"Spider-Man 3" - Triple Play

Organizer
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Sony Pictures Imageworks

Panelists

Scott Stokdyk  Peter Nofz  Spencer Cook  Ken Hahn
Visual Effects Supervisor  Digital Effects Supervisor  Animation Director  Digital Effects Supervisor
Sony Pictures Imageworks  Sony Pictures Imageworks  Sony Pictures Imageworks  Sony Pictures Imageworks

The leading artists on "Spider-Man 3" reveal the creative challenges and technical achievements associated with creating movie's three dangerous villains.

For the first time, Imageworks produced fully articulated, performing CG characters entirely from dynamically generated particles and fluids. These digital characters, which embodied key-framed performance animation, interacted with each other and with live-action characters in real and synthetic environments.

SCOTT STOKDYYK
Visual Effects Supervisor
Sony Pictures Imageworks

Scott Stokdyk, Sony Pictures Imageworks visual effects supervisor and Academy Award® winner, recently completed work on Spider-Man 3™ as visual effects supervisor. As such, he was responsible for heart-stopping action featuring villains that seamlessly blended character and effects animation with live performance.

Scott won the 2005 Academy Award® for Achievement in Visual Effects for his work on Spider-Man™ 2, and was nominated for Spider-Man™ (Achievement in Visual Effects, 2002) while collaborating with visual effects designer John Dykstra and director Sam Raimi.

For Spider-Man™, Stokdyk's team created the digital characters of Spider-Man and the Green Goblin, as well as an innovative, synthetic Manhattan, which allowed the filmmakers the ability to move Spider-Man through a virtual cityscape with complete freedom. For Spider-Man™ 2, huge advancements were made in the digital environment and a unique process was built to recreate the actors in CG.

Stokdyk joined Imageworks in 1997 working as a digital artist on Contact and Starship Troopers. He was CG supervisor on both Godzilla and Stuart Little. Stokdyk received his first Oscar® nomination in 2000 as Digital Effects Supervisor for the creation of the incredible disappearing man and gorilla in Hollow Man.

Prior to Imageworks, Stokdyk worked as a digital artist on Titanic and Terminator 2/3D, and as a sequence supervisor on The Fifth Element.

PETER NOFZ
Digital Effects Supervisor
Sony Pictures Imageworks

Sony Pictures Imageworks digital effects supervisor Peter Nofz recently completed work on Spider-Man™ 3. He had primary responsibility for many astonishing effects including the creation of the alien symbiote, both in its sinister goo form and when it takes shape as the terrifying Venom.

Nofz previously served as a CG supervisor on the Academy Award®-winning film Spider-Man™ 2 (Best Achievement in Visual Effects, 2004) as well as the Academy Award®-nominated international hit Spider-Man™ (Best Achievement in Visual Effects, 2002). He joined Sony Pictures Imageworks in 1998 as a senior technical director on Stuart Little (1999) and Hollow Man (2000), both of which garnered Academy Award® nominations for Best Visual Effects.

In 1989 Nofz moved to Sun Microsystems as a senior consultant and lecturer. He subsequently worked at Insight Pix, first as a technical director, then as a senior technical director/ animator. His credits included such award-winning commercials as Sega Obsidian (Golden Clio: Visual FX) and McDonald’s Fish (New York Festival Gold).

Following graduation from Technische Universität Munich, Germany, with the equivalent of a Masters Degree in Computer Science, Nofz began his entertainment career as a Production Assistant for Gesellschaft für Bildende Filme (GBF) in Munich, Germany.

Nofz graduated from Northwestern University with a Master of Fine Arts degree in Radio/TV/Film. While working toward that goal, Nofz was a member of the adjunct faculty for advanced 3D animation and video.

SPENCER COOK
Animation Director
Sony Pictures Imageworks

Spencer Cook, animation director at Sony Pictures Imageworks, recently completed work as animation director on the international hit Spider-Man™ 3.

Cook previously was animation supervisor on Cursed, The Matrix Reloaded and The Matrix Revolutions. He also served as lead character animator on Spider-Man™ (2002) and Hollow Man (2000), both of which were recognized with Academy Award® nominations for Best Achievement in Visual Effects.

Before he joined Imageworks in 1999, Cook worked as an animation supervisor at Flat Earth Productions on the television series Roughnecks: The Starship Troopers Chronicles and character animator on the feature film Blade.

As a character animator at Digital Domain, Cook worked on the effects facility’s short film Tightrope as well as on numerous commercial spots and music videos.
Cook began his career as a stop motion animator and worked with New York production studios such as Broadcast Arts/Curious Pictures, Full Blue Productions, Boss Films, Colossal Pictures and Stieffel & Company, where he brought many memorable characters to life in commercials for the Pillsbury Doughboy, McDonald’s, MTV, Budweiser, Duracell, Nintendo, Barbie, Kool Aid and Fritos.

In 1986, Cook helped design and animate the surreal imagery in Peter Gabriel’s music video for Big Time and was part of the team that created the inhabitants of Pee Wee’s Playhouse for the first season of the Saturday morning TV series.

Cook holds a Bachelor of Fine Arts degree from The School of Visual Arts.

KEE-SUK “KEN” HAHN
Digital Effects Supervisor
Sony Pictures Imageworks

Sony Pictures Imageworks digital effects supervisor Ken Hahn recently completed work on Spider-Man™ 3 as digital effects supervisor. He had primary responsibility for creating the remarkable Sandman, a destructive and constantly metamorphosing humanoid comprised of countless individual grains of sand.

Hahn also served as digital effects supervisor on the Nicolas Cage film Ghost Rider early this year, bringing significant advancement in digital fire to the big screen.

He previously worked as a senior CG supervisor on Spider-Man™ 2, which was awarded the 2005 Academy Award® for Achievement in Visual Effects, overseeing numerous sequences including Spider-Man and Doc Ock battling on top of an elevated New York train. Hahn also was a senior CG supervisor on the Academy Award®-nominated Spider-Man™, for which he had responsibility for the construction of the 3D virtual cityscapes among other achievements.

Hahn also led his Imageworks crew in the creation of an anatomically accurate digital version of Kevin Bacon for Columbia Pictures’ Hollow Man, which was nominated for a 2000 Academy Award® for Best Achievement in Visual Effects. Hahn joined Sony Pictures Imageworks in 1996 as a sequence supervisor on Contact and went on to work on such projects as Godzilla, Starship Troopers and Stuart Little, the latter two of which were recognized with Academy Award® nominations for Best Achievement in Visual Effects.

Prior to joining Imageworks, Hahn spent three years at Walt Disney Feature Animation as a technical director. He began his career as a software engineer at AT&T.

Hahn holds a Bachelor of Science degree in Computer and Systems Engineering from Rensselaer Polytechnic Institute and a Master of Science degree in Computer Science from New York Institute of Technology.

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