

COMPUTER GRAPHICS WORLD

CONTENIDO

VOLUME 34, No. 1 JANUARY/FEBRUARY 2011

DEPARTMENTS

Editor's Note

The Space Crunch.

- 2 Virtual space opens up many doors –a concept CGW took advantage of recently when covering VFX films and triple-A games.

SPOTLIGHT

- 4 **Products** Luxology's Modo 501. 3DVia's Shape 4.0. Dassault's V6R2001x. Blackmagic's DAVinci Resolve V7.1. Lightmap's HDR Light Studio 2.0. NaturalMotion's Morpherne 3.0. IntegrityWare's SubD-NURBS. Nvidia's Quadro 4000 GPU for Mac. Panasonic's PT-DZ570 projectors.

Viewpoint

- 8 Designing, promoting, distributing, and monetizing social games.

Portfolio

- 42 Autodesk's Rendering Revolution contest.

Back Products

- 48 Recent software releases.

FEATURES

Cover story

- 12 **More Toys Than Ever Before.**
EA takes animation to a new level in its MMA fighting game, which features simultaneous two-person animation.
Karen Moltenbrey.
- 18 **Science Meets Art.**
The Academy of Motion Pictures Arts and Sciences recognizes those whose technical contributions have impacted the industry.
Barbara Robertson.
- 22 **Morality Test.**
Fable III tests gamers' moral character in this RPG, which introduces inventive touch-based play.
Martin McEachern.

On the Road Again.

- 32 The latest film in the *Harry Potter* movie series, *Deathly Hallows: Part 1*, takes audiences on a wild ride as Harry and his friends flee for their lives.
Barbara Robertson.

Also:

- 36 Swimming in Effects.
- 40 Rome reborn.
- 44 Face-to Face Learning.

ON THE COVER

EA delivers a one-two animation punch with *MMA*, a mixed martial arts fighting game that delivers on its realism: realistic movements, realistic venues, and realistic characters modeled after actual pros in the sport. See pg. 12.