

# Adobe® Creative Suite Production Premium & *The Lost Thing*

Winner—2011 Academy Award® for Best Animated Short Film

## Oscar accolades

Like many creative endeavors, *The Lost Thing* began as a labor of love. The 15-minute short is based on a highly acclaimed picture book by Shaun Tan, an award-winning author and illustrator. Passion Pictures Australia started work on the project with directors Tan and Andrew Ruhemann in 2002, and production began in 2007 with the assistance of Screen Australia. The small, dedicated team of artists won the Oscar for Best Animated Short Film in 2011.

*The Lost Thing*, a mix of computer-animated and hand-painted elements, is visually gorgeous, with warm, whimsical images and a painterly, textural style—all generated with help from Adobe Creative Suite Production Premium, including Adobe Premiere® Pro and Photoshop® Extended software. Working with the editing tools in Adobe Premiere Pro helped the team bring their vision to life and ultimately create an Oscar-worthy film.





## Artistry in motion

The beautifully animated short is about a boy who discovers a bizarre-looking creature while out collecting bottle tops at the beach. Realizing the creature is lost, the boy empathizes with it and sets out to find it a home.

*"The Lost Thing* features over 70 characters—a very ambitious project and huge workload for one animator and one other exceptional 3D artist, Tom Bryant," says Leo Baker, sole animator for the film. "From initial storyboards, previsualization, and editing to creating texture maps for our 3D models, we relied on Adobe Creative Suite Production Premium software to help us create the film that earned us such fantastic international accolades."

The team started by piecing together Tan's hand-drawn storyboards in Adobe Photoshop. Bryant then developed 3D models of the characters in Autodesk Softimage XSI and Baker rigged them for animation. Tan's hand-painted soft,

*"From initial storyboards, previsualization, and editing to creating texture maps for our 3D models, we relied on Adobe Creative Suite Production Premium software to help us create the film that earned us such fantastic international accolades."*

organic-looking textures for creatures and backgrounds were scanned into Adobe Photoshop to finalize background scenes and develop detailed texture maps to place onto the 3D geometries. The team then built the initial layouts for each scene.

Baker created animatics to determine the sequence of events and edited the film in Adobe Premiere Pro. According to Baker, Adobe's video editing software worked exceedingly well with the Softimage 3D software, and provided a wealth of tools for the exacting editing demands of the project.

"As there were only two CG artists working on the film, it was critical that we optimized the workload by having a precise cut to work from," says Baker. "The cut was my priority, and Adobe Premiere Pro was an efficient way to edit storyboards and animatics to figure out exactly what digital shots we needed to create. Using EDL exports, the handoff from Adobe Premiere Pro to the final online assembly was seamless."

## For more information

[www.adobe.com/products/creativesuite/production](http://www.adobe.com/products/creativesuite/production)

