

# I M M E N S I O N

October 1996 The Los Angeles Chapter of ACM/SIGGRAPH Newsletter

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## L.A. SIGGRAPH PRESENTS:

## THE DIGITAL VISUAL EFFECTS OF "INDEPENDENCE DAY"

AT THE WRITERS GUILD THEATRE

135 S. DOHENY, BEVERLY HILLS - TUESDAY, OCTOBER 8TH

6:30 - 7:30 SOCIAL HOUR, 7:30 - 9:00 PRESENTATION

**Fees:** Non-members/ \$5; Members/\$1. Note: Members who paid the now annual rate of \$25 will be admitted free of charge.

New members and renewals will be handled at the membership table the night of the event

Please bring your membership card or labeled newsletter as proof of membership.

SEE MAP INSIDE FOR DIRECTIONS.

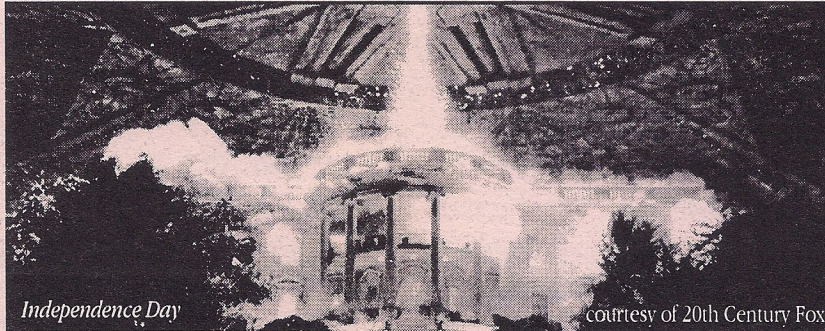
**PARKING:** - \$1 IN LOT ADJACENT TO THEATRE, \$7 IN LOT ACROSS THE STREET.

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L.A. SIGGRAPH presents the digital visual effects supervisor and producer, Tricia Ashford and the CG supervisors, Tara Turner and, Joseph Francis, of *Independence Day*.

As the digital visual effects supervisor and producer for *Independence Day*, Tricia Ashford supervised



sequences; among them *Seven*, *The American President*, *Immortal Beloved*, *True Lies*, *Quiz Show*, *Wolf*, *The Joy Luck Club* and *Indecent Proposal*.

After working with Tricia to establish the infrastructure for the creation of digital effects of *Independence*

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the creation of over 400 shots, more shots than the number of days in the production schedule. With these visual effects totaling over 50 minutes on screen, filmmaking history was made not only at the box office, but also with the *Independence Day* Digital Unit which was created exclusively to serve this project and developed to function literally as a shooting unit for Director, Roland Emmerich.

Tricia will be joined by her *Independence Day* CG supervisors, Tara Turner and Joseph Francis to revisit a variety of the challenges that the large scale visual effects work encompassed. This creative team will relate some of the behind-the-scenes stories in developing these effects that grew to involve hundreds of people at five separate vendor facilities - POP Film, Digiscope, The Post Group, OCS and VisionArt. Emphasizing the creative process of digital visual effects production, the crew will share some of the imaginative and time saving production strategies that they initiated in order to produce this large quantity of work within economical budget parameters.

Earlier this year Tricia formed TribalTek, a production partnership with her husband, writer and creative director, Giles Ashford. The company is currently in development on a technology-driven television series and has plans for producing Sega's best-selling video game, "Vectorman", as a fully computer-animated motion picture under its banner.

*Independence Day* wasn't Tricia's first experience in forming a visual effects company. Tricia orchestrated the launching of RGA/LA in October of 1992. She was also executive producer of the visual effects for the 1995 Academy Award© winning Best Picture, *Braveheart*. Tricia's visual effects credits include *Braveheart*, *Mortal Kombat*, *Immortal Beloved*, *The Shadow*, *Demolition Man*, *The Last Action Hero* and *In the Line of Fire*. She has executive produced over 150 main title

*Day*, Tara Turner moved over to manage and supervise the computer generated imagery for the film. Working with co-CG supervisor Joe Francis, Tara oversaw the two CG units that were used to create nearly 200 shots involving computer generated imagery.

With a degree in Electrical Engineering and several years of experience in computers and digital telecommunications, Tara began her film career as an engineer in the electronics shop at Boss Film Studios. Her credits with the company included *Alien 3*, *Batman Returns*, and *Cliffhanger*. In early 1993, Tara left Boss Film to join RGA/LA as Systems Architect, she was responsible for the complete digital setup of the company at a time when digital visual effects was in its infancy. Tara's movement into the CG realm came while she served as Post Production Supervisor and Technical Advisor for *Mortal Kombat*, *The Journey Begins*. Her credits at RGA/LA include *Mortal Kombat*, *Braveheart*, *In The Line of Fire*, *Last Action Hero*, *Immortal Beloved*, *The Shadow* and *Demolition Man*.

Prior to completing supervision of computer animation for *Independence Day*, Joseph Francis was creative director for digital production at RGA/LA. While at RGA/LA Joe supervised visual effects for *Mortal Kombat*, *The Shadow* and *Demolition Man*. He directed the 3-D motion capture sequences for the animated video *Mortal Kombat: The Journey Begins*. He was computer graphics supervisor for *The Last Action Hero* and oversaw computer-generated elements for *The Hudsucker Proxy*, *Carlito's Way* and the trailer to *Wolf*.

Over a decade ago, Joe began his career at R/Greenberg Associates, NY as one of the founding members of the company's then-fledgling CGI department. Joe's work has won awards at major international film festivals; has been featured in numerous magazines and exhibited at SIGGRAPH and Imagina.

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