COMPUTER GRAPHICS WORLD

CONTENIDO

VOLUME 34, No. 3 APRIL 2011

DEPARTMENTS

Editor's Note

Business of VFX & Gaming.

Everyone likes to watch movies and play video games, but creating the effects and graphics in big-budget productions is leaving some studios on the brink of bankruptcy.

SPOTLIGHT

4 **Products** Autodesk's 2012 Entertainment Creation Suites. Intel's second-generation Core Processors. Image Metrics' FaceWare 3.0. Okino's V5 converters.

News Khronos readies final WebGL 1.0 spec.

Special *CGW* names its best of show from GDC 2011.

Viewpoint

8 Creative Freedom: Defining Workflow for 3D CGI.

Review

44 OC Entertainment's FaceFX Studio 2010.

Back Products

47 Recent hardware and software releases.

FEATURES

Cover story

Stepping Out.

For its latest 3D animated film, Blue Sky Studios created a bird's-eye view of Rio, but first the artists had to overcome technical challenges for its cast of fine feathered friends.

Barbara Robertson.

Universal Appeal.

After years of waiting and speculation, 3D on the Web is going mainstream, thanks to a big push from the Khronos Group and its WebGL spec.

Karhleen Maher.

Easter Funny.

22 Rhythm & Hues delivers a basket of surprises in *Hop*, a live-action film starring both real actors and CG characters.

Barbara Robertson.

Ice-capade.

Vicon House od Moves uses the Epic Unreal game engine to bring 30 new superheroes-each representing an NHL franchise-to animated life for Stan Lee's The Guardian Project.

Karen Moltenbrey.

Also:

- Well Connected.
- 34 Monster Movie.
- 40 Common Ties.

ON THE COVER

The feathers (and fur) fly in Blue Sly Studios' latest animated feature, *Rio*, as a rare bird named Blu and his feathered and furred pals have the adventure of a lifetime during colorful Carnival. See pg. 10.