

Anaconda

Sony Pictures Imageworks digitally created two photo-realistic giant Anacondas which would believably attack, coil, eat, and regurgitate their prey. A digital actor is also featured in the water-fall sequence. This vivid CG imagery interacts with live action elements and actors on a level never seen before.

Head of Systems: Alberto Velez
Systems Coordinator: Katya Culberg
SA (Resources 3rd Party):
Ted Alexandre
SA (Hardware): Dean Miya

Producer: Sony Pictures Imageworks
FX Supervisor: John Nelson
FX Producer: Robin Griffin
FX Coordinator: Jacquie Barnbrook
Production Assistant: Darcy Fray
CG Supervisor: John Mclaughlin
Animation Director: Eric Armstrong
Animator: Alex Sokoloff
Lead TA: Rob Groome
Lead Digital Artist: Colin Campbell
Animator: David Vallone
Match Mover: Michael Harbour
Digital Artist: Gimo Chanphianamvong
Lead Composer: Jason Dowdeswell
Technical Director: John Decker



Lead Technical Director: Jim Berney
Painter: Jonn Shourt
Lead Animator: Kelvin Lee
Lead Modeller/Animator: Kevin Hudson
Animator: Manny Wong
Art Director: Marty Kline
Technical Director: Mike Travers
Painter: Raquel Morales
Match Mover: Rodney Iwashina
Lead TD/Production Programmer:
Serge Sretschinsky
Animator: David Simmons
Editor: Scott W. Anderson
Negative Wrangler: Dee Storm
Software Coordinator:
Audrea Topps-Harjo
Software Developer: Bruce Navsky

CONTACT

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