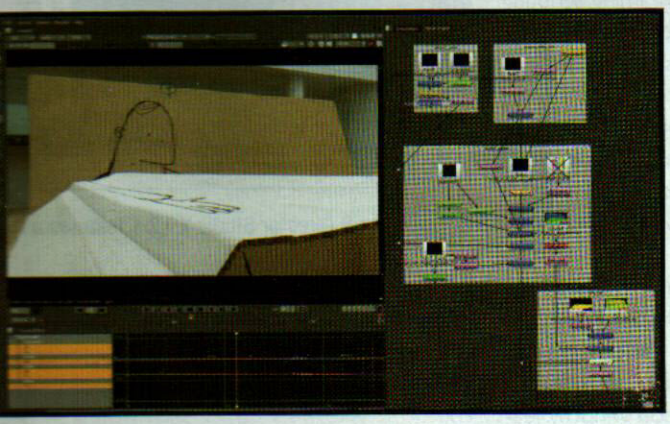
Siggraph Round Up



The Foundry's Nuke 5.2 features an R3D RCode format reader.

Ocula 2 at the user group, the latest incarnation its stereo plug-in toolset for Nuke.

MAXON

Maxon (www.maxon.net) held demonstrations and how-to's showing the flexibility, speed and ease-of-use of its Cinema 4D and BodyPaint 3D software applications.

Cinema 4D is Maxon's modeling, painting, animating and rendering package. The current R11 release features a nonlinear animation system that allows users to easily build, layer and loop discrete motions containing hundreds of keyframes in complex hierarchies.

BodyPaint 3D is Maxon's high-end texturing tool. The tool is designed to improve workflows for users of Softimage, Maya, 3DS Max and LightWave 3D. The current R4 release offers 64-bit support for Mac OS X 10.5, Collada import and export, and the ability to load Photoshop-compatible ABR brushes.

Maxon Cinema 4D R11.

Maxon hosted Cinema 4D expert Dr. Volker Sassmannshausen (Dr. Sassi) at their booth, where the animated short *JET (Junior Extraterrestrial)* was previewed. In addition to producing the solo endeavor, he is documenting each step in the animation process for a new series of tutorials for the Cineversity Website.

Tom Quach, senior texture/matte painter at Sony Pictures Imageworks was also at the booth, showing visual effects developed for the feature *Watchmen*.

The creative team at Innovative Show Design (ISD) demonstrated the making of several broadcast set design projects — most recently for Super Bowl XLIII and *Poker After Dark*, both for Speed Week at Daytona 500.

And Alan Williams, an MFA broadcast design and motion graphics student at Savannah College of Art and Design (SCAD) and winner of this year's Inspire09 symposium's 9 x 90 Competition presented his winning motion-media design project, *Meditations in a Toolshed* (www.alanjyd.com).

MIXAMO

Mixamo (www.mixamo.com) is a new company that exhibited at SIGGRAPH. They are looking to bring to market an online service for customizing and creating high-quality character animation extremely quickly. The company was founded by 3D pioneers Nazim Kareemi, CEO, and Stefano Corazza, CTO, and is basing its work on research done at Stanford University's BioMotion Lab.

Kareemi was the founding CEO of Canesta, a company that developed one of the first CMOS 3D sensors. Corazza's research at Stanford produced the first practical markerless motion capture system based on off-the-shelf video cameras.

Mixamo's founders are backed by an advisory board that includes leaders in the game development and animation industry. The company's technology was developed in collaboration with Stanford University, Toronto University and the Max Planck Institute.

SHOTGUN SOFTWARE

Shotgun Software (www.shotgunsoftware.com) hosted private demos away from the show floor. The company offers a flexible, scalable Web-based project management system designed specifically for VFX, CG feature animation and videogame production. Users have access to critical data, messaging and realtime project progress.

The company will offer the solution in both hosted (SaaS) and licensed models, though it is currently in private beta.

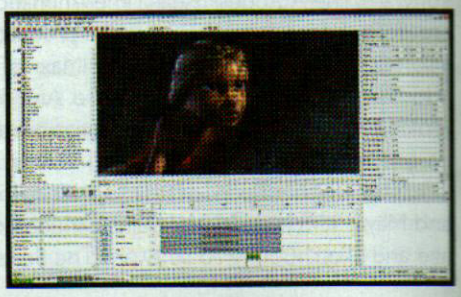
At SIGGRAPH, Shotgun Software hosted a user group featuring guests from Digital Domain and Zoic Studios. Shotgun founders were also on hand, demonstrating new features and presenting details about their development roadmap.

STUDIOGPU

StudioGPU (www.studiogpu.com) was at

of the high-performance features of its MachStudio Pro realtime 3D workflow and rendering technology on the new AMD ATI FirePro 3D workstation graphics accelerators.

StudioGPU's MachStudio Pro offers support for all major 3D modeling and animation programs, and uses the GPU to streamline the production pipeline and deliver performance improvements of more than 900x over traditional cinematic-quality rendering solutions.



StudioGPU's MachStudio Pro steps up rendering.

StudioGPU showcased future MachStudio Pro technology, such as the support for displacement mapping with hardware tessellation and the ability to process more than a billion polygons in realtime. Other new features demo'd included the ability to create full motion blur with velocity maps, stereoscopic camera support, and configurable anti-aliasing algorithms (Box, Gaussian, Mitchell).

VICON

Motion capture solutions developer Vicon (www.vicon.com) showed a pre-release version of its Boujou 5 matchmoving software at the SIGGRAPH conference. Boujou allows users to automatically derive camera motion and calibration data from image sequences.

Boujou 5 is enhanced with manual tools that provide a new way of solving 3D camera positioning and motion paths from image sequences. The new approach will accelerate the solving process and allow users more manual interaction within complex shots.

The upgraded version looks at a single frame, rather than the entire sequence, enabling the user to intervene if necessary and making the entire process faster. A graph editor will let users manually tweak camera data and, if necessary, reprocess a shot. Boujou 5 will also provide the ability to lock valid sections of solved data or sections which are known to be correct.

In addition, reference frames taken with any camera can be imported and used to

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