Open Sandbox: New Modalities of Animation Delivery

By: Lee Cadieux

New modes of Animation Content delivery are in a state of transition and flux. New tools, systems and platforms emerge and evolve at a staggering rate affecting how Animation Designers imagine, communicate and visualize content development. Game engines such as Gamebryo offering multi format content integration provide user friendly front-end interfaces accessible to digital artists and animation designers.

Open source software alternatives and their resulting support communities abound from image editors such as the GIMP, music and sound in modeling in PureData, 3D CGI content generation in Blender, and game engine type platforms such as Unity and openSim. Pioneering systems of virtual interaction such as Active Worlds paved the way for Second Life which integrated user generated content, a user-friendly web 2 interface, and social networking on a a grand MMORPG scale. These integrated modes of social interaction be they in secondLife Sims or open source software support wikis not only allow discourse to flourish but provide a platform to install tactile albeit virtual artifacts.

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Lee cadieux, originally from Canada, holds the post of Lecturer in Animation in the Faculty of Arts, School of Creative Arts, University of Ulster. His academic career follows a 20 year career in Animation and Film Production and he has worked extensively on Animated features, TV series, video games and television commercials in the roles of Animator, Director, and Special Effects Artist. He has worked for Disney, Warner Bros., Nelvana, DIC in Canada, China and the UK. He was Subject Director for Design and Course Director of the BDes Design and Communication programme from 2003 to 2009 and is currently concentrating on research and teaching. He is an active member of the Research Institute for Art and Design and his research interests include practice-based work in Animation, Performance and Interactive Technologies.

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