



**NEWS RELEASE**

**For Immediate Release September 8, 1998**

**New Artist at Lost Boys Studios**

(Vancouver, Canada) Lost Boys Studios welcomes Digital Composer Geoff Richardson to the team. Geoff returns to Vancouver after a stint at San Francisco's Matte World Digital to head up Lost Boys' new Desktop Compositing division, primarily using Discreet Logic's Flint on SGI O2. Geoff's experience in Compositing for both feature film and television projects will complement the existing Inferno division at Lost Boys.

At Matte World Digital this past summer Geoff worked as a composer on "Soldier" and "Mighty Joe Young". In 1997 he first worked with Matte World on "The Truman Show" and "Kundun".

In Vancouver, Geoff worked at Prospero Imaging as both Visual Effects Supervisor and Senior Composer, on projects such as feature film "Golden Retriever: Air Bud II", TV Series "Teenage Mutant Ninja Turtles" and Movies of the Week "Storm Chasers", "Voyage of Terror" and "Loyal Opposition".

Lost Boys Studios President [Mark Benard](#) says, "We're very fortunate to have an artist of Geoff's caliber and experience join our company. We're all looking forward to working with him."

Geoff is a graduate of the Vancouver Film School, where he continues to teach Compositing. His student demo piece "Revenge Does Not Pay" was chosen to be on the 1997 Siggraph Reel. He has also worked as a Beta Tester for software Composer 4.5 for Alias/Wavefront.

- 30 -

Founder and President Mark Benard formed Lost Boys Studios Inc. in 1997 for the production of 3D animation and digital effects for the film, television and videogame industry. For more information please visit our website at [www.lostboys-studios.com](http://www.lostboys-studios.com)