

Industrial Light & Magic used the entire range of computer graphics visual effects techniques to create over two hundred shots for "Men In Black." This included lip-sync character animation, photorealistic rendering of both organic forms and rigid-body models, and advanced compositing techniques to combine synthetic elements with miniature motion-control backgrounds, blue-screen foregrounds and live action backgrounds and other elements.

Producer: Industrial Light & Magic

Special Visual Effects and Animation by Industrial Light & Magic

A Division of Lucas Digital Ltd.
Marin County, California

Visual Effects Supervisor: Eric Brevig

Visual Effects Producer:
Jacqueline M. Lopez

Digital Modelers: George Aleco-Sima,
Stephen Aplin, Tony Hudson,
Wayne Kennedy

Supercar Modeler and Animator:
Simon Cheung

3D Camera Matchmove Supervisor:
Melissa Mullin

3D Matchmove Artists: Alia Agha,
Luke Longin, Marla Selhorn,
David Washburn

Digital Paint and Roto Artists: Al Bailey,
Christine Cram, Susan Kelly-Andrews,
Patrick Jarvis, Sandy Ritts,
Elsa Rodriguez, Heidi Zabitt

Viewpaint Artists: Jean Bolte,
Jean-Claude Langer

Digital Matte Artists: Ronn Brown,
Bill Mather

Visual Effects Editor: Tim Eaton

Visual Effects Production Assistants:
Jen Kinavey, Jason Snell

Creature Designers: Benton Jew,
Derek Thompson

Conceptual and Animatic Artists:
Jonathan Harb, Louis Katz,
Jules Mann

Digital Effects Resource Assistant:
Daniel Brimer



Digital Effects Animation Director:
Rob Coleman

Digital Effects Supervisors:
John Andrew Berton, Jr.,
Carl Frederick, Robert Marinic

Visual Effects Art Director:
David Nakabayashi

Special Animation Consultant:
Oscar Grillo

Digital Effects Sequence Supervisor:
Gerald Gutschmidt

Digital Effects Artists: Joel Aron,
Jeff Benedict, Patrick Brennan,
Barbara Brennan, David Deuber,
Natasha Devaud, Raul Essig,
Todd Fulford, Dan Goldman,
Mary Beth Haggerty, Pablo Helman,
John Helms, Peg Hunter, Polly Ing,
Gregor Lakner, Hayden Landis,
Ken McGaugh, Jennifer McKnew,
David Meny, Steve Molin,
Henry Preston, Damian Steel,
Chad Taylor, Rita Zimmerman

Digital Effects Animators:
Patrick Bonneau, Sue Campbell,
Marc Chu, Tim Harrington,
Chris Mitchell, Steve Nichols,
Glenn Sylvester, Kim Thompson,
Marjolaine Tremblay, Andy Wong

Visual Effects Coordinators:
Alexandra Altrocchi,
Margaret B. Lynch

Digital Color Timing Supervisor:
Bruce Vecchitto

Digital Modeler Supervisor:
Geoff Campbell

Digital Effects Technical Assistants:
Samson Kao, Anthony Pitone

Headquarters Surveillance Egg Unit:
Visual Effects Associate Producer:
Ginger Theisen

Supervising Digital Effects Artist:
Stuart T. Maschwitz

Digital Effects Artists:
William J. Brooks, Andrew Hardaway,
Matthew Hendershot,
Jonathan Rothbart, Colie Wertz

Technical Support: Tad Leckman,
Dawn Matheson

End Sequence:

Visual Effects Supervisor:
Scott Farrar

Visual Effects Producer: Denise Ream
Digital Effects Supervisors:
Patrick T. Myers, Ellen Poon

Saucer Crash Miniature Unit:

Stage Manager: Edward T. Hirsh
Practical Effects/Pyro Supervisor:
Geoff Heron

Director of Photography: Patrick Turner
Camera Assistant: John Gazdik

Gaffer: Bob Finley
Electric: Brad Jerrell, Tim Morgan

Key Grip: William Barr
Grips: Dick Dova, Carl Assmus,
Richard Demolski

Effects Technicians: Joe Fulmer,
Adam Bennes, Robert Clot

Assistant Stage Manager:
David Dranitzke

Supervising Model Maker:

Steve Gawley

Chief Model Makers: Rodney

Morgan, Lorne Peterson,

Chris Reed

Model Makers: Carol Bauman,

Jeff Brewer, Robert Edwards,

Jon Foreman, Ira Keeler,

Todd Lookinland, Mark Siegel,

Steve Walton, Danny Wagner,

Howie Weed, Chuck Wiley

Motion Control Unit:

Motion Control Camera Operators:

Pat Sweeney, Marty Rosenberg

Camera Assistants: Kate O'Neill,

Robert Hill

Gaffer: Mike Olague

Film Scanner Supervisor: Joshua Pines

Film Scanner Operators:

George Gambetta, Todd Mitchell

Negative Cutter: Doug Jones

Negative Line-up: Tim Geideman

Digital Plate Restoration:

Wendy Hendrickson

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