



ARTO

JUMANJI

Jumanji represented a bold step forward in computer graphics technology; the realistic representation of hair and feathers used for monkeys, pelicans and especially the lion. This required new programs for modeling, animating, and rendering hair and re-engineering of many of our existing spline-based programs to work in concert with the new hair system.

The large number of creatures demanded a talented and resourceful animation team as well as painstaking coordination of rendering script management and space utilization. We developed a flexible system for manipulating animation cycles, methods to reduce the size of the visible scene and a custom motion blur program to speed up rendering.

The "vortex" and "Alan Disappearing" sequences required the coordination of complex FFD animation of human and animal figures combined with finely-tuned particle and surface animation to generate the body of the vortex itself.

We engineered an invisible jump cut from a live-action car to a completely CG car early in the vine car-crushing shot.

We developed new techniques for controlling animated quicksand, attaching leaves to vines, complex water sequence composites and animation of large numbers of realistic bats.

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