SMPTE-HPA
STUDENT
Film Festival

23TH OCTOBER
2017

CINEMA
FESTIVAL

TCL Chinese 6 Theatres
Hollywood & Highland Center
2017 SMPTE-HPA Student Film Festival  
Monday, 23 October 2017 @ 6:30pm 
TCL Chinese 6 Theatre

- Welcome Remarks and Introduction
- Presentation of Official Selections
- Voting for Audience Choice Award
- Awards Presentation
The bar for entry to this year’s competition was higher than ever, and we’re delighted with the rich array of entries we received from around the world. Each of this year’s official selections demonstrates the potential of new entertainment technology as a storytelling tool, and each is a visual testament to the creativity and inventiveness of the newest generation of filmmakers.

Richard Welsh
SMPTE Education VP

The SMPTE-HPA Student Film Festival provides students with the opportunity to demonstrate their technical creativity while gaining visibility among industry leaders. Highlighting the work of both SMPTE’s and HPA’s youngest members, this event offers an intriguing glimpse into the future of motion imaging.

Barbara H. Lange
Executive Director
SMPTE and HPA

The student filmmakers entered in the SMPTE-HPA Student Film Festival come from academic programs around the world, presenting us with a truly global creative perspective from the next generation of filmmakers. The vision for the future they have shown us is exciting, and I’m now certain, more than ever, that we are in for amazing things to come. HPA is proud to co-present this outstanding festival and will cheer on all of the filmmakers.

Seth Hallen
HPA President
Howard Lukk is SMPTE’s director of standards and engineering. Lukk was formerly a writer and director at the independent film production and management company Pannon Entertainment, where he has worked on short films and provided technical consulting and education for clients. A SMPTE Fellow, Lukk has served the Society in numerous volunteer roles including Technology Committee co-chair, Working Group chair, document editor; and also director of the Moving Images documentary project.

Aimée Ricca began her career in music management in the 1990s and has worked with artists from Cheap Trick to Soundgarden. She later went on to Clearview Cinemas where she directed all special events for the chain of 54 locations and 258 screens in the NY Metro-Area, including the Ziegfeld Theatre. In the 2000s, Ricca was heavily involved in the digital cinema roll-out and theatrical distribution of alternative content including *Pearl Jam Immagine in Cornice*, *Tom Petty and the Heartbreakers Runnin’ Down a Dream* and PBS’ *Great Performances*. Ricca joined SMPTE in 2012 and directs marketing and communication.
SMPTE-HPA Student Film Festival
★ Committee ★

Wendy Aylsworth, Walden Pond
Corey Carbonara, Baylor University
Joyce Cataldo, SMPTE
Matthew Crick, William Paterson University
Chris Fetner, Netflix
Marissa Garcia, M+C Collective
Peter Girardi, Warner Bros.
Patrick Griffis, Dolby Laboratories
Matthew Goldman, Ericsson
Eric Gsell, Dolby Laboratories
Seth Hallen, Pixel Logic
James Kendrick, Baylor University
Sara Kudrle, Imagine Communications
Barbara H. Lange, SMPTE and HPA
Howard Lukk, SMPTE
William Miller, Milltag Media
Chris Purse, Ignite Strategic Communications
Aimée Ricca, SMPTE
Kamil Rutkowski, DI Factory
Allan Schollnick, Consultant
Robert Seidel, CBS
Christine Tasto, M+C Collective
Richard Welsh, Sundog Media Toolkit
Tomasz Witkowski, Visual Data Media Services
Meet the

Elisa Bonora
ACE and Emmy nominated editor

Christina Capra
Director and Producer of VR Content

David Creed
Award-Winning Short Filmmaker

Katie Hinsen
Award-Winning Finishing Artist

Niven Howie
Award-Winning Editor

Nancy Jundi
Entertainment, Tech & SaaS data scientist

Loren Nielsen
Co-Founder and President of ETC

Chris Nienow
VR Business Development Consultant

Leon Silverman
GM of digital studio at The Walt Disney Studios
2017 Jurors

Andrea Dimity
Film Producer and Literary Manager

Dave Ginsberg
Post Production Technology Consultant

Tim Heindl
SVP of Research at Sony Pictures

Patricia Keighley
SVP at IMAX

Mark Kenna
CEO of Bad Blood Films

Vicki Lau
VFX Artist and VR Consultant

David Sontag
Award-Winning Writer/Producer

Jen Soule
President Other World Computing

Joachim Zell
VP of imaging science at EFILM
Innovative Use of Entertainment Technology to Engage the Audience in the Story — Animated Short

**Attack of the Mothman** by Meg Viola, Khalil Yan, and Catrina Miccicke  
Ringling College of Art and Design (Sarasota, Florida)

Meg is originally from Chicago, Catrina from Pennsylvania and Khalil from China. These three got together at their animation school “Ringling College of Art and Design” and brought all of their separate skills together to create *Mothman*. This short was made entirely on the computer. Everything from the environment, to the characters was made in autodesk maya.

**Hope** by Alireza Bidar  
Savannah College of Art and Design (Savannah, Georgia)

Light and dark, beauty and beast, brutality, and spirituality, are all opposite yet intertwined. In a dark ugly world, a seed strives to grow, becoming a flower, bearing a baby. Our infant, symbol of rebirth and spirituality, sows seeds of beauty, spreading more beauty, giving more hope. Alireza created this short film as his senior project. More than 90% of techniques used to create this short film are done entirely procedurally in Houdini software.

**KCLOC** by Ninaad Kulkarni  
School of Visual Arts (New York)

Ninaad is from Mumbai, India and he made this film during his MFA in Computer Art at the SVA. *KCLOC* is a 3D animated documentary on people's perceptions of time. A selection of brief interviews provide the voices for ten meticulously designed CGI clock characters, in a variety of real-world settings, as they respond to a single question: “What does time mean to you?”
Innovative Use of Entertainment Technology to Engage the Audience in the Story — Animated Short

*Tiny Wing* by Wei Li
Academy of Art University (San Francisco)

Originally from China, Wei graduated from The Academy of Art University with an MA in Fine Art. This is a 3D short film about two birds born with challenged wings, who dream of flying like other normal birds. This film marks Wei’s directorial debut. She learned a lot about the animation process and looks forward to creating new short films in the future.

*Tom in Couchland* by James Just
Ringling College of Art and Design (Sarasota, FL)

James is a 24 year old animator who grew up in New Jersey. His goal is create films with talented peers that take audiences on an exciting emotional journey and impact the world in a positive way. In this film, extensive computer technology was used to render a realistic environment. Techniques of physically plausible Renderman lighting algorithms were art directed to create an immersive world beneath the couch.

*VERGE* by ChingTien Chu
School of Visual Arts (New York)

VERGE is a 3D computer generated animated short film, created by Maya, an industry standard all-phase animation software, that is the main program that used throughout majority production. The short explores how navigating a very short distance can be the hardest part of a newborn turtle’s life.
Innovative Use of Entertainment Technology to Engage the Audience in the Story — Live-Action Short

*Bittersweet Memories* by Stephanie LI Yuqi
Hong Kong Design Institute (Hong Kong)

Storytelling is Stephanie’s passion and she dreams of becoming a film director. This film is about a little boy that experiences fantastic things in the city. Stephanie used Sony A7RII with FE-28 70mm and Sigma 150-600mm were used during the shoot. In post production, Adobe After Effects were used to create the 35 visual effects for the film. Blackmagic DaVinci Resolve 14 was used for color correction and grading.

*Dunce* by Joshua Walquist
University of Oklahoma (Norman, Oklahoma)

Joshua is an ex-biochemistry major turned filmmaker. He is in his senior year of the film and media studies program and aspires to direct feature films on day. In this film, a girl must overcome her anxiety to give a presentation. Using digital color grading, Joshua was able to make part of the film appear as if it was filmed with the lights off. In addition, 4K video and an immobile camera were used to allow the image of two of the same actress on-screen.
Innovative Use of Entertainment Technology to Engage the Audience in the Story — Live-Action Short

**Transformation by Nicolas Medrano**
Polytechnic School (Pasadena, California)

Filmmaking is Nicolas’ passion. As a storyteller at heart, he hopes to convey messages and emotion through cinema, one of the most universal mediums. This film is a critical look at the dependence on technology in modern society. He utilized the low-light sensitivity of his camera, the Sony a7s, to shoot the entire film with only natural light, excluding a single practical light in one scene (a lamp). Such amazing low-light technology enabled Nicolas to capture shots that matched his eyes’ interpretation, making for more realistic setups. Also, the camera sensor was so sensitive that in one shot, the protagonist’s face was illuminated solely by the light from an iPhone. In addition, he made use of analog (Korg) synthesizers to compose the film’s original score.

**Mind Game by Weisi Dai**
School of Visual Arts (New York)

A student at the SVA, Weisi utilized stochastic lighting to create this short film.

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Innovative Use of Technology in an Experimental Short

**AEON by Derek O’Dell**  
Chapman University (Orange, California)

A recent Chapman University graduate with a BFA in Digital Arts, Derek is responsible for the concept and all of the visuals behind *AEON*. The film is an abstract immersive audio-visual experience and a study on the behavior of energy over a period of time. Created using experimental 2D/3D animation techniques. *AEON* is meant to create an experience that could be felt in more than a single dimension. *AEON*’s recommended and preferred viewing is in stereoscopic 3D. This is Derek’s first film.

**Jazz Orgie by Irina Rubina**  
Filmakademie Baden-Württemberg (Ludwigsburg, Germany)

*Jazz Orgie* is a visual interplay of different colors and forms. It began with a piece of music, composed by Emanuel Hauptmann, based on Irina’s sketches, which was later recorded in a sound studio. This composition provided the basis for the a piece of music, composed by Emanuel Hauptmann, based on Irina’s sketches, which was later recorded in a sound studio. This composition provided the basis for the choreography that was performed by a professional dancer. She then edited the recording of these dance moves and translated parts of them into pieces of abstract 2D animation in TV Paint program. By adding further abstract shapes and 3D elements the base was completed. In post, she printed and painted with acrylic every element frame by frame and finally composed it with After Effects.
Innovative Use of Mobile Device or Tablet to Convey a Story — Narrative Short

**LONDON STRIKE** by Jiranant Kanjanagawin
University of Greenwich (London, U.K.)

Jiranant was born in Bangkok, Thailand and moved to London, UK to study for her MSc Cinematography and Post-Production. This film reveals all of the landmarks in London, which begins in Queensway and follows by the Tube line until ending in Epping Forest.

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**The Great Game of Men** by Le Han
Language Systems International College (Pasadena, California)

This chess game is but a metaphor for our society as a species. It reflects our character, our choice, our nature, our absurdity. So long as the rule in chess never changes, our nature will remain the same. And we will not evolve as human being but rather go into a loop of chaos and madness. Le used an iPhone with Filmic Pro app to shoot raw footage, with a DJI GO to stabilize the shots. An iPad to save storyboard and notes on set. And I use the DJI GO to stabilize my shoot.
Innovative Use of Analog Technologies in a Live Action Narrative Short

*Frenemy* by Andrew Paul Davis
Chapman University (Orange, California)

Andrew shot on Super 8mm film with a 1974 USSR wind-up and exported in a slight mismatched frame rate for a VHS style effect. He shot, over the course of a year, across the eastern U.S. and then edited to his first original song to the digitized reel.

*Home* by Vivian Lau
Emerson College (Boston, Massachusetts)

Vivian shot on analog 16mm film, with a Bolex camera H16 REX-5 on Kodak Tri-X 16mm stock. This film is a homage to her upbringing.

Innovative Use of Analog Technologies in a Live Action Narrative Short

*Baylor VirtuOso Documentary Short on Use of Technology in VR Music Video* by Gustavo Raskowsky, Marcos Luna Hoyas, and team
Baylor University (Waco, Texas)

This film is a student-produced documentary covering the production of the VR music video highlighting Baylor University's A capella Group, VirtuOso's rendition of Adele's *Water Under the Bridge*. The documentary covers the technical issues faced throughout the production process and the subsequent solutions applied.
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