



that we didn't see technical constraints, we just saw challenges. I remember Andrew Adamson spending a lot of time working with the CG supervisors and the lighters to figure out how to light this animated film in a way that had never been done before. Our goal was to make something that looked like nothing you'd ever seen and to push the art form of CG animation to places that it had never explored. Over the course of the *Shrek* films, you can see how the advancement of technology has continued to make things look even more realistic and tangible and at the same time more beautiful. This naturalistic look was what we were striving for on the original movie.

With *Shrek* we were creating a character that was fairly realistic in many ways and we needed to really push the rig to make sure that he could do all the things that we needed him to do. It was the genius of Dick Walsh, who was running the character department that really brought it all together. My favorite character has to be Princess Fiona because I just think she is smart, funny and very appealing. Donkey is obviously a hilarious creation too but the one character that made me laugh the most was the Gingerbread

Man. I'll never forget Conrad Vernon pitching the torture sequence for the first time. I'm not a very demonstrative person but when I saw that for the first time I was in hysterics.

The secret to *Shrek's* success was that alongside the laughter there are some hugely emotional moments in the movie. For example, when Shrek overhears Donkey and Fiona talking about him, and misinterprets what is being said, thinking that she doesn't want to be with him. I think coming up with that specific moment was an important part in our whole story development because it enabled us to show Shrek at his most vulnerable. It made the audience feel for him, but also for Fiona too because they were both on their own separate journeys at that point.

I think we knew about six months before the movie was completed that we had something really special on our hands, and everybody who saw the movie seemed to like it. What we didn't know was how people would react on a wider scale and that came as a total surprise to us. The biggest compliment we got from the critical world was one movie critic saying that it was "as if an 'indie' studio had made this movie". That made us feel great because that fit in perfectly with our aesthetic and our personality going into it. All along we kind of felt like the "black sheep" of DreamWorks Animation and it was nice to be recognized for that in a positive way. We had no idea at the time that we were going to produce something that would have such an impact, not just on DreamWorks Animation, but on the entire animation industry. ♡

