TECHNOLOGY AND CREATIVE TEAMS JOIN FORCES
TO ENHANCE ANIMAL LOGIC ALAB

Friday, 5 August 2022 - Following the success of last year's release of ALab, with 4,000 downloads to date, Animal Logic is excited to share the next enhanced iteration of the open source project.

ALab "Phase 2" provides a view of a full production scene with over 300 production quality assets, two animated characters with looping animation and baked procedural fur and fabric, all provided as a part of the first open-sourced USD shot context from a studio.

The wider community can now create their own magic with access to the expanded open-source digital production set, including cameras, lights, and two rigged CG characters, Goggles and her offsider Hinge. The new release aims to foster further exploration and adoption of the open-source USD ecosystem while promoting the talent at Animal Logic. ALab has provided an accessible platform for artists and practitioners to develop their individual aesthetics and encourage collaboration across the wider 3D community.

"This asset set provides another key piece in encouraging the wider industry adoption of Pixar's USD," said Aidan Sarsfield, Head of Production Technology. "We look forward to seeing it used as an exemplar by individuals, vendors, and studios alike."

In addition to releasing the USD files and textures from the production shot, Animal Logic has created a lit and rendered sequence, directed by Grant Freckelton, who also led the team that designed the ALab assets. The sequence highlights the asset suite's complexity and quality while introducing the two new characters found in the scene.

"Goggles is puppet-like and cute but also decked out with scientific observation equipment like the little critter was constantly recording and observing whatever experiments were going on in the lab," said Freckelton. " Hinge was made from found objects in the environment with a head inspired by the concept of pareidolia. We ended up with our own version of a homemade robot."

The new ALab data set inspired the team to begin production on a short film that showcases the beautiful characters, assets, and overall production design. Directed by David Peers and created in Unreal Engine, *Unhinged* follows Goggles and Hinge in the abandoned workshop and provides insight into Animal Logic's unique style, innovative nature, and playful approach to storytelling.

"It was an amazing head start to have all the beautiful assets to draw on. So much love went into the designs and creation of everything in ALab," said Peers. "Our first foray into

the world of Unreal Engine was a challenge, but we all collaborated and solved any issues together. Our crew were incredible, we're all so proud of what we've achieved."

The ALab data set is supplied as three separate downloads: the full production scene, high-quality textures, and baked procedural fur and fabric for the animated characters.

The *Animal Logic ALab* data set is one of the first digital assets adopted by the Academy Software Foundation's Digital Production Example Library and is now available to access via animallogic.com/alab.

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About Animal Logic Studios
Animal Logic is recognised as one of the world's leading independent digital production studios, producing award winning design, visual effects, and animation for over 30 years. With incredible teams across Sydney, Vancouver and Los Angeles, Animal Logic continues to develop strong partnerships with leading filmmakers to produce stories that resonate with a global audience.

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