The production cycle for the creation of digital content for a feature length film is broken down into 3 phases: pre-production, production and post-production. Pre-production consists of character design, storyboarding, and the recording of dialog to be used as a basis for production. Production is the creation of content based off of the approved concept art and storyboards. The renderings created in production are assembled in post-production and synced up with the audio track and additional special f/x are added. In theory it’s a smooth process, in reality it is anything but.
Speaker Biography
Scott Horton is an animator with Catalyst F/X in Phoenix, Arizona. He has been involved in a number of projects dealing with production aspects such as product visualization and interior design. His work has shown up in video games, feature films and TV ads. At the Art Institute of Phoenix, Scott has been teaching 3D Modeling and Animation for six years. He has a Bachelor of Fine Arts degree from the University of Arizona and a Masters of Technology degree from Arizona State University.