

NLA and Story Telling

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introduction

- Current work at PLF, pre-visualisation on MATRIX
- Background in VFX, character animation
- Studies: degree in CS (Paris VI), MFA in Film, Video & Animation (USC)
- Methodology:
 - Past experience
 - Interview of a wide spectrum of people in the film industry: Faculty to directors

Movie making and NLA

Introduction

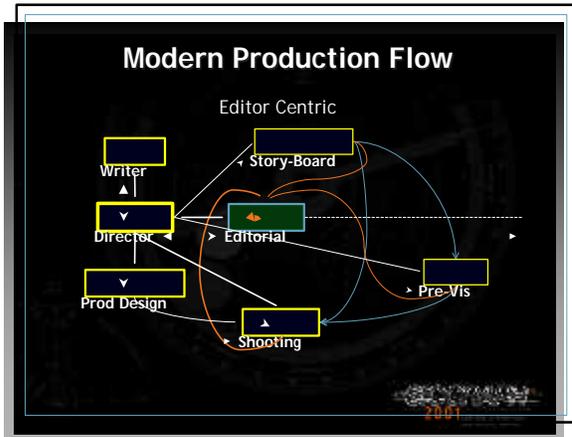
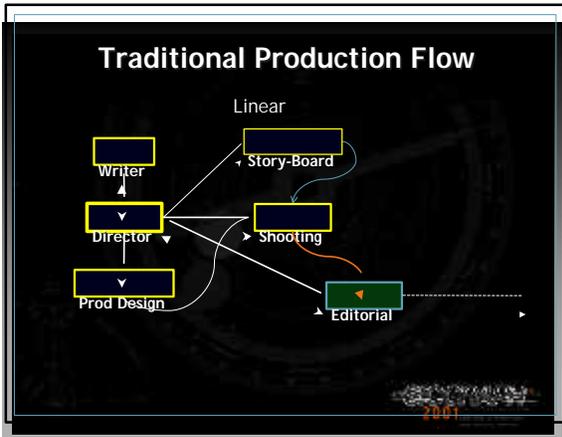
- Introduction to Movie Making
- Pre-visualisation: NLA as a central tool to tell a story
- Future: Tools to help building a story

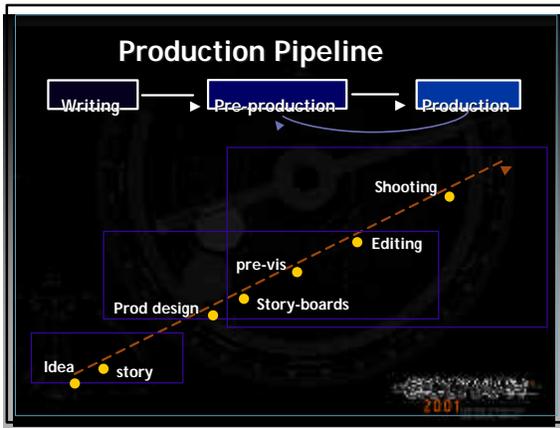
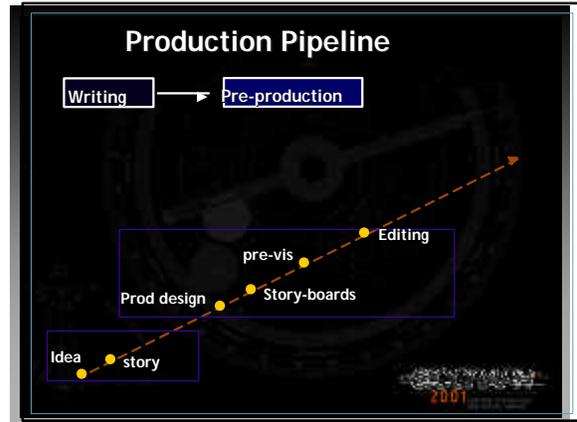
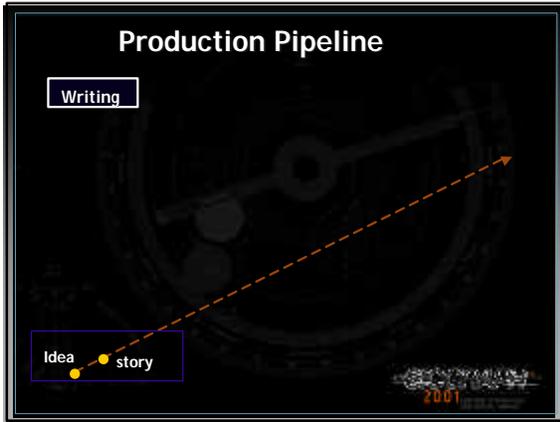
Introduction to Movie Making

Tells a story visually through:

- Cinematic technics (camera work, lighting etc...) to record events
- Collection of elements edited (montage-ed) to make a whole

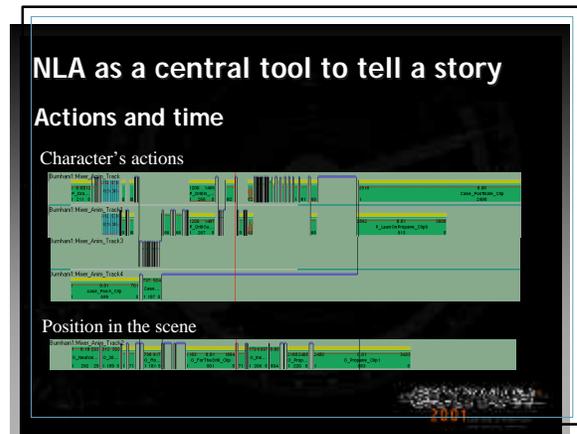
Methods to produce a movie have changed





- ### Production pipeline (detail)
- Writing a story: finding a form to an idea
 - Needs Conflict and Structure
 - Pre-Prod goals:
 - Turn story into visuals
 - Cut costs by solving problems early
 - Communicate ideas to the crew
 - Production
 - Creates a collection of elements
 - Editor centric
- 2001

- ### Pre-visualisation
- #### Making a movie before shooting
- Introduction: from storyboards to de-struction
 - Case Study: PANIC ROOM
 - Pre-vis process:
 - Team-work with all the departments
 - Variety of tasks (design/architecture, concept studies, shot design)
- 2001



Futurama

Tools that help to build stories

- NLA and camera choreography
- NLA and Controlled AI: blending behavior with hand-crafted performance
- Story building engines

2001

Conclusion

- Control vs. chaos
- Dangers of Systematization
- Human factor

2001

Thanks

Zach Staenberg
Karen Sullivan
Andy and Larry Wachowsky
Claudine Hanna
Gordon Cameron
Ron Frankel

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