# **COMPUTER GRAPHICS WORLD**

# CONTENIDO

## VOLUME 33, No. 8/9 AUGUST/SEPTEMBER 2010

### DEPARTMENTS

**Editor's Note** SIGGRAPH Sideshow.

2 As expected, there were numerous new product debuts at the annual SIGGRAPH conference and exhibition. There were also some unexpected highlights from the show floor.

### SPOTLIGHT

4 **Products** Luxion's KeyShot 2. Dell's portfolio update. Eyeon's Fusion 6.1, Rotation 6.1.

**News** The workstation market's road to recovery. More growth expected in the CG market. CAD industry in slow-recovery mode.

#### Review

46 Adobe Creative Suite 5.

#### **Back Products**

48 Recent software and hardware releases from SIGGRAPH 2010.

### **FEATURES**

#### In Your Dreams.

10 Helping director Chris Nolan achieve his unique vision for the film Inception was VFX facility Double Negative, which, among other things, turned the actors' world upside down. *Barbara Robertson.* 

### **Cover story**

#### **Character Traits.**

18 The digital stars of today's popular interactive titles are growing more sophisticated and complex. Meet some of these characters, and learn how their creators brought them to life. *John Gaudiosi.* 

#### **Rivet-ing.**

26 Filmmaker/CG artist Sam Chen spent four years trekking through a digital rain forest to create his short "Amazonia," made entirely on mobile PCs. *Karen Moltenbrey*.

#### You Are the One.

34 Pixar's "Day&Night" features CG scenes placed inside the short film's two main characters, which are 2D. *Barbara Robertson.* 

#### **Slow-Going.**

40 The CAD market is still feeling the effects of the recession, but growth is on the horizon. *Kathleen Maher*.

#### A Partial Rebound.

42 Hiring in the film and games industries continues, offering a bright spot for recent grads as well as seasoned professionals. *Jennifer Austin.* 

#### **ON THE COVER**

Character is extremely important in the just-released computer game *Mafia II* from 2K Games. As such, the artists honed their skills to create an amazing-looking cast and bring the story to life. See pg. 18.