

Registration

8:45-9:30 am

Introduction

9:30-9:45 am

Doug Epps
Phil Peterson
Symposium co-chairs

Nafees Bin Zafar
Larry Gritz
Program co-chairs

Squash, Stretch & Render

9:45-11:00 am

Modeling Tools at Disney Animation

Dmitriy Pinskiy
Jose Luis Gomez Diaz
Walt Disney Animation Studios

Delta Mush: Smoothing Deformations While Preserving Detail

Joe Mancewicz
Matt L. Derksen
Hans Rijpkema
Cyrus A. Wilson
Rhythm & Hues Studios

Computer Graphics and Particle Transport: Our Common Heritage, Recent Cross-field Parallels and the Future of our Rendering Equation

Eugene d'Eon
8i

Pipe Dreams

11:15-12:55 pm

Houdini Engine: Evolution Towards a Procedural Pipeline

Ken Xu
Damian Campeanu
Side Effects Software

Depends: Workflow Management Software for Visual Effects Production

Andrew Gardner
Jonas Unger
Linköping University

Can We Solve the Pipeline Problem?

Cristian S. Calude
University of Auckland

Alasdair Coull
Weta Digital

J.P. Lewis
Weta Digital, Victoria University

CG Pipeline Design Patterns

Bill Polson
Pixar Animation Studios

Keynote

2:20-3:20 pm

Doug Roble

Creative Director of Software, Digital Domain

Software development for visual effects is, like always, facing challenges. Shrinking budgets, difficult problems and the pull of non-film jobs has made producing innovative software for films tricky. The Academy of Motion Picture Arts and Sciences has always tried to recognize new inventions that change the way movies are created. After more than a decade on the Sci/Tech Awards committee, Doug will delve into the details of the awards process. The awards are a very important part of the film community, but many don't know how they work and what the Academy is looking for. Hopefully this talk will throw some light on what is perceived as a mysterious process.

Effects Poutine

3:35-5:15 pm

The Brush Shader: A Step towards Hand-Painted Style Background in CG

Marc Salvati
Ernesto Ruiz Velasco
Katsumi Takao
OLM Digital

Time Travel Effects Pipeline in 'Mr. Peabody & Sherman'

Robert Chen
Fengwei Lee
David Lipton
DreamWorks Animation

Choreographed Droid Destruction on Elysium

Greg Massie
Koen Vroeijenstijn
Image Engine

Arctic Ice: Developing the Ice Look for How to Train your Dragon 2

Feng Xie
Mike Necci
Jon Lanz
Patrick O'Brien
Paolo de Guzman
Eduardo Bustillo
DreamWorks Animation

Discussion

5:15-5:45 pm

An open discussion for all attendees on this year's symposium and planning for DigiPro 2015.

Reception

6:00-8:00 pm

Enjoy a beverage and conversation with your fellow attendees!