DIGITAL PRODUCTION

MAGAZIN FÜR DIGITALE MEDIENPRODUKTION

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... dazu Projekte
360-Grad-Webseiten, USD,
Blender, PopXport, Modeling ...

und Praxis!
Arnold, Houdini, Clarisse,
MC 2019, Golaem und mehr ...

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The Pig on the Hill

When Pig's free-spirited, rambunctious new neighbor, Duck, plunges himself into Pig's quiet, orderly life, Pig learns that having friends is what he has been missing all along.

by Bela Beier

DP: How did you get involved in making a movie from John Kelly's book?
Milovan Mladenovic: John Kelly is a dear friend of one of our partners from Lightstream Animation Studios (LSA). Crater Studio got involved soon after the initial creative steps were made.

DP: While you were developing it, what was your design process?
Milovan Mladenovic: The idea from the start was to stay true to the original book artwork. Of course some additional stylization and detailing were done following some modern trends in 3D animation. Anthropomorphic characteristics to both characters were carefully and thoughtfully added to convey the friendship and care for each other. Jamy and his animation team did a wonderful job illustrating the characters' emotions, keeping them at all times funny and lovable. You can think of our short as a true filmic book adaptation.

DP: How many iterations were there on Duck's house?
Milovan Mladenovic: Probably 2 to 3 iterations, we had a good visual reference to start with, and it was fun! The whole team was jealous of the duck and his fabulous house with the super duper water slide.

DP: How long did you have to finish the project from start to finish?
Milovan Mladenovic: We spent almost three years on the making of this little gem. We were coming back to it every time we were free from the ongoing commercial projects. That had its own benefits, as we had some extra time to rethink some of the details. In general, the pipeline worked well. John and Jamy (LSA) were taking care of animation scenes and were fantastic visual consultants. All look development, lighting and compositing took place in Crater Studio with all creative freedom given.

DP: Speaking of the team: What is your software pipeline? And has it changed since you started the project? (Any new, cool tools you tried?)
Milovan Mladenovic: Maya – Houdini – Nuke. Rendered in Arnold. Textures were produced in Mudbox. We stayed in the same pipeline from the beginning until the end.

DP: I hear that you might be developing that story into a streaming/TV series. Will you change your pipeline and workflow for that?
Milovan Mladenovic: When things are good, why change them? Jokes aside, we are always testing new tools on the market. It is crucial to stay up to date with the new software and follow the latest trends. We are already using Redshift and Unreal Engine on other projects. Also we have immensely improved our organizational pipeline and project tracking, including asset sharing and overall project management and efficiency.

DP: Towards the final look: Could you talk about your rendering and finishing?
Milovan Mladenovic: We rendered all shots in Arnold, and composited in Nuke. The aim was to have the best possible beauty renders, so the minimal touches are done in composit. In order to achieve that, we spent a considerable amount of time in the light and look dev stages of the process. Composit served to unveil our hard work in full color and glory. **› ei**

WINNER SHORT MOVIE

The Jury: A Pixar like short of an unexpected friendship of next-door neighbors, who are worlds apart. Beautiful characters and fine animation.

Team

Produced by Lightstream Animation Studios
Co-Produced by Crater Studio
Directors/Executive Producers: Jamy Wheels, John Helms
Story: John Kelly
Music: Matthew Wilder
VFX Executive Producer: Milovan Mladenovic
VFX Supervisor: Petar Jovovic
Executive Producers: Douglas Kay, Michael Carney, Mitch Yellen
Animators: Brendan Gottlieb, Dragana Mandic, Elissa Peterson, Dennis Lai, Jun Park, Hans Tsai, Ricardo Lua, Mario Orlando, Bryant Wu, John Kelly
Art Directos: Zoran Cvetkovic, Matt Gaser
VFX Artists: Nikola Ilic, Maksim Ljubenkovic, Miroslav Uzunovic
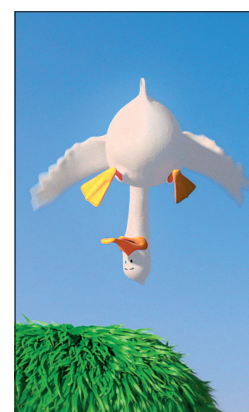**Modellers:** Jin Bae, Lenora Acidera, Vaughn Smith
Lighting & Texturing Artists: Ivan Aleksic, Goran Lakic, Milena Radovic, Aleksandar Babic, Vladimir Jankovic, Dejan Vladisavljevic, Vladimir Corluka, Katarina Radic, Jovana Vulevic
Rigging Artists: Sergey Berengard, Diego Garnica, Dave Sidley
Compositors: Bogdan Amidzic, Matija Koraksic, Zivan Petricevic, Vladan Djiri Vasiljevic, Tamara Dinic, Zoran Mitrovic, Luka Plecas, Vladimir Jankovic, Nikola Novakovic, Milos Randjelovic, Nikola Vucenovic
VFX Editors: Brandon Douglas, Eli Yellen, Srdjan Latinovic