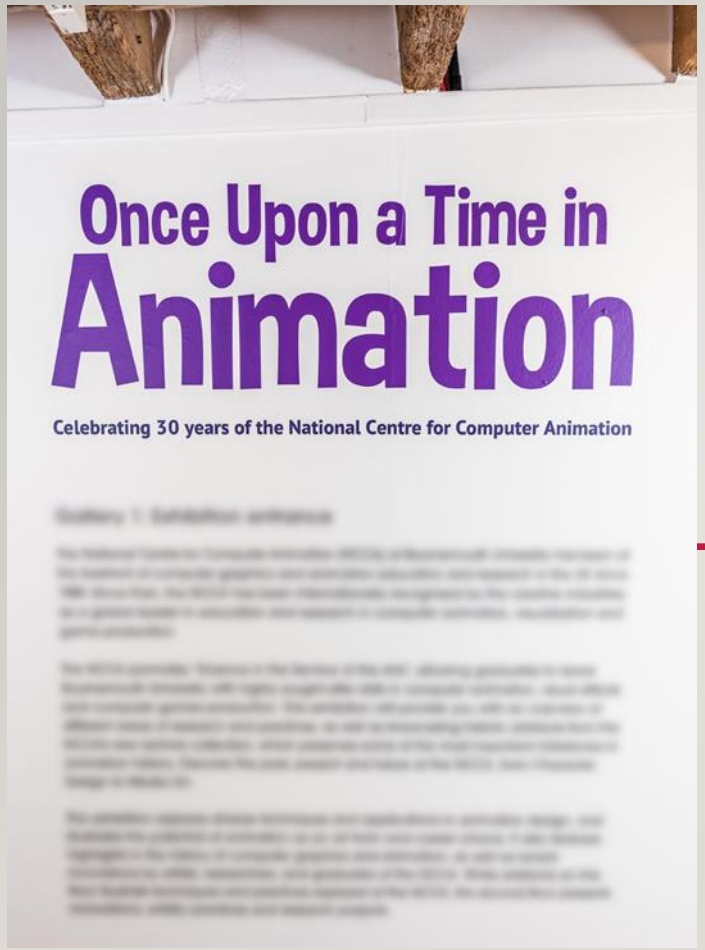
BU
Bournemouth University
ncca
Once Upon a Time in
Animation
Celebrating 30 years of the National Centre for Computer Animation
Temporary Exhibition, 22 May - 4 July 2021



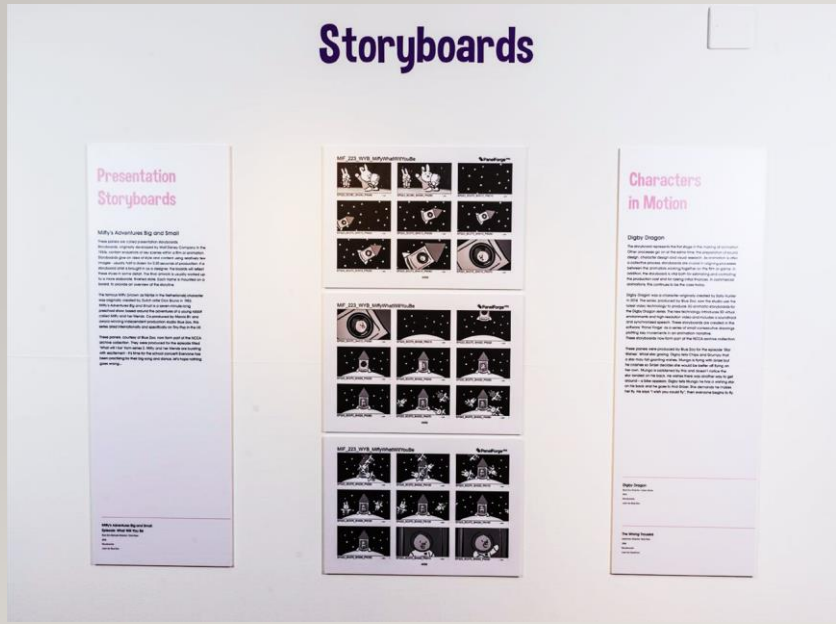
ONCE UPON A TIME… GALLERY 1

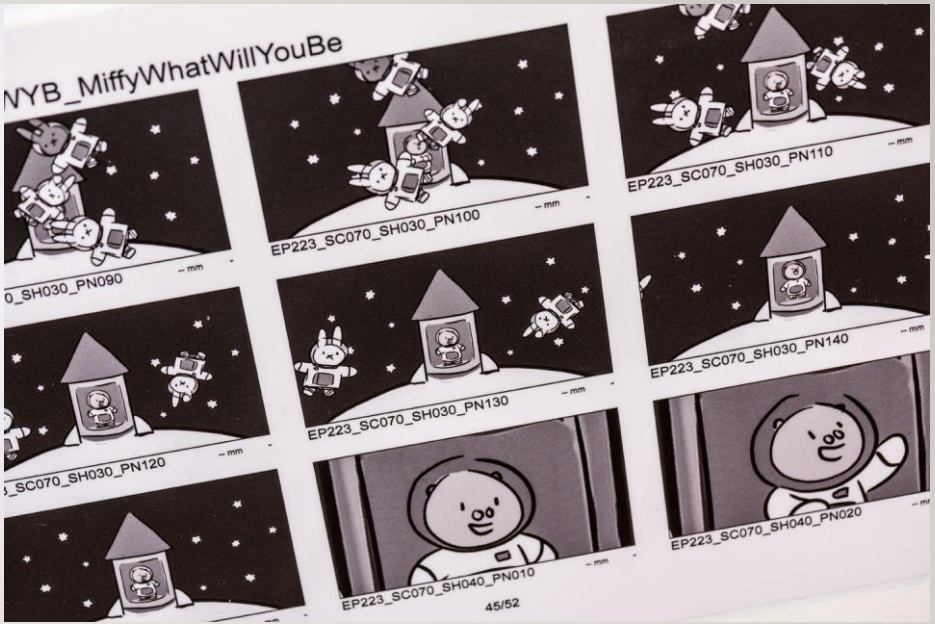
CLAUDIA MOORE COLLECTION
SIGNED ACETATES FROM ANIMATED FEATURE FILMS (1993-1999)

CLAUDIA MOORE COLLECTION

THE THIEF AND THE COBBLER FEATURE FILM ACETATES

These designs depict characters from the film The Thief and the Cobbler, an animated film that made The Guinness Book of Records for being the longest in production. After more than three decades, The Thief and the Cobbler was finally released in 1993.





Miffy's Adventures Big and Small - Episode - What will you be (2016)

Blue Zoo

Episode Dir: Chris Drew

Digby Dragon (2016)

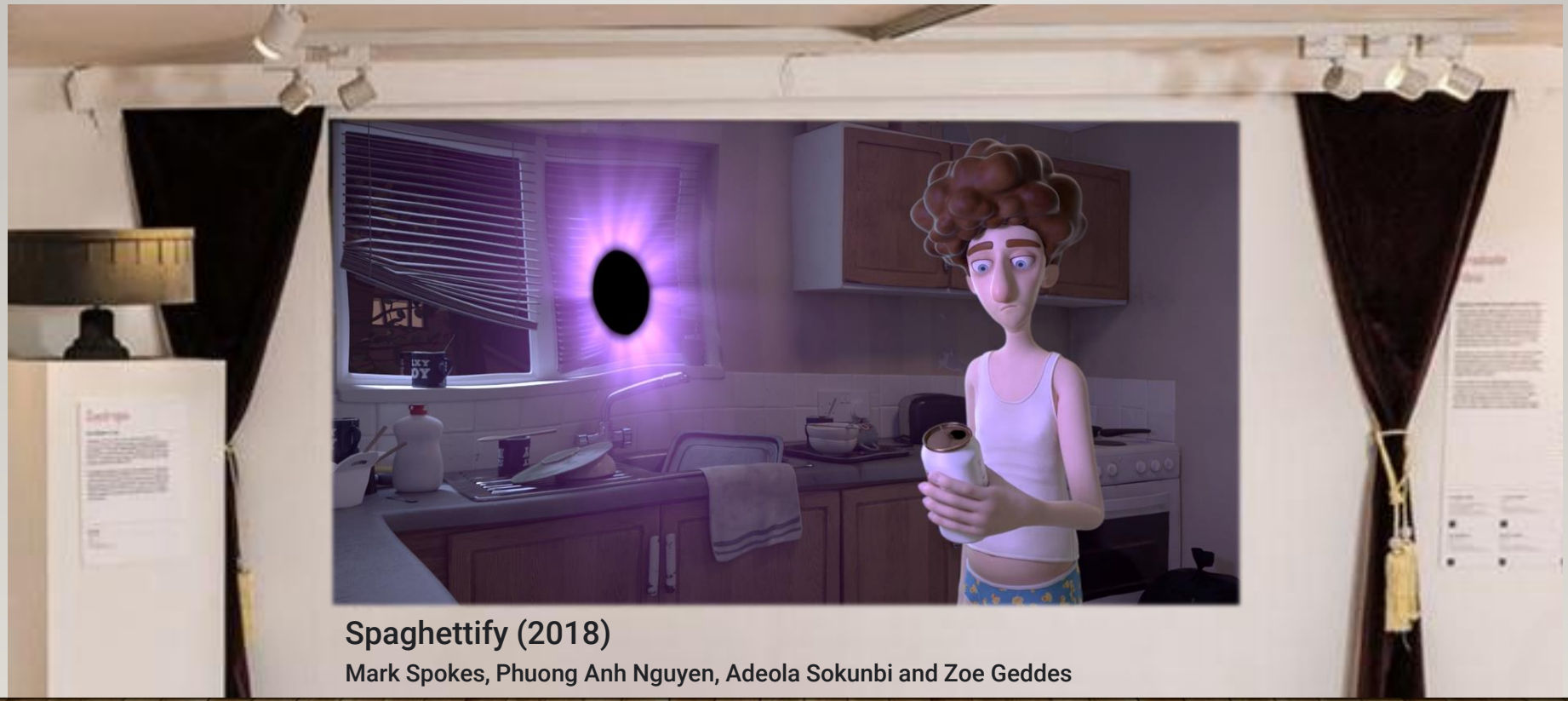
Blue Zoo

Director: Adam Shaw

Zoetrope
the ‘ Wheel of Life’

Milton Bradly, 1866

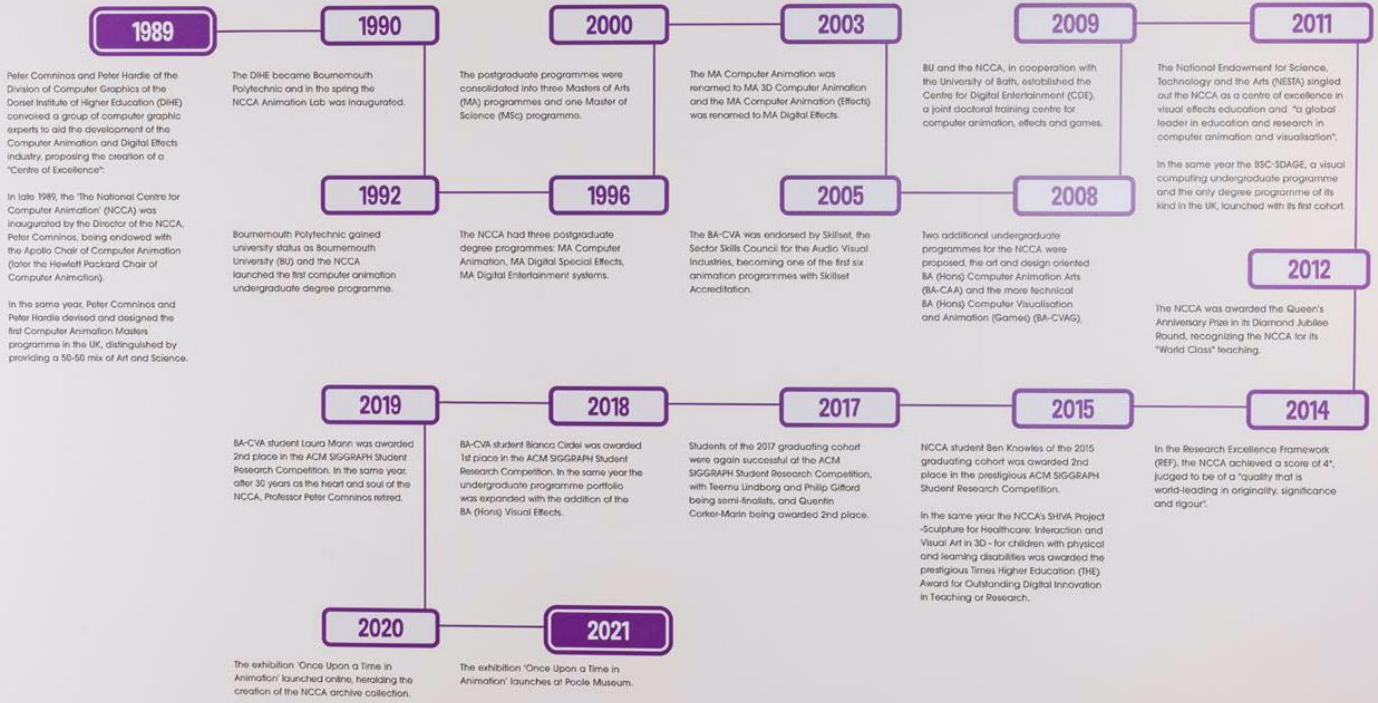
Graduate Films



Spaghettify (2018)

Mark Spokes, Phuong Anh Nguyen, Adeola Sokunbi and Zoe Geddes

A Brief History of the National Centre for Computer Animation



HISTORIC ARTEFACTS

```
const times = 200,
      low_scale = 0.2,
      hi_scale = 5,
      low_disp = -15,
      hi_disp = 15;
var cube, i;
begin
   cvoff;
   cvp 40,40,15;
   clsp 1,vpx,vpy,vpz+10;
   cube:=inof 'cube.obj';
   itm {cube}; litm {cube};
   tr {cube} random(low_disp,hi_disp),
             random(low_disp,hi_disp),
             random(low_disp,hi_disp);
   lsc {cube} random(low_scale,hi_scale),
              random(low_scale,hi_scale),
              random(low_scale,hi_scale);
   coc {cube} random(0,1),random(0,1),random(0,1);
   sum:=copy(cube);
   for i:=1 to times do
    begin
      itm {cube}; litm {cube};
      tr {cube} random(low_disp,hi_disp),
                random(low_disp,hi_disp),
                random(low_disp,hi_disp);
      lsc {cube} random(low_scale,hi_scale),
                 random(low_scale,hi_scale),
                 random(low_scale,hi_scale);
      coc {cube} random(0,1),random(0,1),random(0,1);
      append cube to sum;
     end;
   so sum;
   setmidz {sum} 0;
   hson;
   cvon;
end.
```

CGAL – Computer Graphics and Animation Language

by Peter Comninos

CGAL was first conceived towards the end of the 1970s, allowing the creation of computer graphics and computer animation using a scripting language that is based on the terminology of animation and film production.

“Smallworld”
(1984-1995)

Stephen Bell

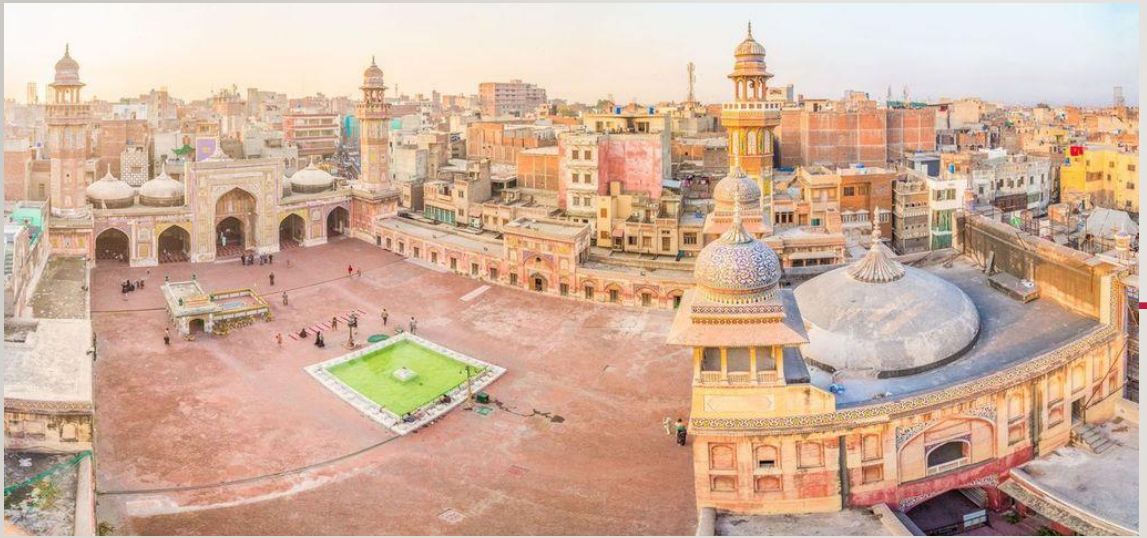
Behavioural animations shown at CG90 and SIGGRAPH ’95 & a framed photographic print of an abstract image generated by Smallworld and rendered using CGAL. Smallworld is a suite of interactive art programs, demonstrating that programming is a medium that can be exploited creatively as an art form. Many a graduate and colleague has followed the artist's example by becoming both artist and researcher.

‘Incredible Suckers’ (1996) – Giant Squid Animation

Vassilios Hurmusiadis (animator), Jacqueline Wrather (artist) and Gary Leonardi (assistant animator)

Animated sequence in a documentary produced by Oxford Scientific Films Ltd & commissioned by the BBC, directed by David Allen (Oxford Scientific Films)

Between fantasy and realism



Wazir Khan Masjid Panorama
Rehan Zia (2017)

Practice-led research artefacts (Tone-mapped High Dynamic Range Photographic Prints) that have been created using light, form and colour, to create images that lie on the cusp of fantasy and realism.

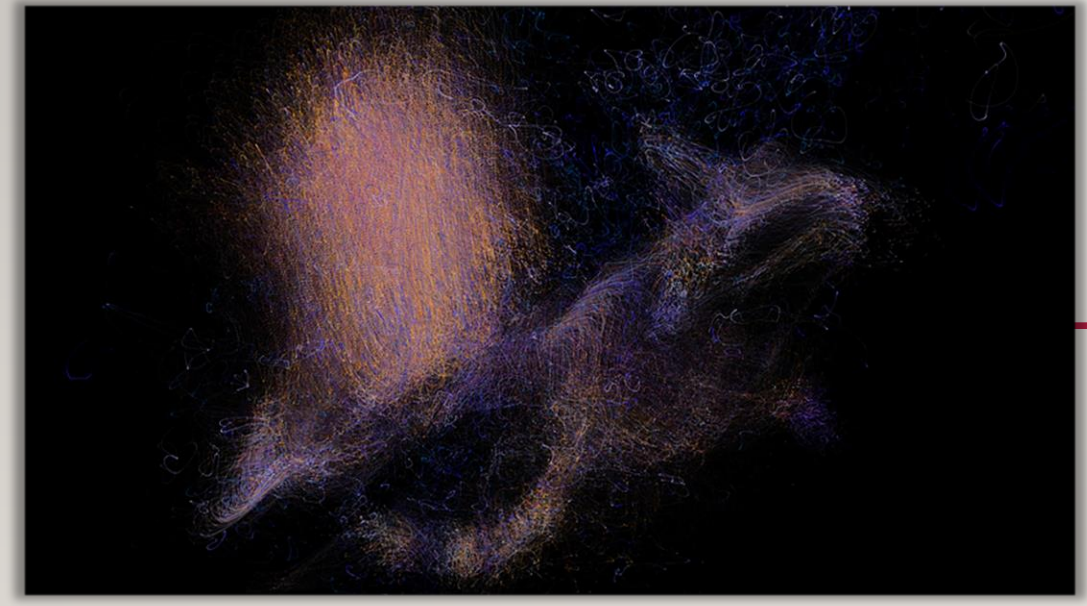
3D Printed Artefacts

A cabinet of 3D printed artefacts from past students' projects and the SHIVA project.

INNOVATIONS

GALLERY 2

Morgenthau



Stuart Batchelor (2020)

This ambient and alluring kinetic painting investigates expanding the painter's palette into time and space. Using custom painting software and the artist's painterly brushwork in oil-paint, complex simulations based on the data of the physical paint generate the final artwork.

AfterGlow

boredomresearch (2016)

Vicky Isley and Paul Smith

in collaboration with Paddy Brock
(Institute of Biodiversity Animal Health and Comparative Medicine, University of Glasgow)

An Animate Projects commission funded by the Wellcome Trust, AfterGlow explores current epidemiological practice, forming a new expression of a malaria infection transmission scenario, placing the audience in the perspective of the mosquitoes. Winner of the 2016 Moving Image Lumen Prize.

Studies in Stillness

Susan Sloan (2012)

Using motion capture data as the core material, the work explores the portrait through the medium of animation, focusing on simple gestures and movements of her subjects.

Susan Sloan's work has been shown nationally and internationally.

Imagining space and memory

ReSpace: Reanimating Contested Spaces
Paula Callus (2020)

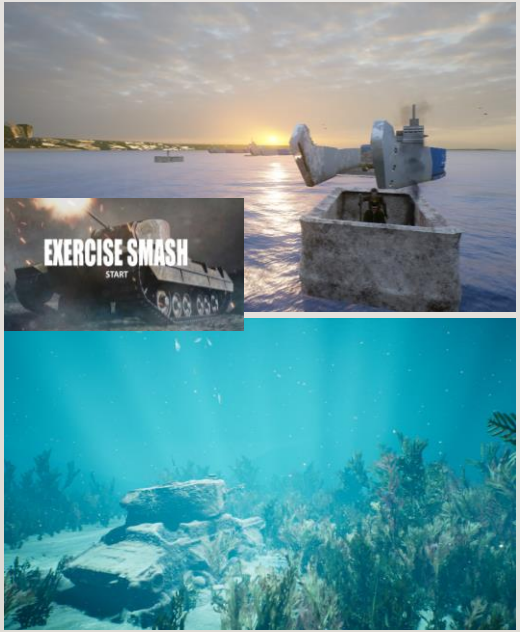
Produced by Paula Callus and built by NCCA students, this interactive experience featuring the Sami Frasheri gymnasium faculty in the Hertica Family home, a School House in Pristina (Kosovo) in the 1990s, forms part of the AHRC-funded project ReSpace that looks at history, memory and space.

Zeitgeist (2021)

Oliver Gingrich
and Shama Rahman

Zeitgeist is a new real-time brainwave visualisation art piece based on the concept of Flow, indicated on a holographic display, for the audience to explore their own creative engagement in real-time.

Computer Games & Interactive Experiences

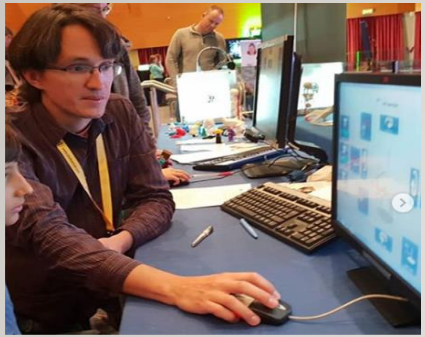


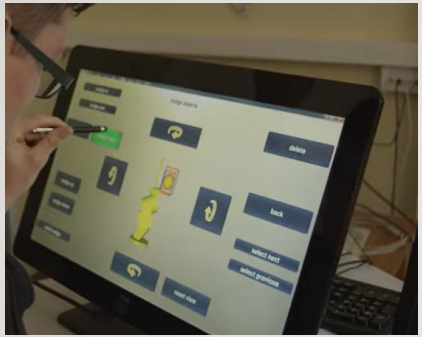
Over the past 30 years, students at the NCCA have explored narratives, visual storytelling and new forms of creative engagement and the exhibition presents a small selection of some of the most visually engaging student-created interactive experiences of the past decade.

Left: Knights of the Crabibbean (2018)
Miguel Goncalves, Isabella Deacon, Jack Diver, Lucy Cole, Renats Bikmajevs and Aleksandra Rozenek

Right: Exercise Smash (2019)
Joseph Adams, Arran Bidwell, Dawid Kupisinski, Alexander Lechev, Manuella Nagiel and Radu Rosca

SHIVA





Sculpture for Healthcare: Interaction and Visual Art in 3D

Alexander Pasko, Peter Comninos, Leigh McLoughlin, Oleg Fryazinov, Valery Adzhiev, Mathieu Sanchez and Mark Moseley

EU Interreg IVC funded research project resulting in the SHIVA software, which enables people with disabilities to create 3D sculptures that can then be printed using a 3D printer.

Winner of the 2015 THE (Times Higher Education) Outstanding Digital Innovation in Teaching or Research Award.

Undergraduate Student Research Projects

For several decades, NCCA students have been engaging in research projects, allowing them to explore computer graphics and animation topics not covered elsewhere in their courses. Over the years, the results of many of these projects have been presented at international conferences, and a selection of projects is shown in the exhibition.

4D Cubism (2017)

Quentin Corker-Marin,
Valery Adzhiev and Alexander Pasko

Introducing a 4D cubist camera for multiple projections from 4D space-time to 3D space, using space-time blending.
Presented at SIGGRAPH 2017
(2nd place in the ACM SIGGRAPH Student Research competition).

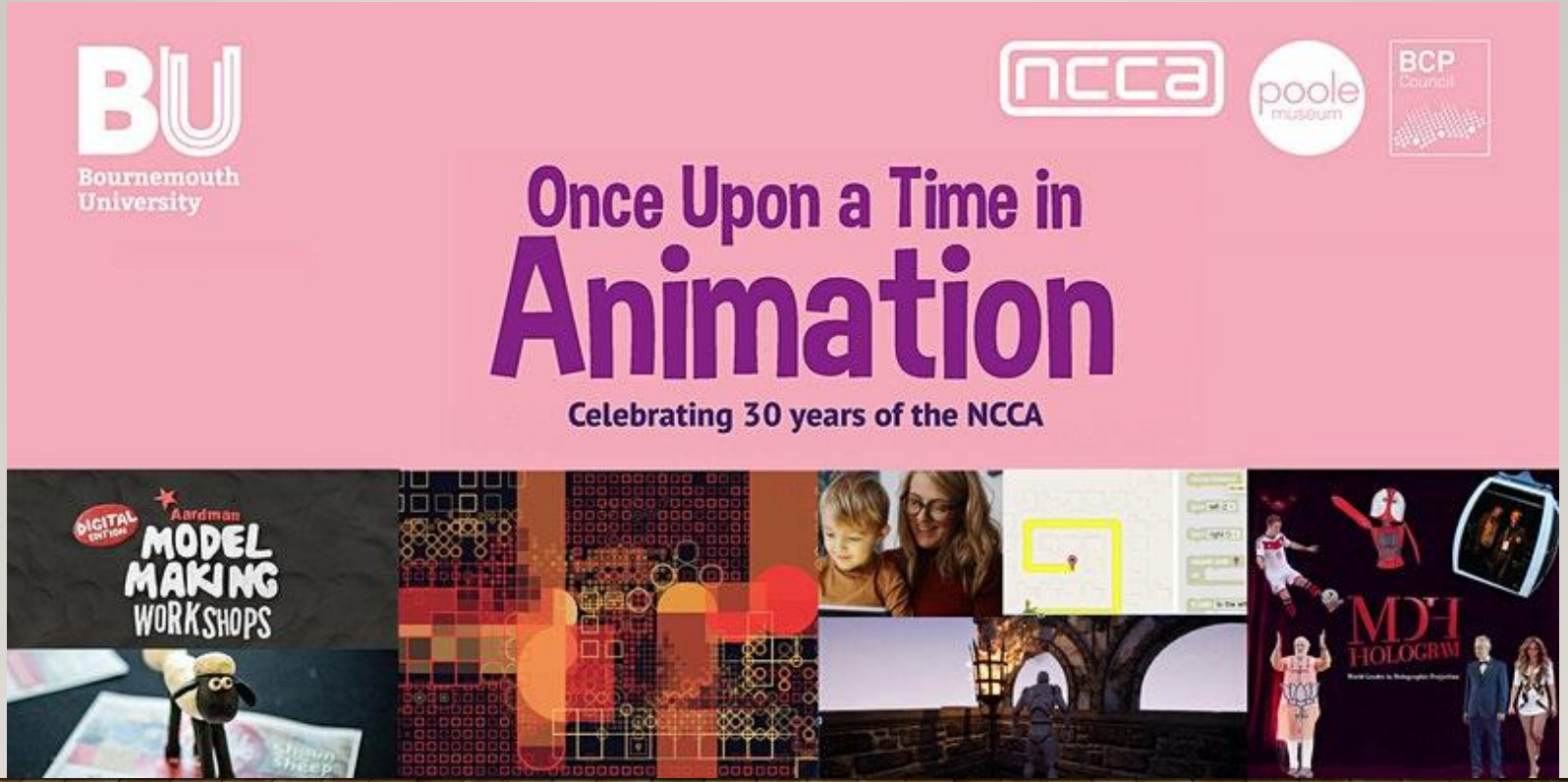
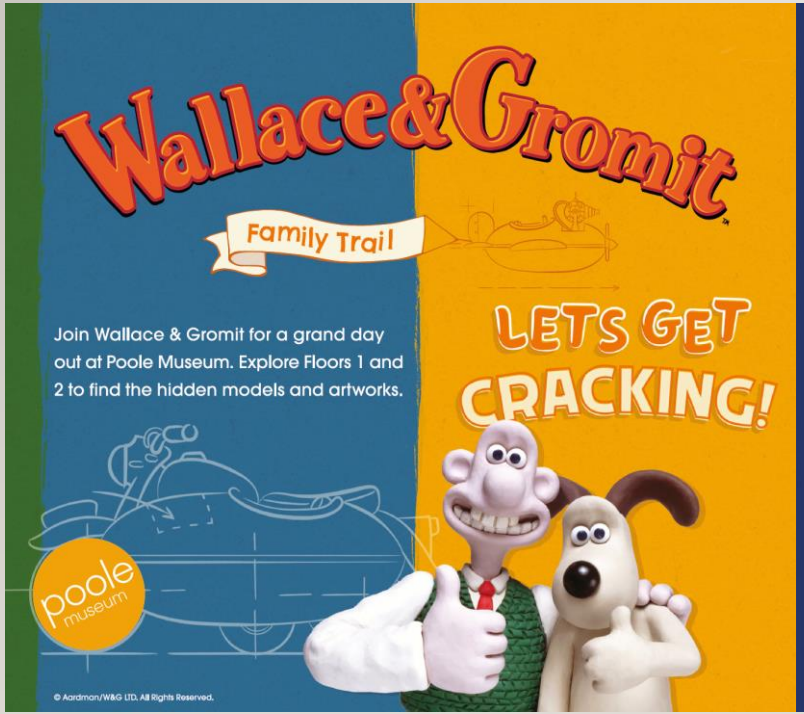
Simulations of Natural Processes (2018)

Bianca Cirdei
& Eike Anderson

Withering Fruits by Bianca Cirdei with Eike Anderson (supervisor) improves already existing methods that simulate the process of fruit decaying using procedural generation.
Presented at SIGGRAPH 2018
(Winner of the ACM SIGGRAPH Student Research competition).

Exhibition Catalogue

Talks and Workshop Programme



Wallace & Gromit Family Trail