



17 – 20 JUNE 2008  
SINGAPORE EXPO

# CGO3.0: INSPIRING PERFECTION

- Network with international gurus, talented artists, CG institutions, global studios and investors
- View a display of the best digital art works and animation short films at CG Excellence 2008 Competition
- Exhibition will showcase cutting edge CG technology, including the latest CG hardware & software
- Conference features the best CG artists discussing their works and demonstrating various techniques
- Masterclasses provide hands-on practical and close interaction with experts in the field
- Business Forum explores the business mechanics behind Asia's burgeoning CG sectors of TV series, feature films & games

REGISTER ONLINE @ [www.cgoverdrive.com](http://www.cgoverdrive.com)

Organised by:



Strategic Partner:



Supported by:



Held alongside:



CGOverdrive returns in 2008 with more CG Passion Power! An event for the artists, by the artists, this is Asia's largest computer graphics event which convenes and connects CG professionals, enthusiasts, students, academics, producers, vendors, buyers and all CG stakeholders to network, interact, learn and exchange knowledge and ideas. This 3rd edition of CGOverdrive continues to serve the CG community faithfully with the aim to awe, inspire and motivate; a platform that manifests the definite commitment and dedication to the CG art form. The heart of CG, CGOverdrive2008 celebrates the CG art form in style, and delegates can expect to immerse themselves in a myriad of CG activities! It is 4 days of CG fervor, 4 days of everything Computer Graphics!



## Event Components

### Exhibition

Vendors from various CG software and hardware related companies will be showcasing their products and new technologies. This will be the place where the essence of CG support will be discovered.

### Recruitment Overdrive

Like previous years, this segment will feature local and international studios eager to add more talents to their creative force. If you aspire to carve a career in this industry, don't miss out this golden opportunity to speak to the studios' recruiters. There will be 'match-making' opportunities for keen job applicants who are seeking employment in the CG industry.

### Recruitment Talks

Understand the requirements to working in some of the industry's finest CG studios. These will be sessions where recruiters share important information and provide insights into job opportunities at their workplace.

### CG Excellence Prize Sponsors

**Pixologic**  
makers of ZBRUSH

**Contact**  
*Singapore*

### CG Excellence Digital Art and Animation Gallery

Be awed by nifty Digital Art works and great Animated Films submitted by students and professionals from all over the world! Understand the possibilities of creating awesome CG works for both digital art and animation. The gallery will feature some of the best works on this planet by both local and international CG artists.

### Business Forum

A NEW addition to CGOverdrive! This segment features business professionals from renowned studios who are involved in distributing, producing and funding Hollywood feature films, TV series and games. Understand the business mechanics of the CG industry and avenues to secure funding and more! If you are a businessman seeking opportunities, networks or contacts, this is the best place to be!

### Conference

This is the heart of CG Passion! The CGOverdrive Conference sees a constellation of highly esteemed speakers from the most respected international studios



worldwide. Delegates will immerse themselves in a wealth of creative knowledge that will no doubt broaden their horizons.

### Masterclasses

Hungry for more CG knowledge? Here is the chance! The Masterclass sessions allow participants to learn with a 100% hands-on practical approach, from highly regarded CG artists of the industry, in a small group setting. These classroom based learning sessions led by invited veterans from the CG industry will truly give delegates first-hand cutting edge knowledge and tricks of the trade!

### Exhibitor Workshops

FREE sessions conducted by our exhibitors for CGOverdrive attendees to learn about what they have to share about their latest wares and services.

## Business Forum

This is a 2-day forum where industry players from the TV series/feature films and games sectors share insights and views on business issues in the CG world.

The Business Forum focuses on the TV series/feature films sector on Day 1, and then explores the games sector on Day 2. Listen to experts and industry players present their experiences and strategies in Asia. The business of animation in the Asian animation industry is explored, with its potential and possibilities to be discussed in dynamic panel sessions at the end of each day. The themes of the Forum will revolve around:

19 – 20 June 2008 | Hall 9, Singapore Expo

- Current developments & future trends
- Funding Asian studios & examining the commercial value of CG
- Challenges & competition facing animation companies in Asia

If you are a player in Asia, or you are making plans to enter the Asian scene, or you are keen to be an investor/financier in this fast-growing industry, this is the first Forum of its kind for you. Come and listen, network, and get a feel of the pulsating potential of the animation industry in Asia!

Look out for programme developments and speaker updates at [www.cgoverdrive.com](http://www.cgoverdrive.com)

# CGOverdrive2008 Conference

17 – 20 June 2008 | Hall 9, Singapore Expo



This 4-day conference boasts a star-studded line-up of the "GODS" of Computer Graphics where we have internationally renowned celebrity CG artists share their experiences, impart their knowledge and valuable insights in varied CG art forms.

CGOverdrive2007 was well attended by more than 3000 delegates and positive feedback was received from many.

This year, the conference programme line up promises CG artists an excellent platform to keep abreast of the animation industry developments in Asia! Some of the featured speakers include the following:

## Patrick Beaulieu

Sony Imageworks / Beenox(Activision)

## Sean Lewkiw

Framestore CFC / Rainmaker

## Craig Lyn

Framestore CFC Animation

## Aaron Holly

Digital Domain / Disney Feature

## Alessandro Pacciani

Independent Director

## John Chalfant

BLUR Studios / Blizzard Entertainment

## Mike Wiluan

Infinite Frameworks

## Allan Mackay

Catastrophic FX

## Andre Corwin

Industrial Light & Magic

## Tino Schaedler

Independent CG Artist

These invited CG artists are no doubt amongst the best in the industry! All of them are directly involved in creating box-office hits, award winning feature animated and VFX films or games that have won the hearts of millions of gamers on this planet. And the best part is that all of them will gather at CGOverdrive2008 conference to share the secrets behind their successful endeavours as CG artists and professionals. They will be sharing art skills or production techniques, tips and the pipelines of the Hollywood movies or games they have worked on.

And truly, the CGOverdrive Conference is not merely a place for delegates to learn the quintessence of CG art skills; it is a place where everyone connects and gets inspired!

Beyond this, the plethora of activities held at the festival outside the Conference will be an eye opening experience for those who are eager to know the ins and outs of the CG industry, the latest trends in technology and even the right kind of education that would help you achieve your ambition as a CG artist. At CGOverdrive, you walk through the time zone of the past, the present and the future of CG!

## Masterclasses

17 – 20 June 2008 | Hall 9, Singapore Expo

Hands-on practical classes led by veterans from the CG industry to give delegates first-hand cutting edge knowledge. Experience small group teaching, a 100% guided learning approach for all CG enthusiasts. Register early for limited seats in these classes!

Tuesday, 17 June  
9.30am – 2.30pm

### Designing Games Characters in Maya and Zbrush

By Kingston Chan, Games Artist, Ksatria Gameworks

Understand the intricate production pipeline for games characters and landscapes by using 2 of the most popular tools in the industry, Zbrush and Maya, and the proven workflow that had led some of the best studios on the planet produce some of the best games we know today.

Wednesday, 18 June  
9.30am – 2.30pm

### Concept Development

By Feng Zhu, Founder, Possibility Space

The Director and Founder of Possibility Space, a studio based in Beijing, Feng Zhu will be guiding students on the inner workings of concept development. Participants will learn first hand from this master who was involved as the lead designers in films such as Transformers, TMNT and StarWars.

Thursday, 19 June  
9.30am – 2.30pm

### VFX Compositing in Max and AE

By Alessandro Pacciani, Independent CG Artist

Compositing real video footage with CG elements, creating a naturalistic look on films. Vital methods and techniques will be shared and taught to participating students on the proven pipeline that had brought Alessandro to fame with his Hollywood Festival award winning short BV-01.

Friday, 20 June  
9.30am – 2.30pm

### Character Animation

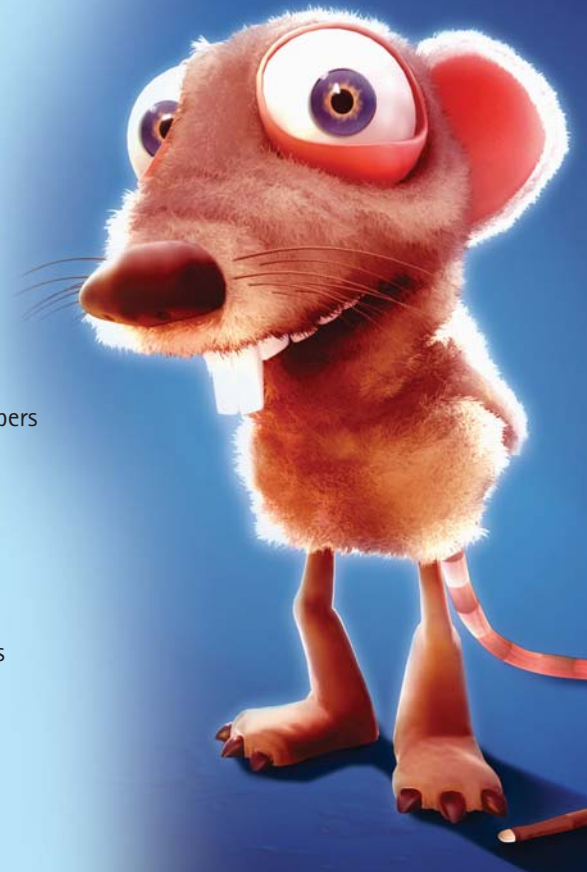
By Paul Wollenzien, Director, Rune Entertainment

Character Animation, the holy grail of storytelling in animated films. Paul will lead students through a holistic understanding of how he approaches an animation exercise and the tips and tricks involved in producing a convincing character animation.

# Who should attend CGOverdrive2008

Students, Professional Artists and ANYONE who has a KEEN INTEREST and PASSION in the CG art form!! Specifically, but not limited to the list below:

- Modelers
- Animators
- Concept Artists
- Digital Artists / Digital Imaging Artists
- Illustrators / Painters
- Games Artists
- Riggers
- Visual Effects Artists / Special Effects Artists / Motion Graphics Artists
- 3D Artists
- 3D Designers
- Technical Directors
- Animation Directors
- Art Directors
- Creative Directors
- Lighting Technical Directors
- Generalists
- Game Programmers / Game Developers
- Producers / Directors
- Distributors
- Graphic Artists / Graphic Designers
- Multimedia Specialists
- Colorists
- Smoke Editors
- Compositors
- CG Software Developers / Engineers
- Environment Artists
- Digital Lighters
- Technical Assistants
- Web Designers
- Animation / Video Editors
- Financiers / Venture Capitalists



## General Information

### EXHIBITION

Date : 17 - 20 June 2008  
Venue : Singapore Expo, Hall 9  
Opening Hours : 17 - 19 June, 10.30am to 6pm  
20 June, 10.30am to 4pm

### OFFICIAL HOTEL & TRAVEL AGENTS

For accommodation options, please refer to our website [www.cgoverdrive.com/accommodation.htm](http://www.cgoverdrive.com/accommodation.htm) for our official hotels.

### ADMISSION

- Visitors to the exhibition may register at Singapore Expo Hall 9 during show days (17 - 20 June 2008).
- There is no charge to visit CGOverdrive exhibition. Minors under 12 years of age will not be allowed entry into the exhibition halls. Fees apply for conference, masterclasses and Business Forum. Please visit [www.cgoverdrive.com/conference.htm](http://www.cgoverdrive.com/conference.htm) for information on fees and registration.
- For visitors who wish to visit BroadcastAsia2008 exhibition, please note admission is restricted to trade professionals only and there is no charge. Minors aged 16 years and below will not be allowed into BroadcastAsia2008 exhibition halls.



## Contact Information

Exhibition : Lee May Ling [lm1@sesallworld.com](mailto:lm1@sesallworld.com)  
Visiting the event : Amy Tan [amy@sesallworld.com](mailto:amy@sesallworld.com)  
Conference / Masterclasses / Business Forum : Elle Ng [en@sesallworld.com](mailto:en@sesallworld.com)  
Media enquiries : Carmen Chan [car@sesallworld.com](mailto:car@sesallworld.com)  
Or fax : +65 6835 3040

## Join the CGO mailing list! Fax this slip back to +65 6233 8715

Thank you for your interest in CGOverdrive. You will be receiving newsletters on CGOverdrive and related events, as well as our direct mail invitations.

I am interested in:

- CGOverdrive Exhibition  
 CGOverdrive Conference /Masterclasses /Business Forum

NAME	ADDRESS
TITLE	
COMPANY	TEL (COUNTRY CODE + AREA CODE + NUMBER)
NATURE OF BUSINESS	FAX (COUNTRY CODE + AREA CODE + NUMBER)
	EMAIL



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2008

# CONFERENCE REGISTRATION FORM

		CONFERENCE (17 - 20 June)	MASTERCLASS* per class per day	BUSINESS FORUM (19 - 20 June)		
				TV Series / Feature Films Track (19 June)	Games Track (20 June)	2-Day Passport
Early Bird Rate (register and pay by 16 May)	Student	[ ] SGD280.00	[ ] SGD480.00	—	—	—
	Public	[ ] SGD320.00	[ ] SGD520.00	[ ] SGD300.00	[ ] SGD300.00	[ ] SGD550.00
Regular Rate (17 May - 10 June; On-site 17 - 20 June)	Student	[ ] SGD320.00	[ ] SGD520.00	—	—	—
	Public	[ ] SGD400.00	[ ] SGD600.00	[ ] SGD350.00	[ ] SGD350.00	[ ] SGD650.00
*For <b>Masterclass</b> , please select preferred class date(s)		[ ] 17 June	[ ] 18 June	[ ] 19 June	[ ] 20 June	

Note: Delegates based locally are required to pay a 7% Goods & Services Tax (GST)

### 3 EASY WAYS TO REGISTER

- REGISTER ONLINE at [www.cgoverdrive.com](http://www.cgoverdrive.com)
- Fax this completed form to: + 65 6233 8715
- Mail this completed form to:  
**SINGAPORE EXHIBITION SERVICES PTE LTD**  
47 Scotts Road, 11th Floor Goldbell Towers, Singapore 228233  
Attn: Conference Registration Desk

### DELEGATE'S DETAILS

NAME
JOB TITLE
ORGANISATION / SCHOOL
ADDRESS
TEL <small>(COUNTRY CODE + AREA CODE + NUMBER)</small>
FAX <small>(COUNTRY CODE + AREA CODE + NUMBER)</small>
EMAIL
WEBSITE

(Please ensure the correct email address is entered to receive confirmation)

The information you provide may be made available to third parties whose products and services may interest you. If you DO NOT wish to be included in such marketing activities, please tick here. [ ]

### DISCOUNTS

Discounts are not cumulative.

- [ ] 10% discount to all CGO 2008 Exhibitors

NAME OF EXHIBITING COMPANY

- [ ] 20% discount to groups of 5 & above registering from the same school/studio/organisation.  
Delegates must register as a group. For multiple registrations, please duplicate this form. Additional registrations at a later date cannot be added to pre-registered names to qualify for the group discount.

### CANCELLATIONS/TRANSFERS

No refund will be given upon cancellation. Substitutions are accepted upon prior notice.

### PAYMENT METHOD

- [ ] I enclose our bank draft / cheque (drawn on a Singapore bank account) in SINGAPORE DOLLARS only made payable to "Singapore Exhibition Services Pte Ltd"
- [ ] I am paying by telegraphic transfer made to Singapore Exhibition Services Pte Ltd (payment advice attached)  
Our Banker: Standard Chartered Bank  
Battery Road Branch, 6 Battery Road, #01-01  
Singapore 049909  
Account Number: 01-060-2565-1  
Swift Add: SCBLSGSGXXX

Note: Any bank charges and/or expenses incurred as a result of bounced cheques shall be borne by the delegate. Please include an additional **SG\$40** to the telegraphic transfer to cover all bank charges.

- [ ] Please charge the amount of SGD \_\_\_\_\_ to my  
\*AMEX/VISA/MASTERCARD/DINERS (\*delete where applicable)  
Note: Payment via credit card is subject to 3% administrative fee.

CARDHOLDER'S NAME	
CARD NUMBER	
EXPIRY DATE	SIGNATURE

- [ ] Cash Payment (for Singapore delegates only) at  
**Singapore Exhibition Services Office**  
47 Scotts Road, 11th Floor Goldbell Towers, Singapore 228233  
Official Receipt no.: \_\_\_\_\_

A confirmation notice will be sent by email/fax to all registrants. If you do not receive any confirmation after 7 days of faxing the registration, please contact the organiser.

### IMPORTANT NOTE

- Attendance will only be allowed upon full receipt of payment. Please indicate clearly on your cheque/bank draft/telegraphic transfer which sessions your payment is for.
- The organiser reserves the right to refuse entry to any delegate as it deems fit.
- Should there be a need to cancel the event, the organiser will refund delegates for registration fees paid, and will not be held responsible for any travel and/or accommodation costs incurred.
- All delegates must be in proper attire. Those in shorts, bermudas, singlet or slippers will not be allowed entry. The organiser reserves the right to refuse entry to delegates who are not appropriately dressed.