

COMPUTER GRAPHICS WORLD

CONTENIDO

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DEPARTMENTS

Editor's Note

Who's the Hero Now?

- 2 It used to be easy identifying the heroes from the villains in animated television series and movies. But with the plot twists in the recently released CG features *Megamind* and *Tangled*, artists and animators had their work cut for them when creating the characters for these roles

SPOTLIGHT

- 4 **Products** E-on Software's Vue 9. NEC Display Solutions' MultiSync EX231W. VirtualRig Studio Release 2.1.
News CPUs with embedded graphics processors are making their presence felt in the marketplace.

Viewpoint

- 8 The World of VFX, Animation, and Stereo 3D Production.

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- 34 Burak Canpolat.

Review

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- 39 Recent software and hardware releases.

FEATURES

Cover story

Mind over Matter.

- 10 DreamWorks Animation puts its own spin on the superhero genre with a computer-generated comedy, created in stereoscopy, in which the "villain" is quite endearing.
Barbara Robertson.

- Like a Rolling Stone.**
16 The superspy James Bond is back in action, this time as a computer-generated character in Bizarre Creations' 007 *Blood Stone*, a computer game that adheres to the high-production value of the movie franchise.
Martin McEachem.
- Once More with Feeling.**
26 When Walt Disney Feature Animation set out to create a CG-animated film based on the fairy tale "Rapunzel," the crew knew that the focus of the story would be the character's hair. To this end, they devised complicated simulations that resulted in an enchanting performance in the movie *Tangled*.
Barbara Robertson.
- Achieving Production Readiness.**
36 When looking to hire new grads, companies in the film, TV, and games industries, as well as those in the medical, scientific, and design fields, look for candidates who are production-ready. To this end, schools and even technology companies are making sure they do their part to get newcomers up speed on the latest techniques.
Barbara Robertson.

ON THE COVER

The animation team at DreamWorks spent a great deal of time playing mind games when creating the villain Megamind and the hero Metro Man in the CG feature that carries the same moniker as the film's charismatic, likeable baddie. See pg. 10.