LA Chapter SIGGRAPH Presents

The Making Of "A Bug's Life"

Hosted by Pixar Animation Studios Friday February 12th.

The Program
6:30-7:30 Social Hour
7:30-9:00 Program

The Location
The Alex Theatre 216 N. Brand Blvd. Glendale, CA 91203

Directions
From the 134 freeway, exit Central/Brand Blvd., cross Central, then turn right (south) at Brand. Continue on Brand for 5 blocks. The Alex Theatre is on the left (east) side.

Parking
There are parking lots on both Maryland and Orange (between Wilson and California). It is metered parking in the lots and on the street. There are also parking structures on Broadway who charge a fee

Fees/Registration
This event is free to L.A. SIGGRAPH members and $10 for non-members. New members who sign up on-site and pay the $25 annual membership fee (checks or cash only) do not have to pay the $10 registration fee. Members only will be given priority entrance from 6:30-7:00 PM. After 7:00 PM it's first come first served. We strongly urge that members arrive early to assure their admittance.

The Event
L.A. Siggraph Chapter Presents on Friday, February 12, 1999 The Making of "A Bug's Life" hosted by Pixar Animation Studios After the landmark 1995 computer-animated feature, "Toy Story," Pixar Animation Studios zoomed down to earth and below for an exciting new adventure with their groundbreaking second feature - "A Bug's Life." This "epic of miniature proportions" is a testament to Pixar's commitment to great story-telling and dazzling visual displays. In fact, the making of "A Bug's Life" required twelve times the computing power used for "Toy Story."

From a technical standpoint, "A Bug's Life" represents one of the most sophisticated and advanced applications of computer animation to date and it showcases several exciting new discoveries and advancements for the art form. Pixar's proprietary software gave the filmmakers a greater level of creative freedom and the flexibility to do things that were not possible on "Toy Story."

Presenter Dr. **William Reeves** joined the computer division of Lucasfilm, Ltd. in 1980 as project leader of the systems group and a member of the computer graphics group. In 1982, he invented a new image synthesis technique, particle systems, that enables the generation of very complex and detailed images.

From 1982 to 1986, he worked as project leader of the modeling and animation group. In 1986, Bill joined Pixar as head of Animation Research and Development. He is a three-time Academy Award recipient (he received an Oscar for the short film "Tin Toy," a Technical Academy Award for the development of Particle Systems and another technical Academy Award for the development of Pixar's "Marionette" animation system). His film credits while at Lucasfilm, Ltd. and Pixar include: "Star Trek II: The Wrath of Khan", "Return of the Jedi", "Young Sherlock Holmes", "Luxo Jr." (1986

Meeting Date Change
The Tuesday Feb 9th meeting will be held on Friday, Feb 12th

Career Boot Camp Registration Special. One Night Only!
Register at the meeting and receive the discount pre-registration price! Students $29, Members $40

The Making Of "A Bug's Life"

Academy Award nominee), "Red's Dream", "Tin Toy" and "Knickknack." Bill supervised the technical team on "A Bug's Life."

Other presenters will include Bill Cone, Glenn McQueen, and Sharon Calahan.

Bill Cone

worked as Production Designer on "A Bug's Life", and on "Toy Story", he was a Designer and Digital Painter. Prior to Pixar, Bill worked on color styling and set design for "The Nightmare Before Christmas." He also worked on layout and design for television projects at Colossal Films.

Before entering the world of film and television, Bill was a staff illustrator for the San Francisco Chronicle and a freelance illustrator for several other publications.

Glenn McQueen

started at Pixar in 1994 as an Animator on "Toy Story." After "Toy Story", he worked on "A Bug's Life" as Supervising Animator. He also directed commercials at Pixar, as well as a series of shorts featuring the "Toy Story" characters for ABC TV and Disney.

In 1984, after graduating from Sheridan College in Oakville, Canada, Glenn started working at the Computer Graphics Laboratory at the New York Institute of Technology (where he received a BsC). He started as an animator and left as the Manager of the 3D Production Group. In 1990, Glenn started working as a Senior Animator for the Character Animation Group of Pacific Data Images. There, he worked on commercials and film effects, and won a primetime national Emmy for "The Last Halloween", a children's television special.
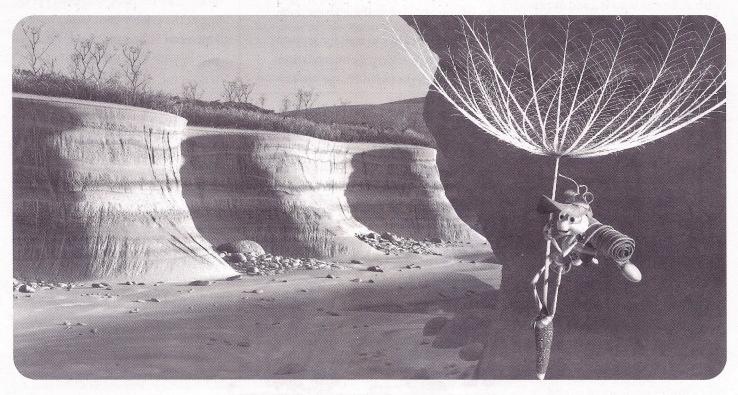
Sharon Calahan

was the Director of Photography for "A Bug's Life." She has worked in the computer animation industry for over fifteen years where she has specialized primarily in lighting. Before "A Bug's Life." Sharon was the creative lighting lead on "Toy Story." She is currently slated as the Director of Photography for Pixar's "Toy Story 2."

In their presentation, Reeves and his colleagues will discuss the art inspirations behind "A Bug's Life," and will cover the major components of the film: art, story, editorial, layout, modeling, animation, shading & paint, crowds & effects, rendering and lighting.

A Bug's Life Courtesy of ©Disney/Pixar Animation Studios