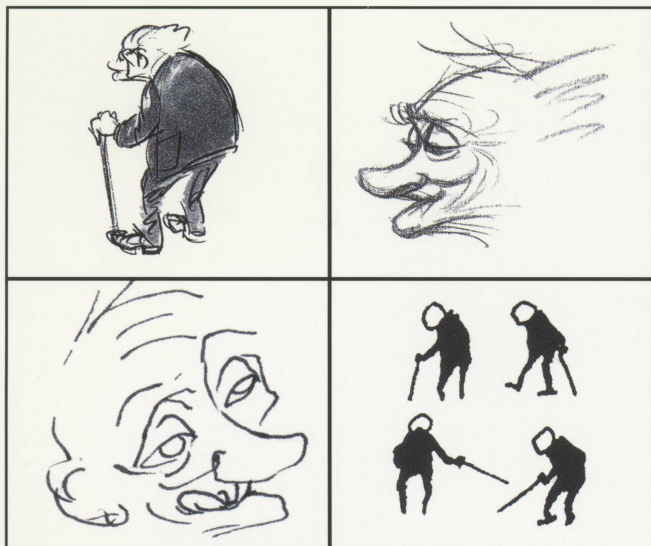


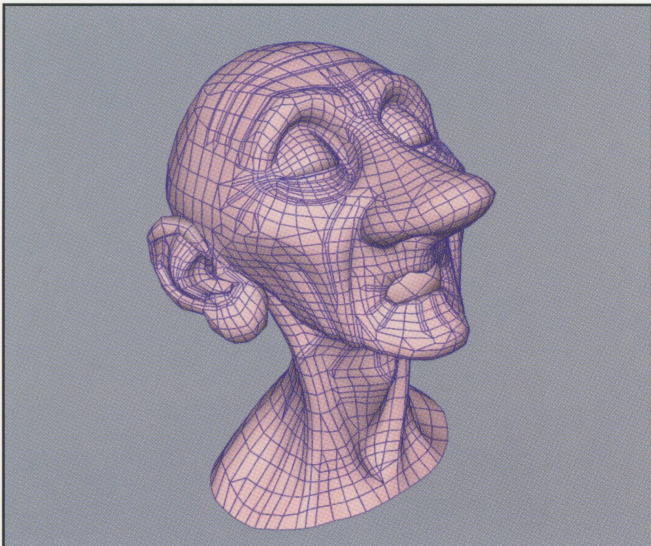
Geri's game The Creation of Geri

AMM



Character Development

For each Pixar film, character design goes hand-in-hand with story development. It begins the way any animation does with paper and pencil. Ideas are put onto paper and the character slowly "comes to life" in a world outside the designer's imagination.



Modeling

The detailed face and hand sculptures are carefully digitized to accurately reproduce these forms three-dimensionally within the computer. *Geri's game* was the first production at Pixar to utilize Subdivision Surfaces™, a new technology for describing and manipulating shapes and surfaces within the computer. This technique, as part of Pixar's animation and rendering software, greatly advances our ability to create the organic, believable motion of a character's skin.



Sculpture

To develop and refine the look of the final three dimensional computer-generated character, the design process moves from paper drawings to clay sculpture. Two kinds of sculpture were made for *Geri's game*: Body poses and facial expressions were created as style references for how Geri should look and move; then detailed designs for the final shape of Geri's head and hands were created.



Cloth Technology R & D

A key innovation in *Geri's game* is Geri's clothing. Pixar has developed sophisticated simulation software to calculate the dynamics of cloth, based on physical laws. This enables the complex three-dimensional behavior of cloth, which would be inconceivably time-consuming and costly to animate by hand, to be part of our animation process. Our software tools developers and modelers carefully studied the cut and behavior of real clothing to develop Geri's jacket and the cloth simulator.