dougan.

Anything else?

it was so much fun! creating a magic spell is more about the intense amount of work, focus, and total energy put into creating the spell. If you don't suffer a little there is no equivalent exchange and it might not work.

For Friends With You

Director/designer: Sam Borkson
Contributors: Jon Garin, Kinya Hanada, Tavet Gilson, Patrick Dougan

Toolkit

After Effects, Softimage, Photoshop, Illustrator, borrowed computers, mini drives, traveling laptops

stash 23.19

“WOFL”
Short film

Client:
UCBTV

Director:
DAVID O'REILLY

UK director David O'Reilly was one of the featured talents in the Saatchi new Director's Showcase in Cannes this year and this little piece of dark kookiness demonstrates why. O'Reilly is currently spending a year at Benneton's creative college in Italy where he made this short for their in house TV channel. Wofl – pronounced WOOF-EL – charts a day in the life of forest fauna set to the dulcet tones of Maria Callas. “For me it was an experiment with a few visual things before I went into something bigger. In any case I'm happy and equally surprised that others seem to like it.” O'Reilly is repped by Colonel Blimp – www.colonelblimp.com.

Director/producer: David O'Reilly

Contributors: Christopher Harding,
Johannes Burström, John Hassey





**“MICROVERT FRAGMENT
#5306A”**

Short film

Directors:

**NIKA OFFENBAC,
DEVAN SIMUNOVICH**

Animation/VFX:

C-TRL LABS

www.c-trl.com

C-trl Labs is a small NY studio responsible for an interesting body of applied motion design, fine art, short films and VJ material.

This piece is the latest installment in a series of shorts they call Microverts. They describe the film this way, “This film depicts a lethal species in a instant of vulnerable bliss, the moment of waking, in a concentrated impression of the interplay between natural and manufactured, the viewer is privileged to a simulacra’s first experience of consciousness. What’s more beautiful, the copy or the original?” Sound design by the venerable Q Department.

For C-TRL Labs

Directors: Nika Offenbac,

Devan Simunovich

DOP: Daniel Marracino

Grip: Mike Capitelli

Model: Sherice Williams

Sound design: Q Department

stash 23.21

**SPARKASSE SAVINGS BANK
"WORK"
TVC :30**

**Agency:
JUNG VON MATT**

**Director:
SEHSUCHT**

**Animation:
SEHSUCHT
www.sehsucht.de**

A textbook case of an excellent concept perfectly executed: In one seamless shot we travel into the scene engraved on a five euro note to witness the hard work and industry taking place and then emerge to see the note is now worth 50 euros. As their previous work for Mercedes (Stash 06) and Pro Wildlife (Stash 19) shows, Munich-based Sehsucht are the masters of tasteful and impeccably choreographed graphic treatments.

For Jung von Matt:

CDs: Oliver Voss, Götz Ulmer,
Daniel Frericks
AD: Till Monshausen,
Martin Terhart
Copy: Dennis May, Fabian Frese
Kundenberatung: Jasmin Bedir
Kunde: Dr. Lothar Weissenberger



For Sehsucht

3D: Maurice Jochem, Timo Krantz
2D: Tom Abel, Alex Heyer
Compositing: Tom Abel
Regie: Ole Peters, Niko Tziopanos
Producer: Andreas Coutsoumbelis,
Kristina Neurohr
Soundesigners/composers:
Timo Blunck, Stefan Will,
Ralf Denker, Marco Dreckkötter

Toolkit

Cinema 4D, After Effects

“WARTIME MUSIC”

TVC :30

Agency:
KNSK WERBEAGENTUR

Director:
JAN SCHULTCHEN

VFX:
OPTIX DIGITAL
www.optixdigital.de

By turning the strings of a violin into barbed wire, director Jan Schultchen and Optix Digital make subtle but resonant use of CG to capture the fearful and torn mood of the first world war to promote the album “Wartime Music” by Burkhard Hofmann (violin) and Alan Newcombe (piano).

For KNSK Werbeagentur
Director: Jan Schultchen

For Optix Digital
Producer: Jens Monske,
Steffi Beck
Telecine: Andreas Piecha
Compositing: Marcel Lemme
Creation: Andreas Pohl
3D: Florian Weyh

Toolkit
Maya, Inferno



LUCKY STRIKE “THE SWARM”
Cinema/TVC :60

Agency:
KNSK WERBEAGENTUR GMBH

Director:
ANDREAS POHL

Animation:
OPTIX DIGITAL PICTURES
www.optixdigital.de

For those of us in countries that have long banned on-screen tobacco advertising the sight of choreographed cigarette packs is novel enough, but to learn they were inspired by happy swarming sea creatures in *Finding Nemo* gives this spot an irresistible ironic twist. Optix wrote its own 3D code to wrangle the giant school of Lucky Strike packs and finished up in Inferno at 2K for cinema.

For Optix Digital Pictures

Director: Andreas Pohl
Compositing: Marcel Lemme,
Michael Welz
Creation: Linus Brandes,
Birke Behr, Nils Göbel
3D: Florian Weyh, Nando Stille,
Florian Bruchhäuser

Toolkit
Inferno, Maya, Fusion





For Laika House

EP: Lourri Hammack
 Producer: Paul Diener
 Prod coordinator: Nick Childs
 Art coordinator: Tanya Smith
 PA: Nicol Driscoll
 AD: Nelson Lowry
 Character designer:
 Gesine Krätzner
 Storyboards: Robin Ator
 Art department lead: Scott Tom
 Sculptors: Tony Merrithew,
 Ralph Cordero, Scott Foster

Armaturist: Jeanne McIvor
 Character fabrication:
 Jesse Geishecker, Faon Lewis,
 Meeghan Saunders
 Costumers: Sara Neiman,
 Suzanne Molten
 Prop fabrication: Ans Ellis
 Painters: Kathleen Chamberlin,
 Alicia McDade, Molly Tinling
 Set fabrication: Larry King,
 Sol Burbridge
 Wrangler: Rob Melchior
 TD: Patrick Van Pelt

Animation: Alex Inman,
 Chris Ohlgren, Kyle Bell
 Dir of digital production: Al Cubillas
 DOP: Eric Adkins
 Motion control: John Nolan
 Gaffer: Ian Barrett
 Assistant camera: Erica Johnson
 Stage manager: Toby Ethridge
 Editor: Cam Williams
 Flame artist: Rex Carter
 Tape operator: Trevor Cable
 Scheduler:
 Veronica Vichit-Vadakan

**ESPN “BELIEVE”
 TVC :30**

**Agency:
 WEIDEN+KENNEDY, NY**

**Director:
 MARK GUSTAFSON**

**Production/animation:
 LAIKA HOUSE
 www.laika.com**

The former house of Vinton does what they do best – creating fun, charming and eccentric characters – in this stop-motion piece about a family of beleaguered Buffalo Bills fans who’s life and neighborhood turn on the fortunes of their favorite team. Art director Nelson Lowry (AD on Tim Burton’s Corpse Bride) and director of photography Eric Adkins (DOP for Sky Captain and the World of Tomorrow) help give the piece its cinematic feel.

For ESPN

Brand director: Kevin Kirksey

For Weiden+Kennedy

AD: Eric Stevens
 Writer: Scott Hayes
 Producer: Jesse Wann

stash 23.25

“TRI-P”
PSAs x 3

Director:
SL-CO

Animation:
SL-CO

www.sl-co.net

TRI-P is a series of light-hearted PSAs about serious subjects created by directors Ludovic Vernhet and Stéphane Rogeon, who teamed up in the summer of 2005 to form SL-co. The duo says the issues tackled in the clips are brought to life through the antics of three peculiar characters: Globul, Gobal and Bubla. “Each episode has its own particular treatment and a naive and simple approach, aimed at evidencing and reacting to social facts.”

Production/direction/concept/
animation: Stéphane Rogeon,
Ludovic Vernhet
Sound design: Sarry Long

Toolkit

Maya, After Effects



00:00



00:00



00:00



00:00

NIKE “CONSIDERED”
Promotional animation

Director:
TODD ST. JOHN

Animation/design:
HUNTERGATHERER
www.huntergatherer.com

The video portion of a full promotional kit designed by HunterGatherer for Generation 2 of Nike’s Considered footwear line that aims to eliminate waste and toxic substances in the making of shoes. According to director Todd St. John, the animation – as well as the postcards, prints and T-shirts his studio designed for the kit – “build around the ideas of evolution, sharing, and finite resources. Creatures evolving from one being to the next. Hybrids of plant, animal, human, and nature forms. Imagined myths and cautionary tales.”

For HunterGatherer

Director: Todd St. John

Designers: Todd St. John, Gary Benzel

Producer: Nina Goldberg

Animators: Molly Schwartz, Fabian Tejada, Todd St. John

Sound design: Todd St. John, Phil Pinto

Toolkit

Adobe Illustrator, After Effects

**VERSION2 AICP SPONSOR
OPEN
Event design**

**Director:
VERSION2**

**Production/animation:
VERSION2**

www.version2.net

The show stealer at the 15th AICP awards in New York this year was this sponsor sequence created by the new motion design division of editorial house Version2. Head of production Lydia Holness says the team had two goals for the screenings at the Museum of Modern Art, "First we wanted to make this feel like an art piece in its own right. On another level, this sends the message that there's a new motion graphics company on the street in NY." The CG origami treatment plays off the die-cut pop-up invitations to the event and took seven weeks to complete.



For Version2

AD/designer: Federico Seanz Rico
Designer/animator/CG:
Michael McKenna
Designer/animator: Craig Davis
CG: Peter Karnik, Hea-Yeon Lee,
Kris Rivel
Editor: Vito Desario
Online editor: Tim Farrell
Producer/HOP: Lydia Holness
Managing director: Linda Rafoss
Assistant producer:
Rebecca Mitchell

Toolkit

After Effects, Photoshop,
Illustrator, Cinema 4D, XSI, Maya,
Smoke, Flame, Avid

B@BY SOUL “A LIFE TRIP”
Music video



Record label:
EPIC RECORDS, JAPAN

Director:
TAKEO HATAI

Production:
KIRAMEKI

Design/animation:
LE PIVOT
www.lepivot.com

From the online blog of director Takeo Hatai: “There is a girl who came from Madagascar. She is a slender fashionable graphic designer. She wanted to be an intern at Le pivot. When I saw her portfolio, very interesting plants like Madagascar aboriginal tree Baobab and so on were drawn. Well organized, sophisticated plants rather than a forest overgrown with plants like a jungle spread in my mind. Since the way she struggled to accomplish her design of geometrical and contemporary plants and the way she matured herself matched with the lyrics of the BabySoul, it became a very touching project.”

For Kirameki Inc.

Producer: Yoshiki Ishii

For Le Pivot

Director: Takeo Hatai

CG: Dai Otofujii, Noro

Rakotomalala, Guilhem Vu, Olivier Berry, Sandrine Bergerot

Toolkit

Maya, After Effects, Windows

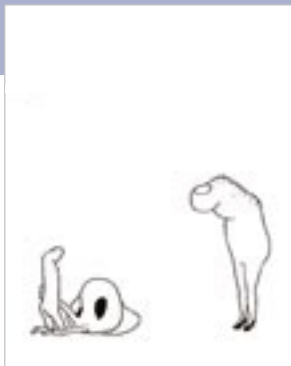


Watch Behind the Scenes on the DVD.

A Company Called Wanda

After bumping around as a producer for several years in Paris, Patrick Barbier started his own production company in 1991. He called it Wanda in tribute to the film *A fish called Wanda* and has since built the firm into one of the most interesting production/repping companies in Europe. Wanda now has commercial, music video, broadcast design and animation departments and represents an impressive and eclectic range of directors including Daniel Kleinman, Wilfrid Brimo, Julien Trousselier, Tokyo Plastic, Han Hooggerbrugge and Three Legged Legs.

The Wanda crew also manage to produce some of the more perversely funny short films you are likely to find. Watch these three pieces and see if you don't agree then read more about the people that make it all happen at



Hardwish:

Directors: Jean-François Moriceau, Petra Mrzyk
Producer: Jean-Luc Bergeron
Post-producer: Benjamin Teisseire
Sound design: Goldfish
3D animation: Frederic Mayer
Edit Box finalization: Serge Dautheribes



Bubbaloo:

Director: Julien Trousselier
Producer: Claude Fayolle
Agency: TBWA
Music: "Pop'n Gum" by Superbus
Post production: Sparx
Flame: Frederic Brandon
3D manager: Thierry Grizard



Shakedown:

Director: Wilfrid Brimo
Producer: Jean-Luc Bergeron
Graphists: Team Chman
Label: Panoramic Records



Produce it. Promote it.

Online show & tell for digital arts.

Wiredrive



wiredrive.com | 866.888.8238

An IDWA Interactive Company



Record & Mix for Television & Radio | Remote ISDN Recording | Sound Effects & Design | Music Composition & Scoring



Call for our reel today.

audio**Engine**|newYork
gloriaContreras (212) 473-2700
817 Broadway - 8th Floor, New York, New York 10003

audio**Engine**|west
bobGiammarco (602) 250-8605
376 East Virginia Ave., Phoenix, Arizona 85004