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THE ADVENTURES OF ANDRÉ & WALLY B. Summary

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SUMMARY

[This is the announcement made just prior to the first showing of *André & Wally B.* at the SIG-GRAPH'84 Electronic Theater, July 25, 1984, in Minneapolis.]

The following film is a demonstration of several things:

First is full classic *character* animation - as opposed to effects animation - the animation being fully 3-D and designed by a professional animator, Disney-trained in this case.

Second is articulated motion blur. In particular, the two characters are almost always motion blurred.

Third is very complex 3-D background sets, realized here with particle systems.

Fourth is laser input scanning, the background cards for the credits being some of the first input scans from the new Lucasfilm laser scanner.

You might also find it interesting that the sound track was partially produced using the ASP, the new Lucasfilm digital studio system.

Since this is a demo, it is rendered at only 500-line video resolution. We plan to output the completed piece on the laser scanner but what we show tonite is filmed directly from a video monitor.

We have substituted pencil tests for incomplete shots. The completed piece will be premiered at the International Animation Festival in Toronto three weeks from now - August 17th to be exact.