Welcome!
Jonas Unger

Introduction
- Welcome to SFX - Tricks of the Trade 2011!
- Organization - changes since last year, web page
- Aims - goals of the course
- Roadmap - course overview and schedule
- Examination - short papers, final project

Course organization
- Examiner: Jonas Unger (since 2009)
  - Very large changes for 2009 years course, revisited entire course
  - Changes to this year: no labs, a new project
- Four invited lecturers from SFX companies
- Research engineer Per Larsson responsible for TNCG13 course software in the lab

Aims and Goals
Get a first experience view of R&D and workflow in the VFX industry from experienced professionals.

Focus will be put on:
1) The entire workflow: from film plates, models and animations to final shots
2) What only experience can teach you
3) What you wish that you had known
4) Understand the idea behind procedural VFX tools
5) Put the bits and pieces together: Link theory from courses to industry VFX production
6) State-of-the-art techniques
7) Hands on experience: project
8) Understand what is current research in the field

Course roadmap

Invited lecturers

Fredrik Limsäter

Fredrik Limsäter is co-owner and CTO at Fido in Stockholm. Fido is the largest and fastest growing VFX facility in Scandinavia with currently 40 artists employed. Recent work includes The Sorcerer’s Apprentice and Kick-Ass among others. Before he joined Fido he worked as Senior Technical Director at Sony Pictures Imageworks on movies like I Am Legend, Surf’s Up, Rango and Cloudy with a Chance of Meatballs. His experience also includes Research & Development, at Cinesite in London he developed proprietary 3D animation software for a number of projects like V for Vendetta and Charlie and the Chocolate Factory. Fredrik holds a M.Sc. degree in Media Technology from Linköpings University.

Invited lecturers

Four invited lecturers

- Fido Film: Fredrik Limsäter
- Sony Pictures Imageworks: Magnus Wrenninge
- Tippett Studio: Andrew Gardner
- Moving Picture Company: Rob Pieké
Invited lecturers

Magnus Wrenninge

“Magnus Wrenninge is a Senior Technical Director at Sony Pictures Imageworks, where he does R&D and shot production in physical simulation, realism and effects animation. At Imageworks he has worked on several feature films, including Spiderman 3, Beowulf and Hancock. He is also the main author of the open source Field3D library for storage of voxel data. Prior to Imageworks he was an R&D software engineer at Digital Domain, where he worked on research-oo fluid simulation software for The Day After Tomorrow and as lead programmer for terrain rendering software for Stealth. Magnus holds an M.Sc. in Radio Technology from Linköping University. He is currently working on Tim Burton’s Alice On Wonderland, making cats disappear and caterpillars smoke hookahs.”

Invited lecturers

Andrew Gardner

“Andrew Gardner is a Senior Software Engineer at Tippett Studios, where he is responsible for the design, implementation, and maintenance of large scale studio tools. He received his bachelor’s degree from the University of Wisconsin with a focus on retargeting motion capture data, moved to the University of Southern California’s Institute for Creative Technologies to develop novel image-based lighting and facial animation techniques, and later moved himself to In Focus as a Senior Technical Director. Working on films such as Final Destination 3 and Spiderman 3. His most recent work involves practical implementation of fur in a production environment, and techniques for making image-based lighting work in a fast-paced visual effects environment.”

Invited lecturers

Rob Pieké

“Rob Pieké is the Research Lead at MPC in the heart of London. He dabbled in computer graphics programming in BASIC on the PCjr from an early age, and was completely hooked by the visual effects industry after seeing Jurassic Park in the cinema. After studying Computer Engineering at the University of Waterloo, Rob led a small VFX R&D team at CORE Digital Pictures in Toronto from 2003-2007. He then moved to London to join MPC as a Senior R&D Artist on The Chronicles of Narnia: Prince Caspian, and has since developed a series of Character, FX, and Core technologies for a variety of Hollywood blockbuster films. Presently Rob is focused on investigating the state-of-the-art in computer graphics technologies, and trying to figure out what “the next big thing” for the visual effects industry will be.”

Course roadmap

Lectures:
- Nov 8: Sony
- Nov 15: Tippett
- Nov 22: MPC

Short papers:
- Modeling & Animation
- Rendering
- Compositing

Final project:
- Nov 8
- Nov 15
- Nov 22
- Nov 29
- Dec 6

TBD

MPC
Course roadmap

Short papers, three topics:

1) Literature study (find research papers)
2) Select sub-topic
3) Give overview and detailed description of a state-of-the-art technique
4) Read and reference at least two full length papers
5) Hand in before deadline!

Course roadmap

Lectures:
- Nov 11
- Nov 25
- Dec 9

Short papers:
- Modeling & Animation
- Rendering
- Compositing

Final project:
- Nov 11
- Nov 25
- Dec 9

Final project:
- Nov 8
- Nov 23

Project
Your project task is to implement an effect of choice and render and composite this effect into a real scene. We will supply you with back-plates (video and stills), HDR light probe images and other information that may be required from a number of scenes that you may choose from.

Please keep in mind that the project should be thought of as a programming exercise.

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Project
Deadlines!

Deadlines: Short papers, project

All deadlines are strictly enforced.
Late submissions will NOT be accepted!