



STAR WARS takes on a dazzling new look in the first-ever animated feature from Lucasfilm Animation - **STAR WARS: THE CLONE WARS**.

As the Clone Wars sweep through the galaxy, the heroic Jedi Knights struggle to maintain order and restore peace. More and more systems are falling prey to the forces of the dark side as the Galactic Republic slips further and further under the sway of the Separatists and their never-ending droid army.

Anakin Skywalker and his Padawan learner Ahsoka Tano find themselves on a mission with far-reaching consequences, one that brings them face-to-face with crime lord Jabba the Hutt. But Count Dooku and his sinister agents, including the nefarious Asajj Ventress, will stop at nothing to ensure that Anakin and Ahsoka fail at their quest.

Meanwhile, on the front lines of the Clone Wars, Obi-Wan Kenobi and Master Yoda lead the massive clone army in a valiant effort to resist the forces of the dark side ...

The voice cast features Matt Lanter as Anakin Skywalker; Ashley Eckstein as Ahsoka Tano; James Arnold Taylor as Obi-Wan Kenobi; Dee Bradley Baker as Captain Rex and the Clone Troopers; Tom Kane as Yoda; Nika Futterman as Asajj Ventress; Ian Abercrombie as Chancellor Palpatine; Anthony Daniels as C-3PO; Christopher Lee as Count Dooku; and Samuel L. Jackson as Mace Windu.

The Lucasfilm Ltd. production of **STAR WARS: THE CLONE WARS** is directed by Dave Filoni; written by Henry Gilroy, Steven Melching and Scott Murphy; and produced by Catherine Winder. George Lucas serves as executive producer.

The movie features a score by Kevin Kiner, with original **STAR WARS** themes and scores by John Williams. The creative team for **STAR WARS: THE CLONE WARS** also includes editor Jason W.A. Tucker; supervising sound editor Matthew Wood; and animation directors Jesse Yeh and Kevin Jong. Gail Currey is the Lucasfilm Animation executive in charge of production.

STAR WARS: THE CLONE WARS will be distributed worldwide in theaters by Warner Bros. pictures, a Warner Bros. Entertainment Company.

For more information, visit www.starwars.com.

"STAR WARS" Returns to the Big Screen

*All-New, CG-Animated Feature Film Event,
"STAR WARS: THE CLONE WARS," Debuts Aug. 15*

In 2005, "STAR WARS: EPISODE III Revenge of the Sith" brought the live-action, cinematic "STAR WARS" Saga to a close. But creator George Lucas and the storytellers at Lucasfilm Animation had more stories to tell about the "galaxy far, far away."

On-screen, the expansive, galaxy-changing Clone Wars was only fleetingly glimpsed in "Revenge of the Sith" and at the end of Episode II, "Attack of the Clones." But its importance to the "STAR WARS" galaxy is enormous — causing the Republic to become an Empire, leading to the "period of civil war" famously mentioned at the opening of Episode IV, "A New Hope."

Since its first reference in a passing remark by Luke Skywalker to Obi-Wan Kenobi more than 30 years ago in the very first "STAR WARS" movie, the subject has ignited the imaginations of moviegoers:

LUKE

You fought in the Clone Wars?

OBI-WAN

Yes. I was once a Jedi Knight, the same as your father.

LUKE

I wish I'd known him.

OBI-WAN

He was the best star pilot in the galaxy, and a cunning warrior. I understand that you've become quite a good pilot yourself. And he was a good friend.

"For years and years, people have wondered what the Clone Wars were, based solely on this quick mention," says Clone Wars director Dave Filoni. "The live-action movies were

really centered on the Skywalker family, and we've never gotten to see the full breadth of the conflict."

Now, with the new animated feature, "STAR WARS: THE CLONE WARS," audiences will at last experience the galaxy-changing conflict, which simultaneously expands the scope of "STAR WARS" beyond anything that had been seen in the previous films, and also introduces new characters, new dramas and new adventures.

The backdrop of the Clone Wars, Filoni says, offers a chance to tell the tale of a struggle that turned a Republic into an Empire and paved the way for a civil war that ultimately resulted in freedom for the galaxy. "We may be dealing with a small window of time, but the scope of war — particularly a galactic war — is pretty expansive," he says. "There's a lot going on — heroes, villains, intrigue, adventure. It's all part of the story we know, but it's always been in the background. Until now."

One of the first steps in bringing "STAR WARS: THE CLONE WARS" to the screen was finding the right entry point. The previous films had been confined to the Skywalker saga, but "THE CLONE WARS" offered nearly limitless options.

"A war, by nature, is a patchwork of untold stories," says "STAR WARS" creator George Lucas. "What's fascinating to me is that there are people motivating these far-reaching events, and that those individuals are so often overshadowed by the big picture, by the events themselves. We know what happens to the galaxy, but we don't know exactly how it all came to pass. These are the stories behind the story."

Taking an entirely fresh approach to a film series that is forever imprinted on the minds of generations of fans, Lucas sought to create a distinct visual style that would evoke the spirit of the films, while at the same time bring a unique, distinctive look to the first animated "STAR WARS" movie.

"We didn't want it to look photo-realistic," Lucas explains. "We were working with animation, and we wanted to really utilize the format. That meant shifting our thinking a bit. It's a whole different way of telling stories, and it gives us the freedom to do things that just aren't possible in live action."

While overseeing the project as executive producer, Lucas brought in Dave Filoni — a veteran of "Avatar: The Last Airbender" and numerous animation projects — to serve as director. With a deep-rooted fandom and a near-encyclopedic knowledge of the "STAR WARS" universe, Filoni proved the perfect choice to take the reins.

"I've been dreaming about 'STAR WARS' since I was a kid, playing with the toys in the backyard with my brother," Filoni notes. "Actually working on a 'STAR WARS' movie is

beyond anything I could have imagined. It's great to work in this world that I love so much, and to do it with George Lucas. Coming from a fan perspective, I also realize how important it is to do it right."

With an entirely new story and a cast of characters that grows in significant ways, Filoni says "STAR WARS: THE CLONE WARS" holds true to the films that came before it, while bringing a new sense of adventure and excitement to the "STAR WARS" galaxy. "There's one thing we knew we had to deliver above all else — a 'STAR WARS' movie," Filoni says. "The characters are distinctly stylized, while their environments come to life in a much more realistic way, very much creating the kind of immersive worlds people expect to see in a 'STAR WARS' movie."

What Are the Clone Wars?

"General Kenobi, years ago you served my father in the Clone Wars."
— Princess Leia, "Star Wars: Episode IV A New Hope"

For a thousand years, the Old Republic prospered and grew under the wise rule of the Senate and the protection of the Jedi Knights. But as often happens when wealth and power grow too fast and too far, greed-fueled evil soon took root. Commercial interests became over-valued, the Senate became corrupt, and an ambitious politician named Palpatine was voted Supreme Chancellor. Most disturbingly, after a thousand years of seeming absence, a dangerous legion reappeared: the Dark Lords of the Sith.

Amid this turmoil, a Separatist movement was formed by Count Dooku, a charismatic former Jedi. He promised an alternative to the corruption and greed that were running rampant — and he persuaded thousands of worlds to secede from the Republic.

Unbeknownst to most of his followers, Dooku was himself a Dark Lord of the Sith, acting in collusion with his mysterious master, Darth Sidious. Over the years, Sidious had struck an unholy alliance with the greater forces of commerce and their private droid armies, which were unstoppable simply due to their sheer numbers.

Eventually, Count Dooku lured the unsuspecting Jedi into a trap on the desolate planet Geonosis. Little did the Separatists know, the Jedi had discovered their own secret weapon: a massive army of clones that the Republic had secretly commissioned years earlier. The Jedi won the battle of Geonosis — but the victory was short-lived.

Instead of ensuring the Jedi's power, Geonosis became the first battle in a massive war that spread like wildfire across the galaxy, engulfing thousands of different star systems.

It was the start of the Clone Wars.

Now, the Jedi fight to maintain freedom and restore peace to the galaxy, using their army of clones against the massive droid army. Across hundreds of planets, the Jedi and Separatists fight for the future of the galaxy. As this terrible conflict grows ever wider, Anakin Skywalker, Obi-Wan Kenobi, Ahsoka Tano and Padmé Amidala are swept into the turmoil of war...while Count Dooku, Darth Sidious and Asajj Ventress stop at nothing to ensure the fall of the Republic.

This is "STAR WARS: THE CLONE WARS."

Designing a New Galaxy

It's Still Long Ago and Far, Far Away, but the World of "THE CLONE WARS" Is Unlike Anything That's Come Before

The "STAR WARS" Saga introduced a galaxy that has become one of the most distinctive and instantly identifiable in movie history. Its iconic lightsabers, spaceships, costumes, droids and planets created a singular look that has endured through three decades and generations of fans. To translate the "STAR WARS" aesthetic to an all-new format for "THE CLONE WARS," the crews at Lucasfilm Animation faced a rare challenge.

"Our goal was to produce a movie unlike anything else in animation," says "STAR WARS: THE CLONE WARS" director Dave Filoni. "But we also had to stay true to 'STAR WARS,' to honor everything that George Lucas has created. That's easier said than done, and it took us a long time to figure out exactly how to develop the look, style and feel of an animated 'STAR WARS.'"

It was Lucas himself who urged that "THE CLONE WARS" should forge its own distinctive visual style, separating itself from what had come before. Setting the story before Anakin's descent into darkness, Lucas and Filoni felt animation could inject "THE CLONE WARS" with a rousing spirit of fun, highlighting the young Jedi's heroism rather than his forbidding destiny. By visually distinguishing everything in its universe — from the battles to the characters themselves — "THE CLONE WARS" establishes itself as both a bold departure and a return to form for the Saga.

"George wanted the characters to live on their own, separate from the recognizable actors who portrayed them in the previous films," says Filoni. "To do that, we really had to find the essence of the characters, and to bring them to life in a way that wasn't just a reproduction of their live-action counterparts. We wanted to break free of any preconceived

notions of what 'STAR WARS' should be."

This meant eschewing photo-realism and embracing an entirely new look, different from almost anything else in cinematic animation. Of course, there were precedents for bringing the "galaxy far, far away" to the animated arena, including a 2004-2005 Cartoon Network "micro-series" about the Clone Wars period.

"We loved the look of the micro-series, and when we began to see the maquettes that were licensed on its behalf, it was a neat glimpse into what those designs might look like in a 3-D space," says Catherine Winder, the film's producer. "But we wanted to take it much further, to do something dramatically different with 'STAR WARS' and animation. Working in computer graphics, we incorporated those stylistic aspects into a world with an entirely different depth, physicality and scope. From there, it really began to grow and evolve into what's on screen."

The radical redesign involved a reinvention of the visual dynamic that fans have traditionally associated with the series. Drawing from a myriad of influences, Lucasfilm Animation experimented with an extreme shooting style, using aggressive lighting and framing to set the stage for the stylized new look of the characters themselves.

"I've always been a big fan of the anime look; Japanese animation and manga tend to push the envelope with really innovative composition, so we followed that lead," says Filoni. "That said, animation is a vast field, and it's too filled with possibilities for us to limit ourselves to one style. We also took inspiration from Gerry Anderson's 'Thunderbirds,' which was shot in the 1960s using marionettes. So we really took these disparate influences and fused them into something pretty unique."

Filoni believes the creative risks that Lucasfilm Animation has taken, encouraged by executive producer Lucas, will please longtime fans and excite new ones. "In 'STAR WARS: THE CLONE WARS' we've got new characters, new planets, new vehicles, new battles and a new story, and it's animated with a completely new style," he says. "It really is 'STAR WARS' like you've never seen it before — in every way possible."

Exploring the Galaxy

"CLONE WARS" Director Dave Filoni and Executive Producer George Lucas Discuss the Latest "STAR WARS" Adventure

On Aug. 15, Lucasfilm Ltd. and Warner Bros. Pictures will release the first-ever animated "STAR WARS" feature film — "STAR WARS: THE CLONE WARS." This expansive space adventure explores the galaxy-changing Clone Wars, a period of intense battle and grand adventure that takes place between "STAR WARS: Episode II Attack of the Clones" and "STAR WARS: Episode III Revenge of the Sith." In this interview, "STAR WARS" creator George Lucas and "CLONE WARS" director Dave Filoni discuss this groundbreaking new movie from Lucasfilm Animation.

How did the idea of an animated "STAR WARS" movie come about?

GEORGE LUCAS: The interesting thing about the Clone Wars is that in the normal course of the six "STAR WARS" films that tell the Skywalker saga, that whole story of what happened during this time is not told — it's skipped over. We have a little bit of the beginning in Episode II and a little bit of the end in Episode III. But, obviously, during a war there are lots and lots of stories — very exciting action, drama, heartbreak, even humor. The idea of doing an animated version of the Clone Wars was intriguing to me because it really allows us to tell other stories, show other Jedi, introduce new characters and even tell stories about the clones themselves. Some of them have very interesting stories. It allows us to broaden the canvas of what "STAR WARS" is about.

DAVE FILONI: One of the things that has always surprised me is how many stories there are to tell in what seems like a small amount of time. The period between Episodes II and III was only about three years. But we can tell so many new stories and meet new characters and go new places — places I never imagined we could.

What does animation bring to the "STAR WARS" Saga?

GEORGE LUCAS: Right from the very beginning, we knew we wanted to use CG animation in a way that hasn't been seen before. We think we've ended up with something that is very new and different. Stylistically, a CG-animated film is quite different from a live-action movie. Animation opens up the possibilities of what you can accomplish. Animation is like a sketchpad.

DAVE FILONI: There is infinite flexibility when we do a scene. We don't have to go dig for original props or call actors back to reshoot. With animation, we can look at a scene in editorial, then go back and redo it completely differently the next day. That would be impossible in live action. We have all of our sets, all of our actors at our disposal at all times. We can make things the way we'd like to see them, which is really exciting.

What can you tell us about the newest "STAR WARS" heroine, Ahsoka?

GEORGE LUCAS: Anakin and Obi-Wan have a great relationship, but we've seen their dynamic in the movies.

DAVE FILONI: We always felt it was important to have a character whose temperament is somewhere between Anakin's and Obi-Wan's. Anakin will just jump in anywhere, while Obi-Wan wants to think things through before taking action. Ahsoka appreciates Anakin's brashness but admires Obi-Wan's patience and thoughtfulness. She has a lot to learn from both of them, but is strong and capable in her own right, so she sometimes surprises Anakin with her approach to the kinds of situations they find themselves in. She makes a great counterpoint to Anakin — visually, in her personality, her attitude. She sort of drives him crazy, but he grows very attached to her, as you'll see in the movie.

GEORGE LUCAS: In the "STAR WARS" films, there's a tradition of someone being taken on an amazing journey and learning to become a Jedi — Luke was a farm boy swept up in the Rebel Alliance. Anakin was a little boy on Tatooine. In "THE CLONE WARS," Anakin is no longer a Padawan. He's a Jedi. So Ahsoka takes on that role of the younger person who is being taught, who adds the dynamic that a "student" brings to the story. We bounced back and forth on a lot of ideas about her — would she be human or alien, male or female? We thought a girl would be just more fun to have in the story.

"THE CLONE WARS" gives you a great chance to explore characters outside of the Skywalker saga. Who are some of your favorites?

GEORGE LUCAS: I've always liked Duros — the blue aliens from the cantina scene in "A New Hope." They're a derivation of Neimoidians — Neimoidians are greener. Wrinklier.

DAVE FILONI: For me, it's the Jedi Council. I love the opportunity to explore these characters we saw so briefly, but who are in their time legendary — Kit Fisto, Ki-Adi-Mundi, Luminara, Plo Koon...

GEORGE LUCAS: If it were up to Dave, Plo Koon would be in every scene! It's great that Dave's got characters he really cares about, and who don't have to just be in battles or short scenes or in the background somewhere.

DAVE FILONI: That's what's really important. I care about these characters, and what happens to them, how they evolve in the film — that's an adventure we're really excited to show in the movie.

How would you describe the look of "THE CLONE WARS?"

GEORGE LUCAS: In "THE CLONE WARS," all of the characters and the environments look almost like they're painted, which gives the movie a very distinctive look. We also drew some influences from manga and anime in our filmmaking style, which have very dramatic lighting and very aggressive framing.

DAVE FILONI: "STAR WARS" is already so brilliantly designed, if you look at the art direction of the feature films. It was important to maintain that integrity but give the audience something they haven't seen before. The look is more stylized. It's not concerned with photorealism; it's more concerned with establishing its own visual reality, kind of in the same way a painter might use different techniques to create different looks. We're using CG as a tool to create a stylized reality.

GEORGE LUCAS: I think we've created some unusual, cinematic-style storytelling, something completely different from anything else in animation.

Character Descriptions

Anakin Skywalker

A Jedi Knight whose exceptional Force abilities and rebellious nature will one day lead him down the dark path of the Sith, Anakin Skywalker is nonetheless an idealistic leader and a heroic champion of the Galactic Republic. Guided by a self-assurance that borders on arrogance, he is bold and aggressive, but as he's matured, he has also learned that sometimes strategy and temperance can prove more effective than a flashing lightsaber. Even so, Anakin's brash impulsiveness prompts Master Yoda to pair him with a new apprentice in an effort to help curb the young Jedi's wild ways. As Anakin steps into the role of teacher, he finally sees the other side of the Master-Padawan relationship and recognizes the difficulties that he presented for his own former Master, Obi-Wan Kenobi. Leveraging his experiences as a problem Padawan, Anakin commits to becoming a good example for his own apprentice — but in tight situations, he still relies on derring-do and instinct.

Obi-Wan Kenobi

Though he is deadly with a lightsaber and skilled in the art of war, Jedi Master Obi-Wan Kenobi is a peaceful soul, guided by an empathetic spirit even amidst the violence and devastation of the Clone Wars. He recognizes that there are often alternatives to fighting, and takes up arms only in an effort to defend the values and ideals of the Galactic Republic. In stark contrast to his volatile former Padawan, Obi-Wan remains calm and level-headed in even the most dangerous situations, relying on temperance, discipline and dry wit where Anakin would default to violence. Having recently seen Anakin graduate to the status of Jedi Knight, Obi-Wan now finds endless delight in watching his friend and one-time student struggle with a strong-willed learner of his own.

Ahsoka Tano

A new addition to the "Star Wars" universe, Ahsoka Tano is a teenaged Togruta girl assigned by Yoda to serve under Anakin Skywalker as his Padawan apprentice.

Discovered as an infant by Jedi Master Plo Koon and raised in the Jedi Temple, Ahsoka is a devoted student of the Jedi ways, eager to prove herself to Master Skywalker. Headstrong and enthusiastic with a bubbling abundance of innocent optimism she rarely hesitates to express her youthful exuberance...though she has yet to learn the finer points of diplomacy and timing. A formidable swordswoman, budding tactician and shrewd critical thinker, she is nonetheless still a youngling; at the age of 14, she is still two years shy of the traditional graduation age. But the ever-escalating galactic conflict has stretched the Jedi resources thin, and thus Ahsoka's talents earn her an early promotion. Master Yoda chooses to pair the young Padawan with Anakin in an effort to help the brash older Jedi learn a greater sense of personal responsibility. Besides being impressed with the girl's composure and Force abilities, Yoda hopes the responsibilities associated with having a Padawan will teach Anakin to behave with more Jedi-like patience and maturity himself.

Straddling the chasm between Anakin's impulsiveness and Obi-Wan's staid deliberation, Ahsoka also brings her disarming wit to the front lines, often lightening the burden of war with a well-timed quip or an insightful jab. As a result of her rigorous education, Ahsoka tends to play most situations closer to the book than does her Master, but she's quickly learning that sometimes there's no substitute for a healthy dose of improvised derring-do. Despite her inexperience, she rarely hesitates to question orders and voice her own opinion, much to Anakin's chagrin.

Asajj Ventress

Lithe and lethal, Asajj Ventress is the trusted assassin of the villainous Count Dooku, serving him from the shadows as he weaves his web of deception throughout the Clone Wars. Though she's not officially a Sith apprentice, she has been well trained in the ways of the dark side, and can wield her twin lightsabers with surgical precision and deadly force. In addition, her serpentine grace and devious cunning make her a deadly foe for even the most seasoned Jedi Knights.

A lifetime of enduring cruel hardships has purged any compassion from her evil heart; forged in the crucible of her bloody homeworld, her deep-seated rage and smoldering bitterness keep her on the dark path and bolster her dark side powers.

The Clone Troopers

Created from the formidable genetic template of Jango Fett — a bounty hunter feared throughout the galaxy for his deadly abilities — the clones are nonetheless a force for good in the galaxy. Bred and trained on the oceanic Outer World planet of Kamino, they are born to support their Jedi leaders and to protect the noble ideals of the Galactic Republic with unflinching loyalty. Despite shared genes and a shared mission, however, the clones are by no means mindless drones or mere copies of Fett. Each soldier takes great pride in his own unique personality, often going to great lengths to find ways to demonstrate individuality. It's common for clones to give themselves names, and to distinguish themselves further through stylized haircuts and tattoos. While their intensive training conditions the clones not to question their role in the galactic conflict, they are also burdened with a humanity that sometimes causes doubt and remorse.

About the Voice Cast

MATT LANTER (Voice of Anakin Skywalker) was born in northeastern Ohio and raised in Atlanta, Georgia, where he spent much of his time playing baseball, football and golf. His love for baseball led him to a position as a batboy with the Atlanta Braves. However, it was while at the University of Georgia that he fell in love with acting. After participating in the 2004 Bravo show "Manhunt," he decided to move to Los Angeles to follow his dream of becoming an actor.

Lanter began his acting career with "Bobby Jones: Stroke of Genius" and has made several guest appearances on shows such as "Grey's Anatomy," "CSI," "Big Love" and "Monk." He has also had recurring roles on two of the most popular shows on television, NBC's "Heroes" and CBS' "Shark." However, he is most recognized for his role as Geena Davis' son on ABC's "Commander in Chief."

Lanter has starred in multiple films, most recently as the lead in Lionsgate's upcoming "Disaster Movie," as well as MGM's "Wargames 2: The Dead Code." He also made his theater debut opposite Laurence Fishburne in Alfred Uhry's "Without Walls" at the Mark Taper Forum. Additionally, he can be seen in the lead role of the third installment of "The Cutting Edge" film series.

ASHLEY ECKSTEIN (Voice of Ahsoka Tano) was born in Louisville, KY and raised in Orlando, FL, where she grew up a true blue Disney kid with an extensive "Alice in Wonderland" collection. She fell in love with acting at an early age and started her career doing theater before landing a role in a television show for Sea World called "Shamu TV."

Eckstein moved to Los Angeles to pursue her acting full-time, and her first appearance on "JAG" set the stage for a promising career. She was soon cast as Jan Brady in "The Brady Bunch in the White House." Since then, she has been a regular cast member on the hit TV show "Blue Collar TV" and is well known among kids and teens for her roles on "Phil of the Future," "Drake and Josh" and, most notably, as Muffy on "That's So Raven." Eckstein recently starred in "Alice Upside

Down," alongside Penny Marshall and Alyson Stoner, and "Sydney White," where she shared the screen with Amanda Bynes.

JAMES ARNOLD TAYLOR (Voice of Obi-Wan Kenobi) has a versatile vocal range which has given him success in every facet of the voiceover industry, including lead roles in animated films such as "TMNT," "The Animatrix," "Hellboy: Blood & Iron" and "Atlantis: Milo's Return." On TV, Taylor stars in "Johnny Test," "A.T.O.M.," "Drawn Together," "My Friends Tigger and Pooh" and "The Spectacular Spider-Man."

Some of Taylor's most celebrated work comes from video games: the "Final Fantasy X" series, the "Ratchet & Clank" series and the "Syphon Filter" series, as well as numerous voices in games like "Shrek," "Spider-Man," "Speed Racer," "The Lord of the Rings" and "Pirates of the Caribbean," to name a few. A unique aspect of Taylor's work is voice-doubling. When celebrities are not available to do their own voice, Taylor seamlessly fills in as David Spade, Michael J. Fox, Billy Bob Thornton, Christian Bale, Steve Carell, Nicolas Cage, Johnny Depp...and the list goes on. Another great honor for Taylor is providing the voice of the cartoon icon Fred Flintstone.

DEE BRADLEY BAKER (Voice of Captain Rex) has, over the past two decades, built an extraordinary career with his amazing vocal range, his knack for dialects and for creating realistic animal, alien or monster sounds. His voice work is featured in countless projects, including "Avatar: The Last Airbender," "Codename: Kids Next Door," zombies in the remake of "Dawn of the Dead" and creatures in the "Halo," "Spore" and "Gears of War" video games, as well as Disney's "Phineas and Ferb" television series and a featured voice role in the movie "Happy Feet."

Baker's most recent credits include "American Dad," in which he is the voice of Klaus, and the super alien creatures in Cartoon Network's new series "Ben 10: Alien Force."

NIKA FUTTERMAN (Voice of Asajj Ventress) was born and raised in New York City, the daughter of a music producer and an artist. When she was 12, she attended Performing Arts Boarding School in Massachusetts. Later, she attended Bennington College in Vermont for a year before transferring to Tisch School of the Arts at New York University. Soon after graduation, she moved to San Francisco to attend the American Conservatory Theater. She eventually moved to Los Angeles, where she began her career guest-starring in such shows as "Murphy Brown," "Chicago Hope" and "Suddenly Susan."

Futterman's voiceover career started in 1995 when she began doing shows such as "Hey Arnold!," "Woody Woodpecker" and "CatDog." Since then, she's gone on to voice hundreds of roles for movies, shows, video games and commercials. Her most recent credits include "Ant Bully," "Open Season," "My Gym Partner is a Monkey," "Handy Manny," "Maya and Miguel," "Jakers" and "Avatar: The Last Airbender." Recent video game work includes "Spider-man," "Pirates of the Caribbean: The Legend of Jack Sparrow," "Tony Hawk," "Justice League," "Blue Dragon," "Scarface," "24," "Ratchett and Klank" and "Halo 3."

IAN ABERCROMBIE (Voice of Chancellor Palpatine) is a British-born actor who made his American stage debut in 1955 in a production of "Stalag 17." His theater credits include "Hamlet," "Private Lives," "Bent," "Mary Stuart," "The Vortex," "Sweet Prince," with Keir Dullea, "A Doll's House," with Linda Purl, "Crucifer of Blood," with Charlton Heston, "My Fair Lady" and "The Arcata Promise," opposite Anthony Hopkins, just to name a few.

Abercrombie also starred in two TV shows: "Birds of Prey" and "Chromiumblue.com." He has also made well over a hundred guest appearances on such series as "Seinfeld," as Mr Pitt, "Nip/Tuck," "Desperate Housewives," "Charmed," "Buffy the Vampire Slayer," "Babylon 5," "Murphy Brown," "Dynasty," "Wizards of Waverly Place" and "Twin Peaks." Abercrombie also provides voice work on radio, CD-ROMS, films and commercials. The 70 films in which he has appeared include "Garfield: A Tail of Two Kitties," "Mousehunt," "The Lost World: Jurassic Park," "Firewalker," "Army of Darkness" and "Young Frankenstein."

COREY BURTON (Voice of Ziro the Hutt) began his voice acting career over 30 years ago at the tender age of 17. He studied the craft of Radio Drama with the legendary Daws Butler (Yogi Bear) and had the rare opportunity to work alongside nearly all the original Hollywood Radio Theatre veterans in classic-style broadcasts.

The San Fernando Valley native has voiced sound-alikes and original characters for hundreds of entertainment and educational productions, as well as for Disney and Universal Theme Parks worldwide. Additionally, Burton has been a promotional announcer for each of the major TV networks and a narrator on an eclectic assortment of documentaries.

Burton's TV animation voice credits span several popular Disney and Warner Bros. series, along with Nickelodeon, Cartoon Network and various syndicated productions. His film work includes most Disney releases over the past two decades, including in the main cast ensemble as Moliere in "Atlantis" and Cap'n Hook in "Return to Neverland."

He is also known for precision A.D.R./looping work featured in many prominent movies, including "E.T.," "Total Recall" and "Poltergeist." In the world of commercials, he is best known as Old Navy's signature voice.

CATHERINE TABER (Voice of Padme Amidala) is a Georgia native who made her feature film debut starring in the coming-of-age dramedy "The Girls' Room." Taber began voice acting in 2003 when she was cast as Mission Vao in the LucasArts project "Star Wars: Knights of the Old Republic." Her other credits include "Just Like Heaven," with Reese Witherspoon and Mark Ruffalo, "Stroker and Hoop" and the video game "X-Men Legends II: Rise of Apocalypse."

Taber will additionally star in numerous sci-fi video games, including "Tom Clancy's H.A.W.X.," "Rise of the Argonauts" and the highly anticipated "Star Wars: The Force Unleashed," in which she will play young Princess Leia.

In 2007, Taber was nominated for a NAViGaTR Award (National Academy of Video Game Testers and Reviewers) for her portrayal of Penelo in "Final Fantasy XII."

About the Filmmakers

GEORGE LUCAS (Executive Producer) is the creator of the "Star Wars" Saga and the "Indiana Jones" series, and the founder of Lucasfilm Ltd, a fully integrated entertainment company based in San Francisco. In 1973, Lucas co-wrote and directed "American Graffiti," which won the Golden Globe and garnered five Academy Award nominations. Four years later, his "Star Wars: Episode IV A New Hope" broke all box-office records and earned seven Oscars.

The recipient of the Irving G. Thalberg Award from the Academy of Motion Picture Arts and Sciences, Lucas has also directed "THX 1138" and "Star Wars: Episodes I, II and III," and has produced such acclaimed films as "Tucker: The Man and His Dream" and "Kagemusha." The American Film Institute has honored Lucas with its Lifetime Achievement Award for his work.

Lucasfilm Ltd., the company he founded in 1971, comprises motion picture and television production; Industrial Light & Magic and Skywalker Sound; LucasArts; Lucasfilm Animation; Lucas Licensing; and Lucas Online. Lucasfilm's feature films have won 19 Oscars and its television projects, including the acclaimed "Young Indiana Jones Chronicles," have received 12 Emmy Awards.

DAVE FILONI (Director), a diehard "Star Wars" fan, realized a lifelong dream when he was named director of Lucasfilm Animation's "Star Wars: The Clone Wars." Exploring the many war-time tales and unsung stories that take place between Episodes II and III, Filoni oversees the creation of all-new adventures within the iconic "Star Wars" universe, both on the theatrical release of "The Clone Wars" and on the upcoming weekly television series, on which he is supervising director.

Filoni joined Lucasfilm Animation fresh from another touchstone fantasy franchise, Nickelodeon's animated "Avatar: The Last Airbender." He served as director on that series, helping to further articulate the complex and dynamic world of the wildly popular series.

Filoni began his animation career working as an assistant director for Film Roman's Emmy-winning "King of the Hill," created by Mike Judge and Greg Daniels.

While with Film Roman, Filoni also served as assistant director for "Mission Hill" and "The Oblongs," both of which ran on the WB. From there, he moved to Walt Disney Television Animation, where he contributed in various capacities to series such as "Teamo Supremo," "Kim Possible," "Dave the Barbarian" and "Lilo & Stitch."

CATHERINE WINDER (Producer), a veteran of television, feature film and home video animation, has brought a wealth of experience to her role as executive producer at Lucasfilm Animation. In this post, she has helped build Lucasfilm's animation studio in addition to overseeing both the development and production of "Star Wars: The Clone Wars." As producer, Winder is integrally involved in bringing the distinctly-stylized CG-animated adventures to both theatrical and TV audiences.

Previously as Senior Vice President of Production at Fox Feature Animation, Winder oversaw the Oscar-nominated "Ice Age." Prior to coming to Fox, she co-founded an animation studio for HBO, where she produced the Emmy Award-winning Todd MacFarlane's "Spawn," as well as Ralph Bakshi's "Spicy City." Her first producing credit came during her time with Colossal Pictures, where she produced MTV's science fiction cult hit "Aeon Flux."

Winder began her animation career at Disney TV Animation Japan and then moved to Hanna-Barbera/Turner Productions, where she oversaw all domestic and international production of made-for-TV movies, television series and shorts. Some of her credits during this tenure include the original animated pilots for the Cartoon Network's "Dexter's Lab," "Johnny Bravo" and "The Power Puff Girls."

Co-author of *Producing Animation* for Focal Press, Winder also runs her own consulting business, aiding independent animation producers with developing pitches and marketing their properties. She has also worked with larger clients, providing guidance and insight in the areas of production planning and business strategy.

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