Emmy Submission 2012



Falling Skies: Episode 100/101 “Pilot”/”The Armory”

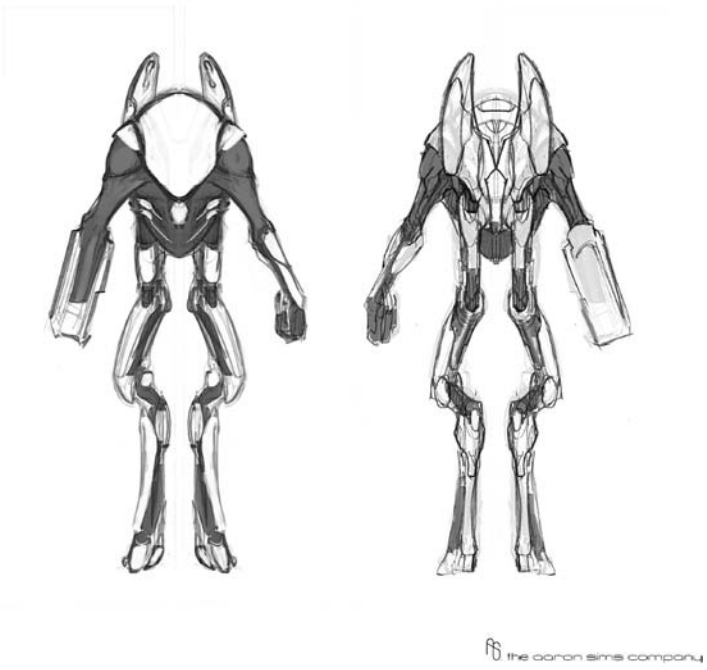
Outstanding Visual Effects for a Series

Category 89
Entry Number# 293387

The main challenge of producing the two-hour pilot and premiere episode of the hit 2010 sci-fi thriller series *Falling Skies* was the creation of an entire alien race from scratch.



Concept Art

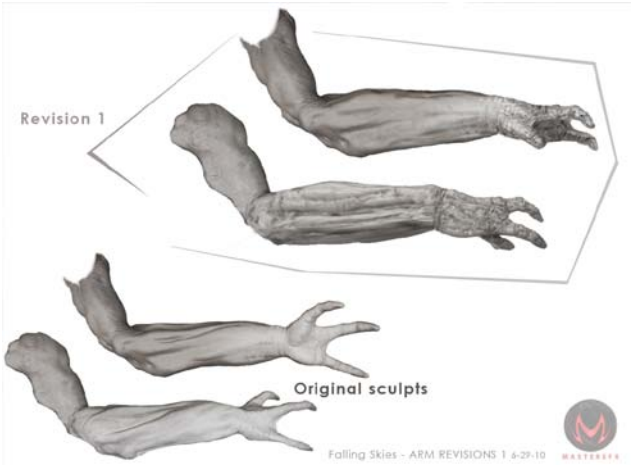


Concept Art

Concept artists sketched initial creature designs for each alien creature to reflect the emotional capacity, visceral impact and societal references that would need to be executed in the script.



Concept Art



Concept Art

Since the creatures would require a wide range of different actions and emotional implications, a variety of techniques were employed in the creation of the various species. Some original alien creatures were rendered and animated fully in CG, some incorporating motion-capture techniques and some utilizing detailed animatronics for head close-ups.

Alien Creatures

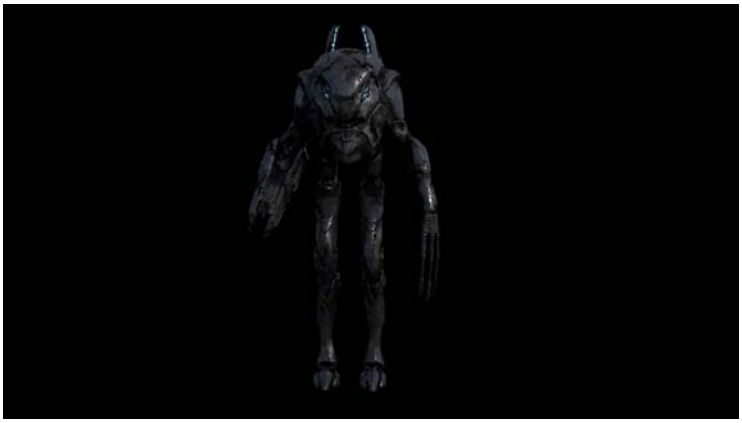
When initialing imagining what these “soldier” creatures would look like, their extreme physical nature and sinister persona allowed for a great deal of creative design work. The creepy creatures’ six legs supported by a humanoid torso allow them to move quickly, craftily jumping from wall-to-wall and effortlessly slithering upside down on ceilings. The prosthetic creatures’ heads and torsos were brought to life with CG legs added to create the full body with a wide range of movement. For shots requiring greater physicality, full CG renderings of the whole Skitter body were created in Maya and V-Ray. The renderings, designed to match the practical prosthetic characters, allow for the full range of motion for the battle-centric movements required for many of the action-heavy scenes.



3D Model



The army of bipedal robots, known as the Mechs, was created as keyframe characters. After the creatures were created in Maya and rendered in Maya V-Ray, animators were able to manipulate the movements of the characters in the computer based on the initial design.



3D Model





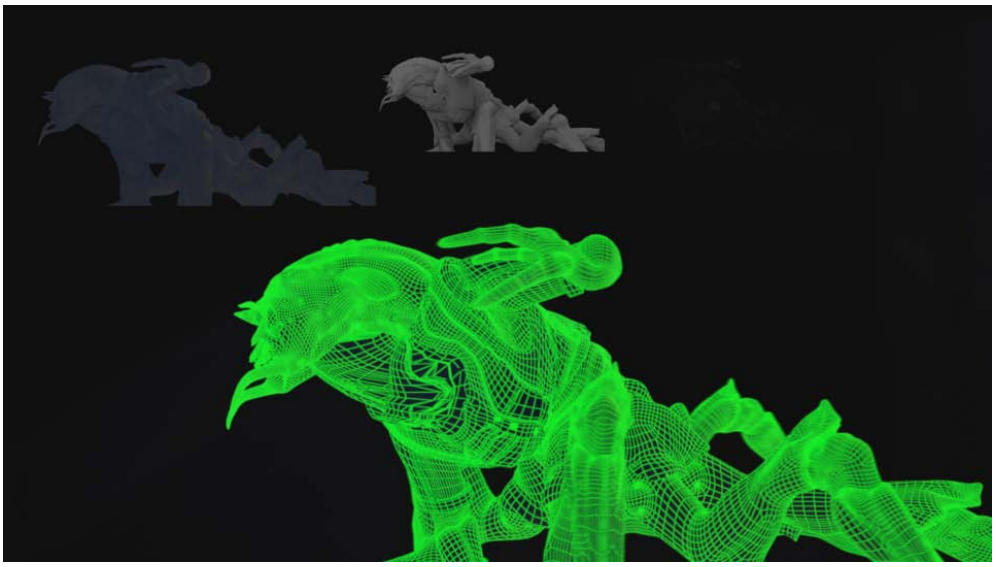






For each species, complicated rendering passes were made to ensure the photorealistic depiction of the skin and muscles through each unique motion and shot.







Airbase



The airbase was modeled, lit, and placed into the scene using Maya V-Ray. Multiple matte paintings were used to create a destroyed city of Boston.



3D Model

