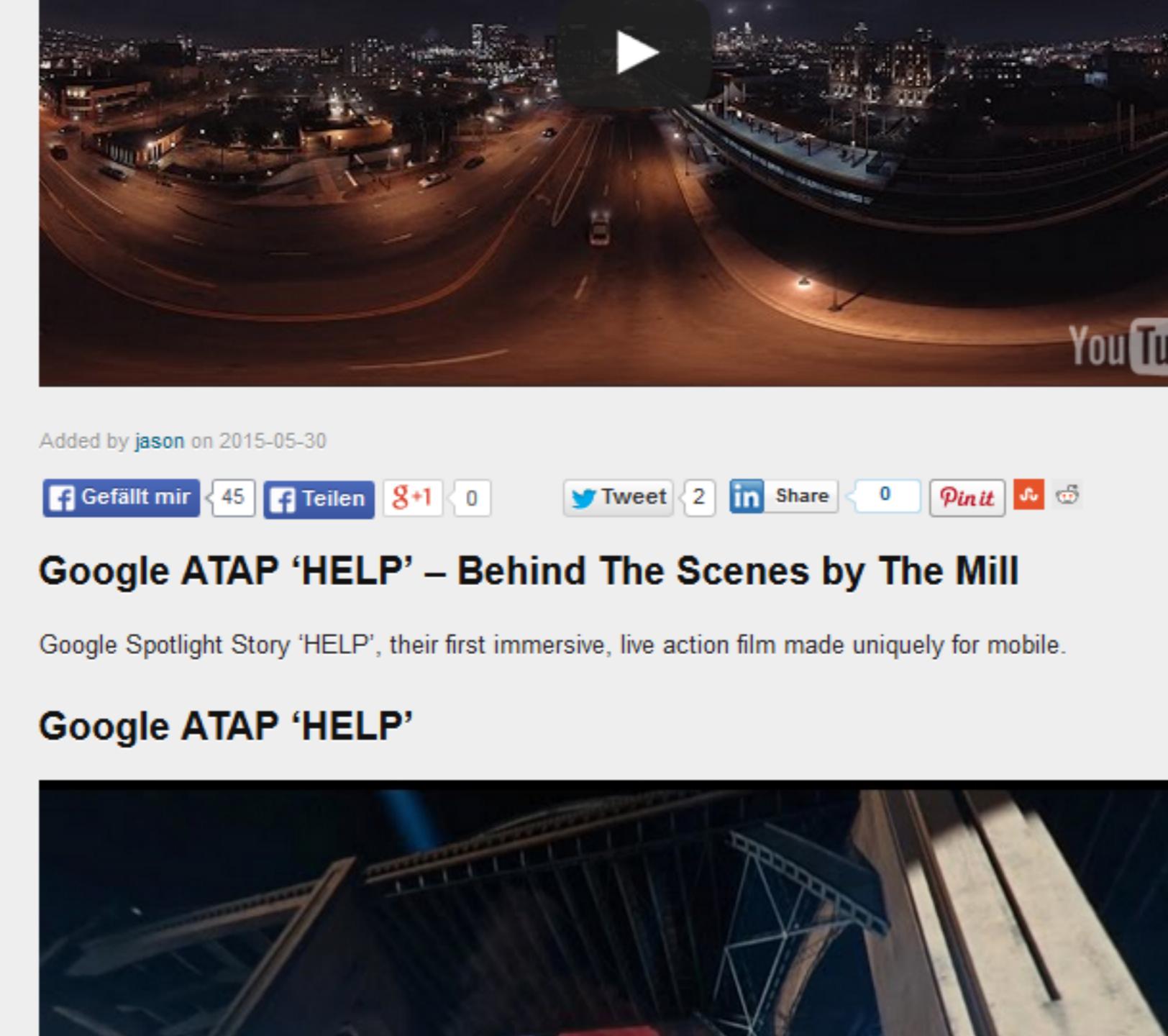


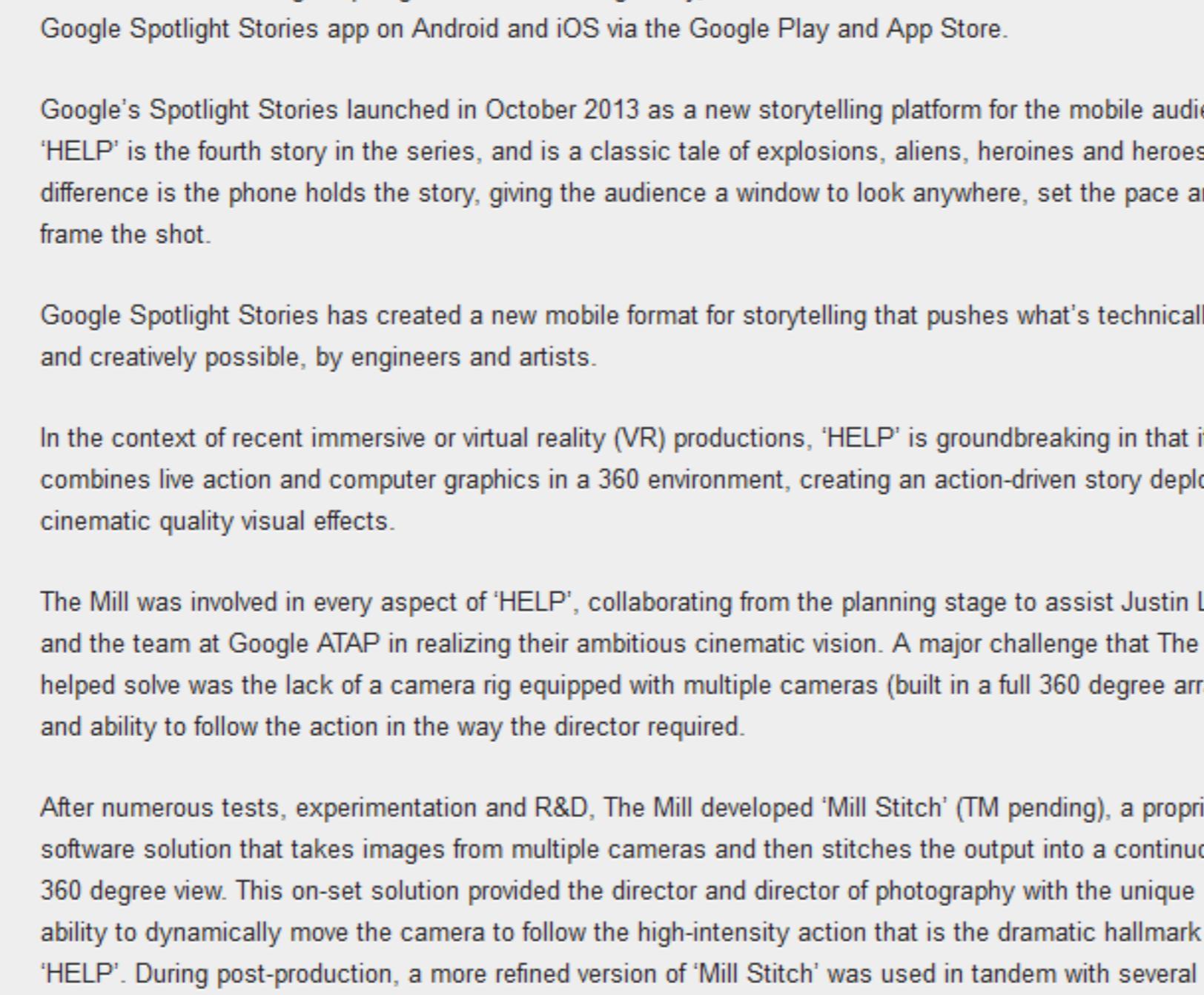
Google ATAP 'HELP' – Behind The Scenes

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Google ATAP 'HELP' – Behind The Scenes by The Mill

Google Spotlight Story 'HELP', their first immersive, live action film made uniquely for mobile.

Google ATAP 'HELP'

The Mill has collaborated with Google ATAP, Bullettt and director Justin Lin to co-create 'HELP', the latest installment in the Google Spotlight Stories. Starting today, 'HELP' will be available for free with the new Google Spotlight Stories app on Android and iOS via the Google Play and App Store.

Google's Spotlight Stories launched in October 2013 as a new storytelling platform for the mobile audience. 'HELP' is the fourth story in the series, and is a classic tale of explosions, aliens, heroines and heroes. The difference is the phone holds the story, giving the audience a window to look anywhere, set the pace and frame the shot.

Google Spotlight Stories has created a new mobile format for storytelling that pushes what's technically and creatively possible, by engineers and artists.

In the context of recent immersive or virtual reality (VR) productions, 'HELP' is groundbreaking in that it combines live action and computer graphics in a 360 environment, creating an action-driven story deploying cinematic quality visual effects.

The Mill was involved in every aspect of 'HELP', collaborating from the planning stage to assist Justin Lin and the team at Google ATAP in realizing their ambitious cinematic vision. A major challenge that The Mill helped solve was the lack of a camera rig equipped with multiple cameras (built in a full 360 degree array) and ability to follow the action in the way the director required.

After numerous tests, experimentation and R&D, The Mill developed 'Mill Stitch' (TM pending), a proprietary software solution that takes images from multiple cameras and then stitches the output into a continuous 360 degree view. This on-set solution provided the director and director of photography with the unique ability to dynamically move the camera to follow the high-intensity action that is the dramatic hallmark of 'HELP'. During post-production, a more refined version of 'Mill Stitch' was used in tandem with several other proprietary Mill software tools to rebuild a seamless drama combining live-action and vast CG environments.

Alongside the new pipeline and desktop tools, The Mill created an app that allowed for daily viewing on a tablet so Justin and the Google ATAP team could review the film.

Collaborating with Google ATAP's team of experts and with such an acclaimed live-action director as Justin Lin allowed The Mill to flex its creative and technical muscles to solve new and complex challenges.

Credits**Production****Production Company:** Bullettt**Director:** Justin Lin**VFX & Design****VFX & Design:** The Mill

Exec Producer: Sue Troyan, Reece Ewing

Producer: Leighton Greer, Alexandra Paton

Shoot Supervisor: Gavain Liddiard, Daniel Thuresson, Tawfeeq Martin

Creative Director: Gavain Liddiard

Technical Innovation Manager: Tawfeeq Martin

Senior Research & Development: James Studdart

Research & Development: Timothy Wernette, Andy Jong

2D Lead Artists: Daniel Thuresson

3D Lead: Gavain Liddiard, Dan Moore, Elizabeth Mitchell

Animation Lead: Jacob Bergman

Lighting & Rendering Lead: Sean Duran

FX Lead: Ashraf Ghannam

Asset Lead: Krystal Sae Eu

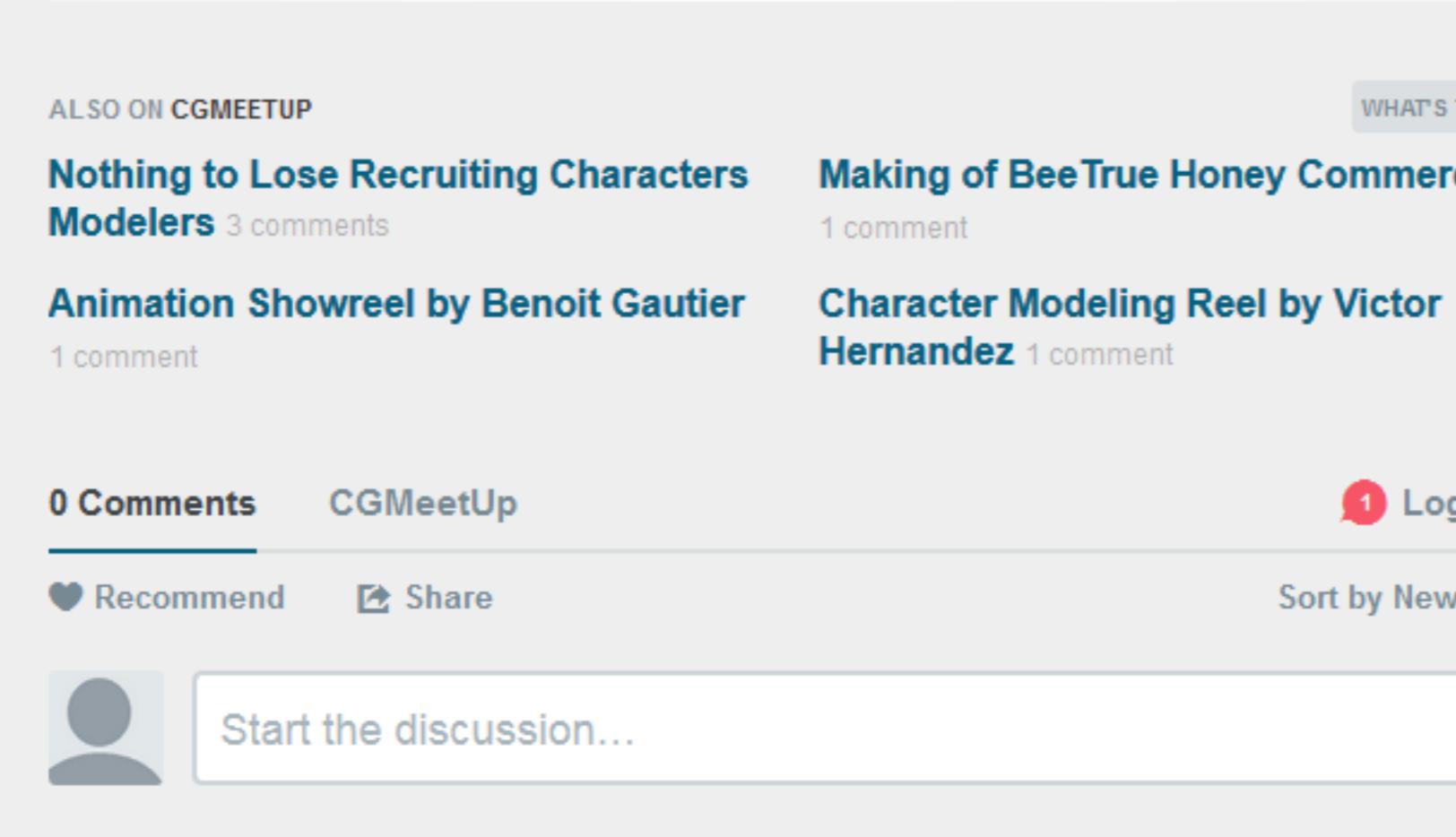
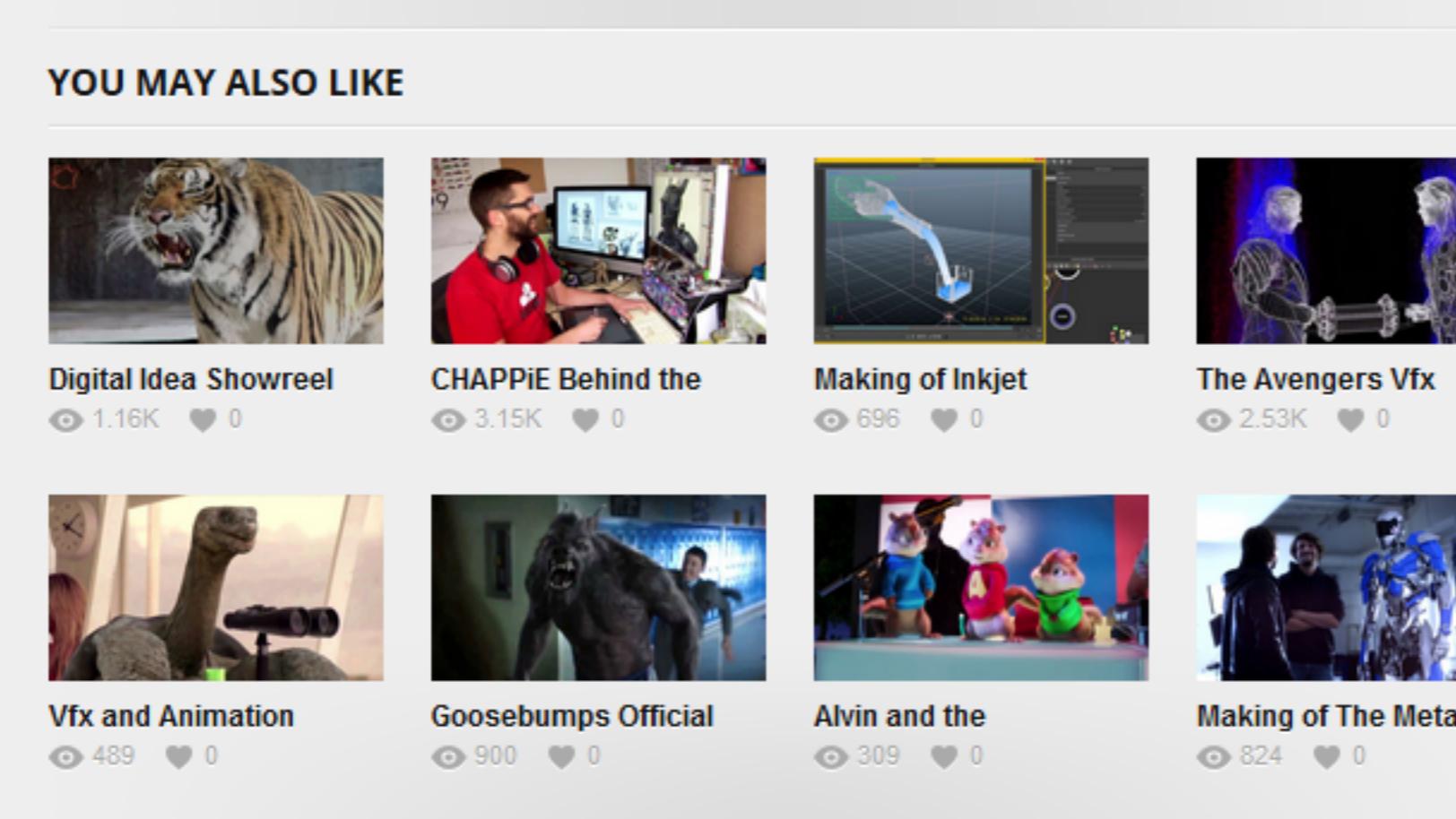
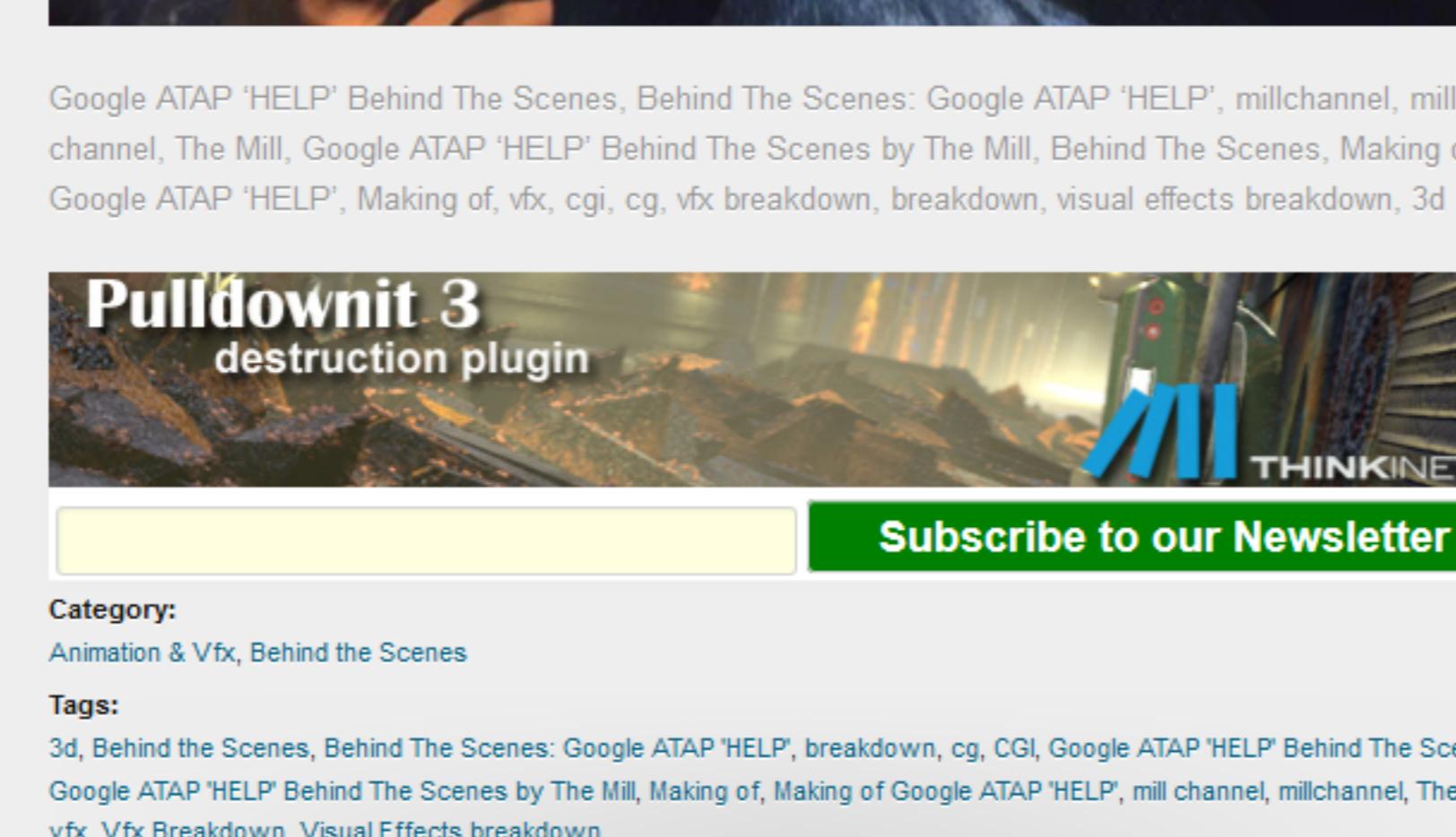
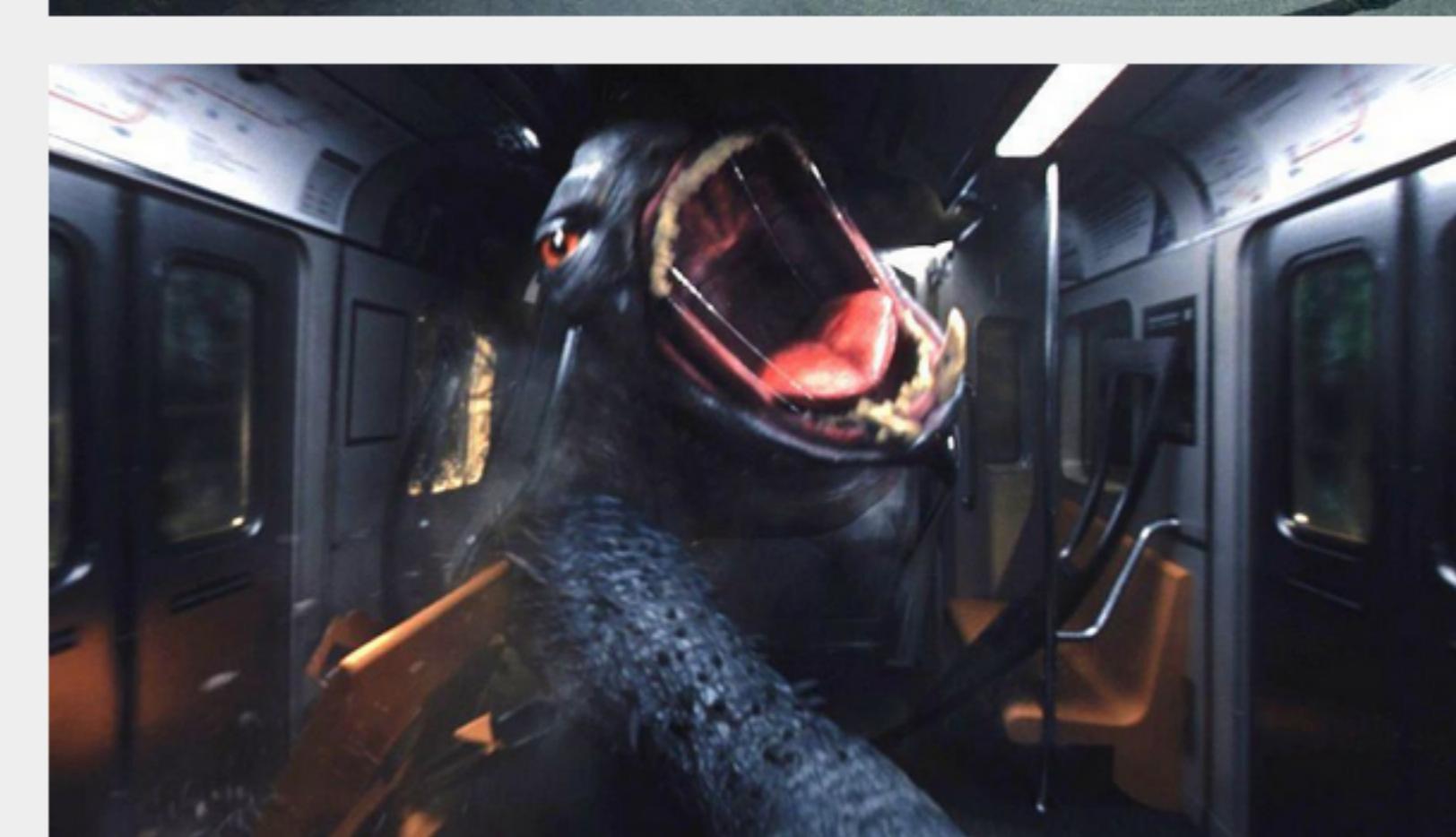
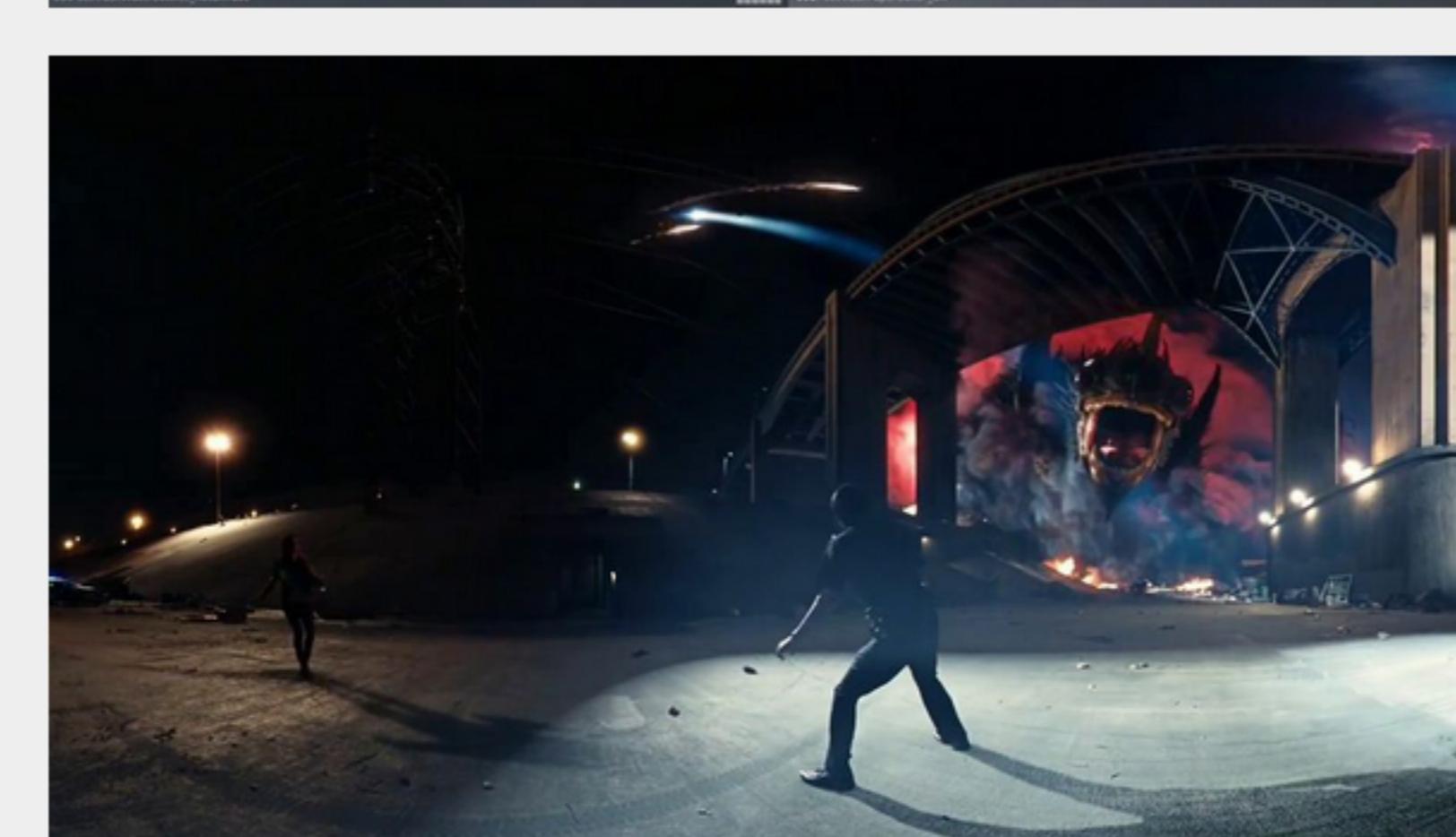
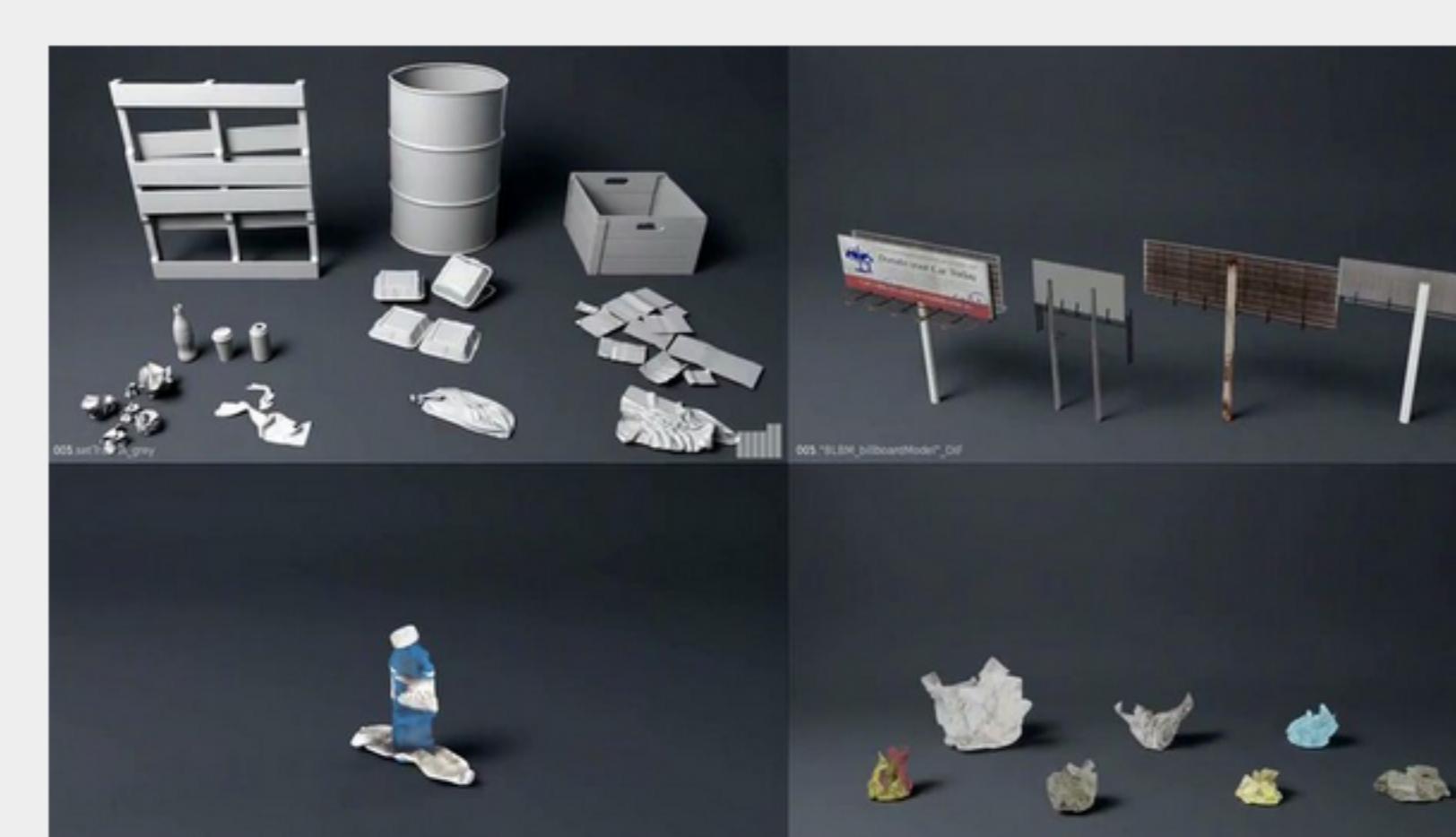
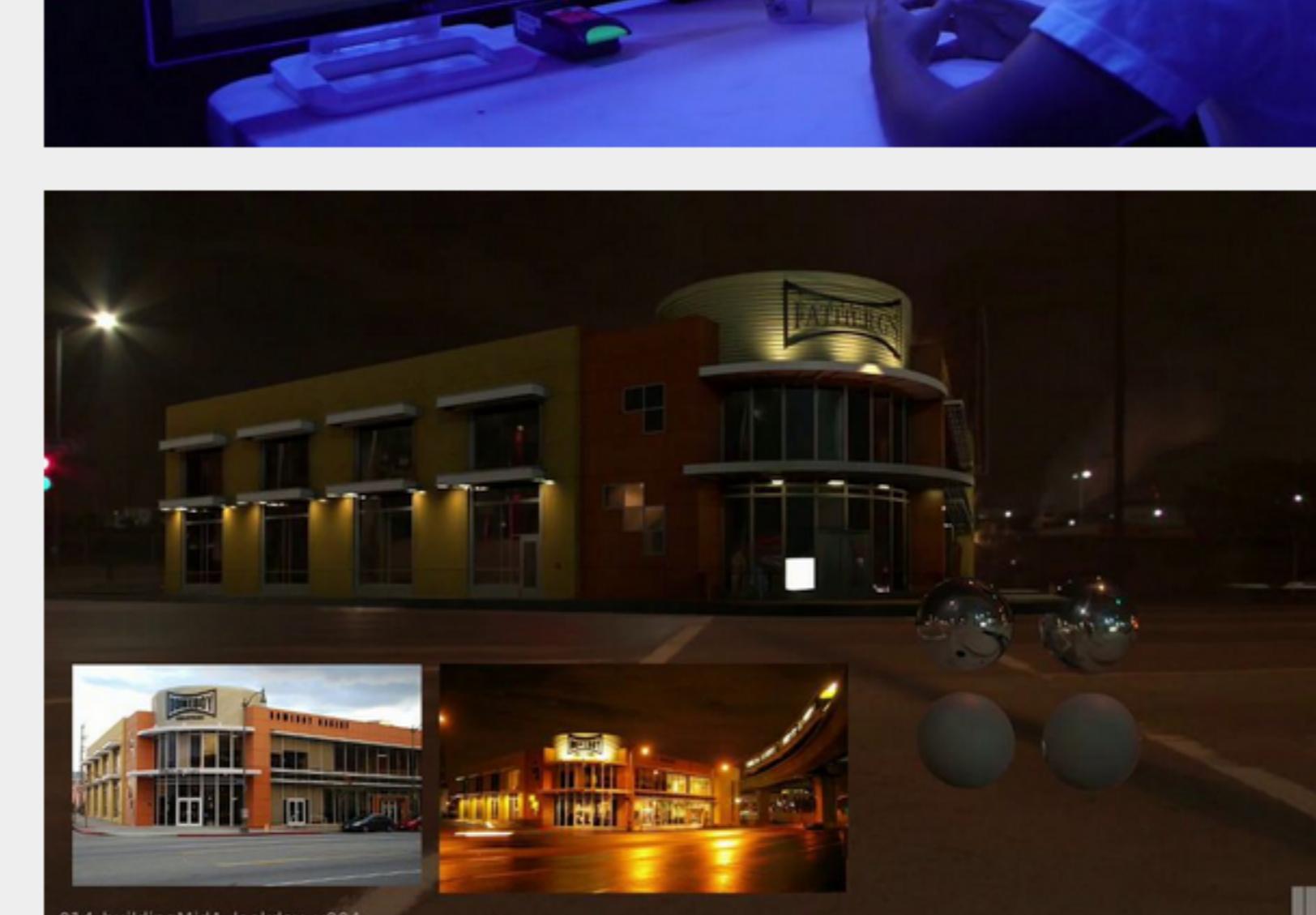
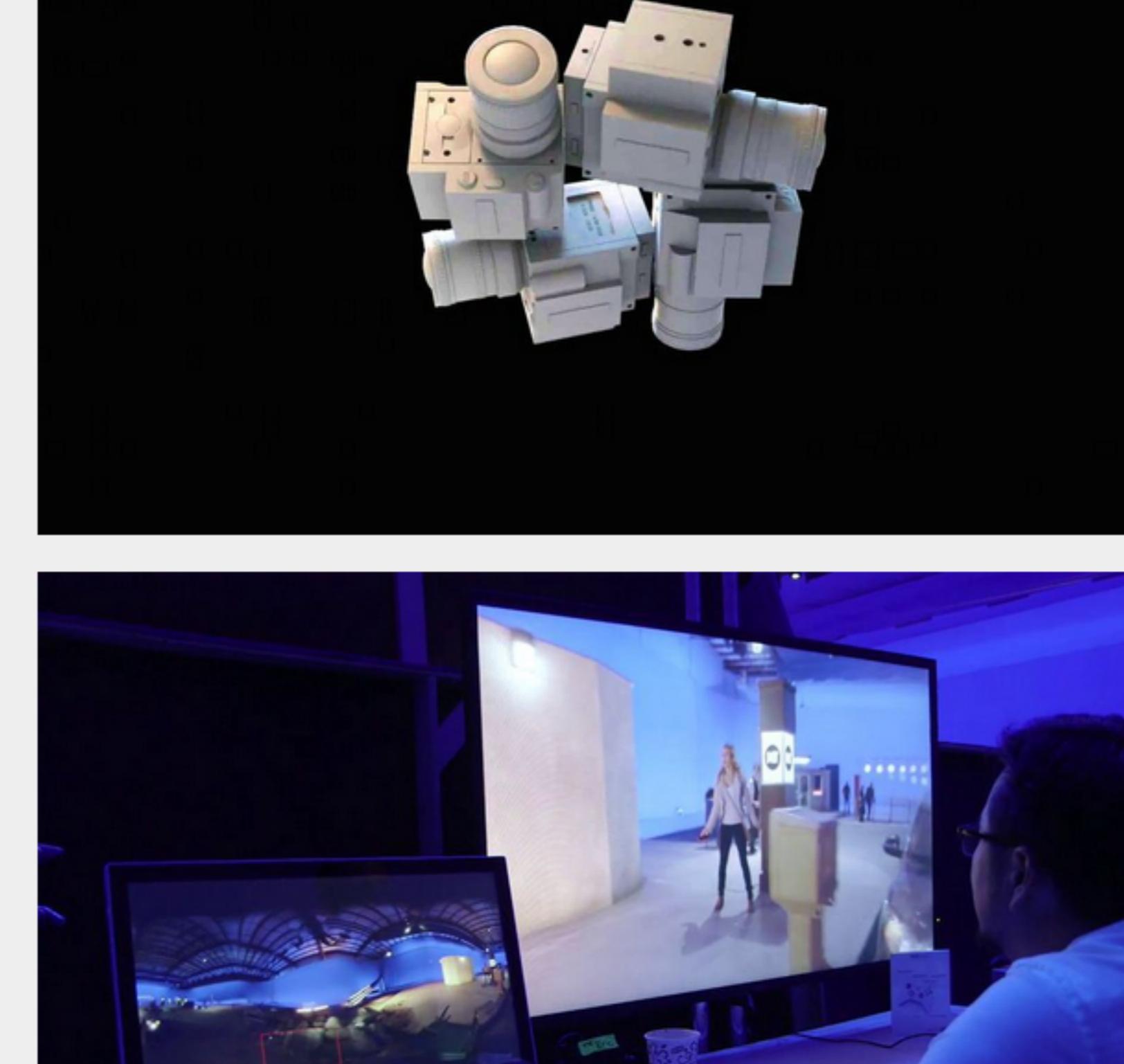
2D Artists: Ashley Forbici, Ben Smith, Dag Ivarson, Daniel Lang, Don Kim, Elliott Brennan, Greg VanZyl, Jason Bergman, Kevin Flores, Jake Albers, Lisa Ryan, Mike Ek, Patrick Heinen, Sam Evenson, Timothy Crotz

3D Artists: Aldrich Torre, Craig Halperin, Jonah Austin, Katina Yoon, Michael Rogers, Steve Blahey, Tyler Melo, Brittany Drew, Berk Helgörd, Blake Guest, Brett Angelidis, Bridget Warrington, Chris Bayot, Chris Godrich, Danny Yoon, Darren Sumich, Dustin Colson, Fabian Elmers, Hartwell Dufor, James Ma, Jason Janczyk, Jesse Flores, Juan Zavala, Katie Yancey, Kehin Liang, Majid Esmaeili, Martin Rivera, Matt Bohm, Mike Di Nocco, Milena Ramirez, Phil Mayer, Rasha Shalaby, Sharlene Lin, Yoree Kumalasari, Mario Afu Hassan, Jeffrey Lee, James Multiholland, Sergio Xisto, Stephen New, Filippo Forno, Quentin Savineau, Charlotte Alehurst

Matte Painting: Itai Muller, Gillian George, Timmons Sung, Michael Sheffels

Art Department: Brett Lupinsky, Clare Carrelas

Production Coordinator: David Lawrence



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