

*Industrial Light & Magic: Creating the Impossible*

Feb Break Assignment

Name:

*Industrial Light & Magic: Creating the Impossible*

The history of Industrial Light & Magic (ILM) (probably the most important visual effects house in film history) is long and storied. I want you to get an introduction to visual effects and computer graphic images in films over break by learning about ILM. Use what you learn from the documentary (link on my website) to answer the following questions.

1. ILM was created in order to assist in the production of what film?
2. What was most effects specialists' reactions to reading the screenplay for *Star Wars*?
3. The pre-digital age is known as \_\_\_\_\_.
4. What tools or processes were able to help *Star Wars* get off the ground?
5. What is optical compositing and what does it allow the filmmaker to do?
6. Name some challenges the original ILM team faced?
7. What is the Dykstraflex and how did it help contribute to the renaissance of visual effects?
8. How did *Star Wars* open the doors to new genres of films?
9. Where did Lucas relocate ILM after *Star Wars*?

10. What was the first film on which Steven Spielberg collaborated with ILM?
  
11. What did ILM contribute to the film in question 10?
  
12. In what ways did Lucas believe that computers might be useful for filmmakers?
  
13. What does CG stand for?
  
14. In what movie did ILM's CG group first prove their skills? The shot in this film is the first shot of what kind?
  
15. What is important about the Stained Glass Man from *Young Sherlock Holmes*?
  
16. *Willow* contains the first \_\_\_\_\_ shot used in film history.
  
17. What was the name of the graphics computer invented by Lucas' computer division that was used for digital compositing and other effects?
  
18. Why was *The Abyss* a transition between the analog and digital world?
  
19. ILM used what process to capture the actor's form in *Terminator 2: Judgement Day*?

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20. Regarding *Jurassic Park*, what are computers good at doing that stop-motion is not?

21. Define the following terms (you might have to look these up)  
(Background) Plate:

Digital Composite:

22. What movie threw the switch that created the digital revolution in filmmaking?

23. What kind of people were concerned about or hurt by the digital revolution and why?

24. Why was *Forrest Gump* revolutionary in a subtle way regarding digital effects?

25. How many elements typically go into an effects shot?

26. On set, who is responsible for delivering the live action elements to ILM's artists?

27. Why couldn't Lucas make his *Star Wars* prequels earlier in his life?

28. What percentage of Lucas' first prequel contains some sort of visual effect? How many visual effects shots?

29. Why is Jar Jar Binks an important step along the way for digital characters?

