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mokey plays in Casino Royale

- UK-based facility Peerless use **mokey** on several vfx shots in new Bond film -

20th November 2006 - Imagineer Systems, the UK-based innovators of next-generation vfx tools, is pleased to announce that their tool **mokey**TM was part of the major vfx work done on the 21st James Bond movie, "Casino Royale".

According to Paul Docherty, Digital Visual Effects Supervisor at the UK-based facility Peerless, this Bond-movie was a "return to gritty realism, so the VFX content had to be pretty much invisible. There are in fact more than 600 effects shots in the movie but hopefully they are executed in such a way as to merge seamlessly into the ongoing action."

mokey was mainly used for the Skybus miniature shots, wherein a large scale model of a fictitious super-airliner leaves the hangar and moves onto the runway, just as the villainous Carlos tries to blow it (and a large crowd of spectators) to smithereens.

"Imagineer's software helped us to carefully merge the miniature hangar, miniature plane, multiple green screen live action figures and a number of CG and shot elements with a minimum of fuss," says a pleased Paul Docherty.

"We are pleased to be able to add the Bond legacy to our growing list of blockbuster feature credits", says Allan Jaenicke, CEO of Imagineer Systems. "Peerless have done a fantastic job on this project and we are pleased that they

gave us the opportunity to supply them with the necessary tool to do the job to the high quality standard required.”

-ENDS-

About Imagineer Systems

Imagineer Systems Ltd innovates and markets next-generation visual effects solutions for film, video and broadcast post production. Imagineer's product line consist of **monet™** - placement station, **mokey™** - removal station, **motor™** - roto station, **mofex™** - plug-in for Shake and **moxel™** - standards station. Imagineer Systems was founded in 2000 and its headquarters is located in Guildford, United Kingdom.

monet™ is a unique tracking and compositing toolset for commercial, film and corporate video post production work. Based on Imagineer's unique 2.5D planar tracking and shadow/highlight extraction technology it offers a cost effective, standalone solution for performing virtual product placement. It also complements traditional post production pipelines by delivering the highest quality 2D tracking data and graphical elements for finishing in other compositing and editing systems.

mokey™ offers an essential toolset for removing wires, rigs, logos, scratches, hairs and other undesired elements in commercial, film and corporate video post production work. Based on Imagineer's unique 2.5D planar tracking and background reconstruction technology it seamlessly removes elements and provides an excellent alternative to the painstaking, manual process of painting or cloning.

mofex™ is a unique set of plug-ins for Apple's Shake compositing software for manipulating elements being composited, supporting application of lens distortion, calculation and application of shadows and highlights, application of tracking marker filters, adaptive anti-aliasing filtering, warping, temporal median filtering and more.

motor™ is a unique rotoscoping tool for commercial, film and corporate video post production work. Packaged as a standalone tool based on Imagineer's unique 2.5D planar tracking and spline technology, it offers a way of producing very high quality mattes 3-4 times faster than with traditional tools.

moxel™ elegantly handles 'standards and practice' work, such as removing undesired branding and obscuring identities by using image recognition techniques to reduce the amount of time spent on these tedious and laborious tasks. Designed for speed and ease of use, moxel is the ideal solution for ensuring that content meets broadcast standards.

For more information visit www.imagineersystems.com.