



**NEWS RELEASE: For Immediate Release April 8, 1999**

**WHAT DREAMS MAY NOT COME, COMAS WILL BRING**

(Vancouver, BC, April 8, 1999) Where do the minds of patients struck by coma go? Leave it to MGM Worldwide Television series "The Outer Limits" to create the idea and The Lost Boys Studios to bring it to life. LBS has created a virtual world to which hospitalized coma patients travel and soon find out how very difficult it is to leave. In "The Outer Limits" OTHERSIDE episode, it's very unlikely that one will want to leave.

This visual effects shot combines numerous tools within digital compositing. Gary Walker, Visual Effects Supervisor and Sr. Digital Compositor at LBS created a space so brilliant it can only be derived from a digital world. Walker worked with Visual Effects Supervisor, Steve Anker, to create a surreal sector, which one's mind conceives when it leaves our own reality.

Enter: multiple matte paintings, one actor shot on blue screen, and one Discreet Logic INFERNO suite and all-else rested in the talented hands of Walker.

Tech talk: Flowers do a progressive bloom into the distance using a combination of tools including multiple layers of lensing and hue specific keying and colour correction.

The contact of footsteps on the moving cobblestone path was hand painted and then lensed for an interactive "squish" effect.

Transitions from dreary gray environment to a bright colourful scene was managed with complex timing of graduated mattes and detailed variety of matte paintings done by Jay Johnson, a Los Angeles freelance matte painter.

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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)