



The CG Story: Computer-Generated Animation and Special Effects

Christopher Finch

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The Art of Walt Disney author Christopher Finch tells the story of the pioneers of CG films: producer/directors like George Lucas, Steven Spielberg, and Ridley Scott; and John Lasseter and Ed Catmull, founders of Pixar.

Computer generated imagery, commonly called “CG,” has had as big an impact on the movie industry as the advent of sound or color. Not only has it made possible a new kind of fully animated movie, but it also has revolutionized big-budget, live-action filmmaking. *The CG Story* is one of determined experimentation and brilliant innovation carried out by a group of gifted, colorful, and competitive young men and women, many of whom would become legendary in the digital world.

George Lucas, Steven Spielberg, and Ridley Scott embraced the computer to create believable fantasy worlds of a richness that had seldom if ever been realized on screen. Their early efforts helped inspire a revolution in animation, enabled by technical wizardry and led by the founders of Pixar, including John Lasseter and Ed Catmull, who would create the entirely computer-produced worlds of *Toy Story* and subsequent Pixar films. Meanwhile, directors like James Cameron used the new technology to make hybrid live-action and CG films, including the extraordinary *Avatar*. Finch covers these and more, giving a full account of today’s most significant CG films.

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