



"AT THE MOVIES"

## THE ABYSS

James Cameron, director of the exciting new film, THE ABYSS, selected Industrial Light & Magic (ILM) of San Rafael, California, to develop the "Pseudopod," an animated mass of water that rises within an undersea drilling rig and flows throughout the complex, interacting with the people it meets.

Cameron demanded that the Pseudopod have life-like movement and undulation; yet it had to assume the appearance of the faces of two characters with whom it interacts, and mimic their expressions.

The 75 second animation sequence took 6 months to develop and produce. Modeling was done using the Alias/2 package together with proprietary software developed by ILM on Silicon Graphics 4D/70GT and 4D/80GT workstations. The animated models were then combined with environment texture maps created from photographs taken on the film set, and then rendered on four Silicon Graphics 4D/120 multi-processor systems using Pixar's Renderman software.

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