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**LEGEND3D ADDS INDUSTRY PIONEER, SCOTT SQUIRES, AS CONSULTING STEREO VFX SUPERVISOR**

**SAN DIEGO, Calif.** (Sept. 13, 2010)—[Legend3D](#), the leading innovator in 2D-to-3D motion picture conversion technology, today announced the addition of [Scott Squires](#) to the Legend3D team as a consulting stereo visual effects (VFX) supervisor. An Oscar-nominated industry veteran with an impressive resume of visual effects work, Squires will be responsible for helping Legend3D integrate its proprietary technology with large VFX films that intermix stereo photography and 2D-to-3D conversion. According to Squires, “I’m eager to work with a company that produces some of the highest quality conversion work in the industry and am excited to provide my expertise in the VFX field to new and existing Legend3D clientele.”

“Scott’s creative and technical problem solving abilities, along with his deep knowledge of VFX, stereo photography, 2D-to-3D-conversion, and software development will be instrumental as we continue creating high-quality work for the leading major Hollywood studios,” said Dr. Barry Sandrew, founder, president and COO of Legend3D. “Additionally, his experience working alongside powerhouse directors such as Spielberg and Lucas is a huge asset to our team, as we strive to uphold and enhance directors’ artistic visions with the use of skilled artistry and sophisticated conversion technology.”

Prior to joining Legend3D, Squires worked on numerous high-profile action films, including [Close Encounters of the Third Kind](#), [Star Wars: Episode 1—The Phantom Menace](#), [Fantastic Four: Rise of the Silver Surfer](#), and [Starship Troopers](#). In 1979, Squires co-founded Dream Quest Images serving as president and VFX supervisor for six years, which from its inception was competitive within the industry until it was purchased by Disney Studios in 2001. Immediately after his post at Dream Quest Images, and for the next 20 years, Squires was employed by [Industrial Light & Magic](#), where he was originally recruited as a CTO and eventually became a lead VFX supervisor and commercial director.

Squires’ work has received numerous industry accolades including Oscar nominations for “Best Achievement in Visual Effects” for [The Mask](#), [Dragonheart](#) and [Star Wars: Episode 1—The Phantom Menace](#). He also received a Scientific and Engineering Award from The Academy of Motion Picture Arts and Sciences for his pioneering work in the area of film input scanning.

With more than 30 years of VFX experience, Squires has developed numerous VFX tools and processes, including the Cloud Tank effect—the process of creating clouds in a liquid, which he used for [Close Encounters of the Third Kind](#). Additionally, Squires developed Commotion, a VFX software package for rotoscoping, animation and compositing. Another notable innovation includes his technique for shooting bluescreen actors that match predefined animation—used in films such as [Van Helsing](#).

(more)

Squires is a member of the Academy of Motion Pictures Arts and Sciences' Visual Effects Branch and is on the board and technical committee of the Visual Effects Society. He also recently co-edited the "Visual Effects Handbook" produced by the Visual Effects Society.

For more information about Legend**3D**, please visit [www.Legend3D.com](http://www.Legend3D.com). For press inquiries, contact Erica McCarthy at 619-234-0345.

**About Legend3D**

Legend**3D**, Inc. is a dynamic digital media and visual effects company. Founded in 2001 by Dr. Barry Sandrew, Legend**3D** utilizes patented 2D-to-3D image conversion technologies to enhance filmmakers' storytelling by creating the highest quality dimensional conversions. Legend**3D** is the most experienced 3D conversion company in the industry and has completed 3D conversions for Warner Brothers, Sony, Hewlett Packard, M&M Mars, New Balance, the Michael Jackson Tour, MTV, and Disney. Legend**3D**'s conversion artists are rapidly setting the industry standard for 2D-to-3D conversion and continue to help filmmakers connect with audiences worldwide. For more information, visit [www.Legend3D.com](http://www.Legend3D.com).

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