# Transformers: The Game

**CONTACT:**

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For "Transformers: The Game," Activision called on Blur to create one high-powered, montage-style open and two alternate endings for their much-anticipated game release. Good and evil battle for ultimate control in an energized edit featuring cool transforming robots, edgy cityscapes, and filmic lighting and compositing.

When you have giant robots transforming, flying through cities, running on rooftops, and generally beating the hell out of each other, the creative challenges aren't that tough. The hardest part is keeping your own creativity somewhat in check, so you don't go way over budget. Technically speaking, the Transformers themselves are very complicated. The actual animations of each transformation were a significant hurdle to jump. With little to no reference from the feature film, Blur had to animate most transformations from scratch. Most of the characters were comprised of hundreds of moving parts, so rigging and animating them efficiently was a quite a challenge. They became so heavy and cumbersome with complexity that Blur had to develop new methods to hand off the animation data from the character animators to the lighting artists.

**CG Supervisors**
Dave Wilson
Iain Morton

**Animation Supervisor**
Leo Santos

**Creative Director**
Tim Miller

**Producer**
Mandy Sim

**Executive Producer**
Al Shier

**FX Supervisor**
Kirby Miller

**Layout**
David Nibbellin
Derron Ross

**Modeling**
Shaun Absher
Heikki Anttila
Corey Butler
Marek Denko

Kris Kaufman
Barrett Meeker
Brandon Riza
Daniel Trbovic

**Rigging**
Steve Guevara
Bryan Hillestad
Mattias Jervill
Malcolm Thomas-Gustave

**Transformation Rigging and Animation**
Heikki Anttila
Remi McGill

**Animation**
Jean-Dominique Fievet
Jeff Fowler
Brent Homman
Marlon Nowe
Derron Ross
Peter Starostin
Adam Swaab
Gus Wartenberg
Brian Whitmire

**Lighting and Compositing**
Heikki Anttila
Corey Butler
Kris Kaufman
Barrett Meeker

**FX**
Seung Jae Lee
Gus Wartenburg
Attila Zalanyi

**Mocap**
Chris Bedrosian

**Mocap Prep and Clean-Up**
Ryan Girard
Jeff Weisend

**Character Technical Supervisor**
Jon Jordan

**Character Modeling QC Supervisor**
Ian Joyner

**Concept Design**
Hugo Martin
Sean McNally
Chuck Wojtkiewicz

**Matte Painter**
Hugo Martin

**Title Animation**
Adam Swaab

**Production Assistant**
Amanda Powell

**Tools and Scripts**
Diego Garcia
Eric Hulser
Remi McGill

**Programming & Systems Administration**
Duane Powell
Paul Huang
Matt Newell
Abe Shelton

**Production**
Blur Studio, Inc.