

Huzzah represents the integration of the latest in motion capture technology with the nuance of great performance. This 3:40 second piece, produced in Minneapolis by Lamb & Company, involves the simultaneous capture of the facial, hand and body motion of acclaimed local actor Kevin Kling. He plays Darren, the wizened barker of an unnamed sideshow trying to lure, with florid and improbable speech, his audience to see sideshow attraction **Bobaloo the Beast Boy**.

Darren was originally designed and built as a paper mache puppet by local artist Michael Sommers. The character was modeled into the computer and the motion capture data, including facial expressions, complex hand manipulations, and subtle changes of weight were mapped onto the computer model. Huzzah provides a glimpse of the extraordinary possibilities available as we begin to capture expressive acting and map it onto creative character design.

Project supervisor Susan Van Baerle teamed with director Larry Lamb and technical expert Jeff Thingvold to confront the task of developing the technology that would bring life to the chaotically misshapen Darren.

Since 1980, Lamb & Company, Inc. has created imagery of the highest quality for television, film, video, games, rides, and even forensic presentations. Lamb & Company's staff of talented art directors, animators, producers, and programmers have helped clients from a variety of disciplines to communicate their ideas more effectively through computer graphics and animation.

In addition to handling every phase of production from initial concept to finished footage, Lamb & Company provides the kind of insightful creative direction possible only when there is a deep understanding of the technology and its creative potential. And, by combining techniques such as 2D and 3D computer animation with cel animation and live action, Lamb & Company is able to establish a distinct look and feel for every project that comes along, whether that's through the front door or down the information superhighway.

Based in Minneapolis, Minnesota, Lamb & Company satisfies the animation, special effects, and post-production needs of clients around the globe. Numerous international, national, and regional awards testify to the quality of the company's work and its reputation as one of the most technologically advanced computer animation companies in North America.