

Ed Ulbrich steps down

Former CEO of Digital Domain will continue to work in a creative consultant role

Former CEO Ed Ulbrich, who has been with Digital Domain since its inception in 1993, has stepped down to become a creative consultant and will continue as a producer of the studio's upcoming film, *Ender's Game*.

Ulbrich was appointed CEO when the multiple Academy Award-winning VFX company was purchased in September 2012 and has stepped down following a further change in ownership.

"I've spent many wonderful years at Digital Domain and was honoured to have been trusted to lead the company through its acquisition and to help set the strategic path forward," Ulbrich said. "Now, with the ownership having brought the company under Sun



Ulbrich referred to version 1 of Digital Domain as the Cameron-Winston-Ross Company. Sun Innovation's executive Daniel Seah has now taken the reins as CEO

Innovation – a solid, significant public company – and Digital Domain 3.0 into its next phase, I'm looking forward to returning to the creative side of the business to pursue producing full-time. I look forward to continuing a fruitful relationship with Digital Domain 3.0 as we move forward."

BFX Festival in September

The new VFX and Animation Festival kicks off this month

Taking place from 25-29 September, the BFX Festival includes a speaker series from leading VFX artists and animators working at studios such as DreamWorks, Double Negative, MPC, Cinesite and Framstore.

Specialist workshops will also take place with speakers Scott Eaton, Dr. Stuart Sumida and Adam Redford, who have worked on feature films such as *Gravity*, *47 Ronin* and *Wrath of the Titans* among others. Tickets for the festival events start from £12.50, or £10 for students. For more information and to book your place at this exciting event, visit www.bxfestival.com/book-tickets.



BFX offers a careers hub, a free concept art display, a variety of movie screenings and tech demos from companies such as Autodesk, Next Limit and Adobe

Maya and 3ds Max 2014 extensions

Autodesk announces new features in its 2014 packages



The 2014 extension for Maya and Mudbox are expected on or after 16 September, with the 3ds Max extension expected on or after 30 September

Autodesk subscription customers can soon take advantage of the latest extensions for Maya, Mudbox and 3ds Max. These provide access to technology such as XGen Arbitrary Primitive generator for art-directing CG hair, fur, feathers and foliage in Maya. New support for Python has been added to the 3ds Max extension, giving artists the ability to execute Python scripts from MAXScript and the 3ds Max command line. The Mudbox 2014 extension offers the ability to create topologically symmetrical meshes while retopologising.

Software shorts

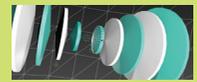
Bringing you the lowdown on product updates and launches

The Recording Room plug-in



Kobold Charakteranimation has released The Recording Room, enabling users to record their own movements inside CINEMA 4D using Microsoft's Kinect camera. The plug-in also includes The Editing Room, where the recorded movements can then be edited through Forward Kinematic to modify aspects of the movement. For pricing and to learn more, visit tinyurl.com/3DARecRm.

Animators Toolkit - CamRig 1.1 Utility



Newly included in the latest update of the Animators Toolkit, a set of 3ds Max scripts to automate common rigging and animation tasks, the CamRig 1.1 Utility enables users to show off their scenes with a fully featured, easy-to-use camera rig. The tool creates a rig that makes smooth, cinematic camera movement much simpler without the use of plug-ins or conventional setup. For pricing and more, visit animatorstoolkit.com.

Golaem Crowd 2.5



Golaem has announced the latest version of Golaem Crowd, the crowd-simulation plug-in for Autodesk Maya. The update adds Maya 2014 support, as well as the ability to instantiate any rigid shape object. It also features an interactive viewport preview and customisable visual and animation diversity. Golaem Crowd 2.5 for Maya 2012, 2013 and 2014 supports Windows 64-bit and Linux 64-bit. Learn more at tinyurl.com/3DAgolaem.

Auto-rigging games

Anzovin Studio provides compatibility with game engines for its auto-rigging plug-in



The rigs generated in The Setup Machine for Games can also be returned to an editable state at any time with the Restore Rig

Anzovin Studio has released **The Setup Machine for Games**, a new version of its Maya auto-rigging plug-in designed to work with most videogame engines, including Unreal and Unity. The plug-in, which works for Maya 2011 and later, generates a flexible character rig with

features such as Stretchy Limbs, Anti IK Pop and Smart IK/FK switching. These can then be backed down to a simple skeleton for easy import into any game engine that supports FBX. Find it at www.anzovin.com/tsmg.