

## CASE STUDY

# mokey bonds with Casino Royale

## Peerless Camera Company, London

Peerless Camera Company, the London based post production house, purchased **mokey** in August 2006 for use in the 21st James Bond movie "Casino Royale". An important part of London's Peerless Camera visual effects workflow, **mokey** allows operators to perform undetectable wire and rig removals with accuracy and speed that would be difficult or even impossible by hand.

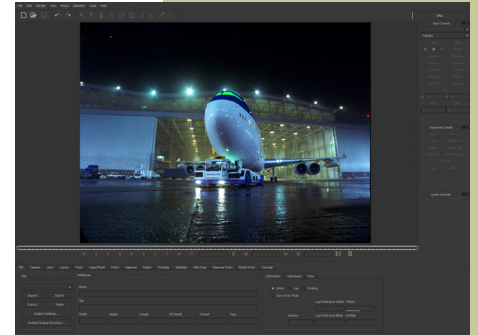
Peerless was turned on to **mokey** through freelancer Richard Baines, who was brought on for visual effects work on "Casino Royale". Baines **mokey** work impressed the vfx artists at Peerless, who had a pressing cinema preview delivery. As Peerless brought **mokey** into its production pipeline, the speed in which rig and wire removals were possible spread its use to numerous other shots within the movie.

The digital visual effects supervisor at Peerless, Paul Docherty, states that "Casino Royale is the 21st James Bond and marks a return to gritty realism, so the VFX content had to be pretty much invisible. There are in fact more than 600 effects shots in the movie but hopefully they are executed in such a way as to merge seamlessly into the ongoing action."

"**Mokey** was mainly used for the Skybus miniature shots, wherein a large scale model of a fictitious super-airliner leaves the hangar and moves onto the runway, just as the villainous Carlos tries to blow it (and a large crowd of spectators) to smithereens", explains Paul Docherty.

"Imagineer's software helped us to carefully merge the miniature hangar, miniature plane, multiple green screen live action figures and a number of CG and shot elements with a minimum of fuss", finishes Docherty.

While Imagineer looks forward to its users pushing the envelope with **mokey**, it always advises them to use **mokey's** power for good, never evil.



**Further information:**  
**Tel +44 1483 685585**  
**[www.imagineersystems.com](http://www.imagineersystems.com)**