

## Virtual Stuntmen Debut in Hollywood Epic *Troy*

Oxford technology chosen for Warner Bros Production, starring Brad Pitt

**Oxford, UK, 25.06.2003;** The first ever Virtual Stuntmen will be used in *Troy*, the Hollywood epic directed by Wolfgang Petersen (*Air Force One*, *The Perfect Storm*), starring Brad Pitt (*Fight Club*, *Seven*) as Achilles.

Leading visual effects house The Moving Picture Company (London, UK) chose virtual humans developed by NaturalMotion (Oxford, UK), to help create ultra-realistic action scenes for the movie.

NaturalMotion's software *endorphin*, born out of Oxford University Zoology research into the neurobiology of human motion, uniquely creates virtual characters whose bodies react exactly like real humans to whatever forces are applied to them - offering infinite and totally realistic reactions to explosions, falls, punches or whatever else an action scene might require.

Julian Mann of The Moving Picture Company, said: "*endorphin* gives us the ability to identify stunt requirements and generate motion capture in a matter of minutes. The data from *endorphin* is the perfect complement to traditional motion capture data. *endorphin* stunt men never sleep, they never need an ambulance and they quite happily work after being decapitated."

Torsten Reil, CEO of NaturalMotion, said: "We're proud that MPC have chosen our technology for this project. *endorphin* is a powerful piece of software, and with MPC's track record, we're looking forward to some incredible scenes."

*endorphin* uses NaturalMotion's Active Character Technology, which simulates the actor's body as well as their brain. The virtual actors learn how to move and react using neural networks and artificial evolution. They sense and react to the environment and can be directed just like real actors.

Torsten Reil: "We spent a long time teaching our virtual actors the necessary skills for this. It's a great feeling seeing them used in such an impressive project."

Shooting for *Troy* started in April. The film will be on worldwide release in 2004.

NaturalMotion will demonstrate *endorphin* at Siggraph 2003 (July 27-31, San Diego, California), booth 2247-2249.

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**NaturalMotion Ltd** is the creator of Active Character Technology (A.C.T.). Based on research at Oxford University, UK, A.C.T. is a revolutionary approach to character animation. Unlike conventional methods, the character is physically simulated and fully controlled by adaptive forward-dynamics AI controllers, giving true real-time interactivity with the user and environment.

NaturalMotion was founded in 2001 with financial backing from the games, films and finance sectors. The company's Chairman is Nick Alexander, former CEO of Sega Europe.

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