

R.I.T

Chester F. Carlson

College of Science

Center for **IMAGING** SCIENCE

Seminar Series

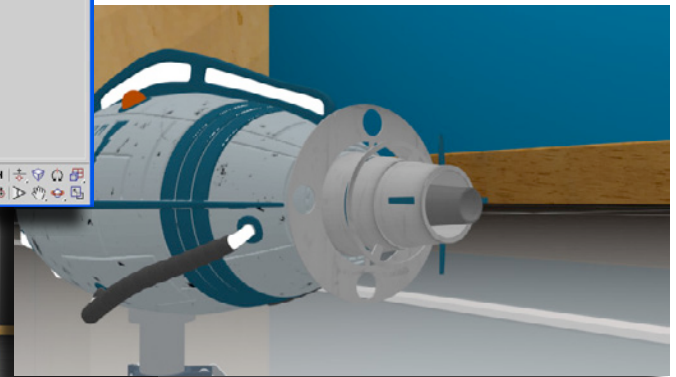
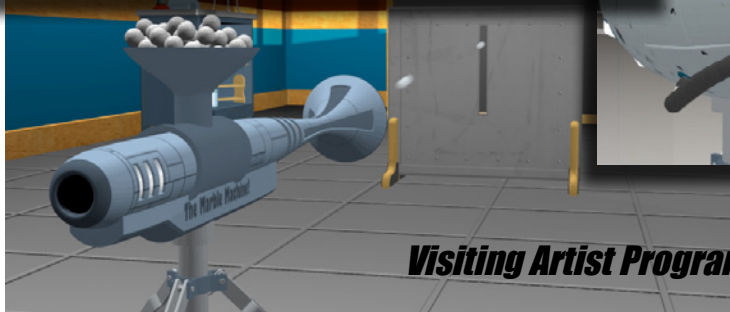
What the bleep are you talking about?!?: Digital content creation production cycle for “*What the Bleep do we know?*”

Scott Horton
Animator, Catalyst F/X

4pm Wednesday, March 29, 2006

Auditorium, Center for Imaging Science

Reception will Follow



***Sponsored by CIS and the
Visiting Artist Program of the School of Film & Animation***

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.

www.cis.rit.edu/seminar

for up-to-date seminar schedule, video archives and abstracts.

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.