**INTERNERNSHIP EXPERIENCE: SUMMER 2014**

**presented by**

**Clemson University, Digital Production Arts MFA Students**

**Kevin Boggs**

Kevin worked as a technical artist during his internship at Electronic Arts Tiburon in Orlando, FL. He created scripts and documentation to help speed up the artist onboarding process, fixed bugs with Madden 15 assets in their automated build pipeline, corrected skin weight artifacts with characters in NBA 15, and created 7-8 pipeline tools to help convert assets from an older out-of-date game engine into a new next-gen game engine for an unannounced title. He got practical experience working on a game team, learned the process of creating assets for AAA Gen 4 titles, and used the skills that Clemson's DPA program teaches to create tools that saves the studio time and money.

Kevin Boggs is a second year DPA student at Clemson. He received his undergraduate degree in Computer Science with a concentration in Digital Arts from the University of North Carolina at Wilmington. His interests are tool development, lighting for 3d productions, and game development.

**Alex Beaty**

Alex worked as a rough layout artist during his internship at DreamWorks Animation. In his talk, he will discuss the role that layout plays in production, where layout has been and where it is going and the importance of layout in the story development process. At DreamWorks, Alex did shot work as a layout artist for Kung Fu Panda 3 which consisted of rough character animation, shot composition, and camera animation. Additionally, he surfaced and lit shots for layout, and performed as an actor in motion capture for animation reference. He also wrote some maya tools for layout.

Alex Beaty is a third year DPA graduate student at Clemson. He received his undergraduate degree in Computer Science from the University of North Carolina at Wilmington. He has an all around interest in creating compelling stories visually and pursuing a career in previzualization.

**Jordan Gestring**

Jordan worked at Weta Digital in Wellington, New Zealand during the summer. During his time there, he worked on texture filtering and deep imaging for Manuka, Weta’s new physically-based production renderer.

Jordan Gestring is a second year DPA student at Clemson. He received his undergraduate degree from Clemson University in Computer Science. His interests are films and film-making, especially the photo-real side of visual effects production.

**Friday, September 5, 2014 @ 2:30 pm**  
**McAdams Hall, Room 119**

For more information on all upcoming Visual / Human-Centered Computing Fall 2014 Seminars, please visit [http://www.cs.clemson.edu/vcadmin/vcseminar/f2014/](http://www.cs.clemson.edu/vcadmin/vcseminar/f2014/) or scan this QR code with your smart phone: