

Awakening of the Guard

2001



- +C.R.A.T.E. 2001 was "detail in a small area."
- +The animators included Kent Walker, Harlan Skinner, and Aaron White; all of whom were high school students.
- +Only the inside of the house was made.
- +The house was proportionally inaccurate.



- +C.R.A.T.E. 2002 was "extreme detail in a small area and detail over a large area."
- +The animators included Justin Reh, Jeremy Bain, and Kent Walker; all high school students.
- +Jeremy Bain added an overview of the entire Parkin area.
- +Kent Walker & Justin Reh added onto the inside of the house
- +Justin Reh created a 3D adaptation of a painting of Casqui