



see movie file here - [www.beam.tv/beamreel/DNGQTQtrWs](http://www.beam.tv/beamreel/DNGQTQtrWs)

We are really pleased to be collaborating again with WCRS and working with Independent on the next instalment of the Santander Lewis Hamilton but this time on a construction site for a very special bridge.

Our bridge is made out of larger than life, bright red children's building blocks, in fact everywhere you look, truck loads being delivered, cranes lifting and moving the huge red bricks in to position, pillars of red bricks surrounded by scaffolding as the bridge is constructed.

Aidan Gibbons who lead our 3D team tells us: "For 3D, one of the most exciting and challenging aspects of the job was the design and building of the bridge itself. We worked very closely alongside our matte painter, Dave Gibbons, the Director, Philippe and the Agency creatives Simon and Jo to create something that was modern, but also that was immediately recognizable from any angle as a large structure made of red building blocks.

Once built, we then developed a tool in house using ICE in Softimage which allowed us to be able to cut out large holes from the bridge. We used this to animate the bridge too for the time-lapse sequences. I took several environment photos on location using our Spheron camera and our lighting team used these to recreate the environment in 3D. This then gave us the ability to accurately reproduce the reflections and lighting in the bridge for every single shot, from absolutely any angle.

Pete Rypstra our lead Flame recounts "Philippe, Simon and Jo's vision of the bridge was very much dependent on getting the right location and access to all the right areas for shooting. The location in South Africa was perfect but required the live action bridge to be partially or completely removed along with other roads, tunnel, crew and other bridges in all directions.

Philippe was fantastic to work with on the shoot and used as many of his art departments real red building blocks as he could, this gave us a great reference and a helped create the realistic feel of the bridge when mixed with the CG."

Full details at - [www.the-mill.com](http://www.the-mill.com)