Abstract:
This talk covers the framework presented at SIGGRAPH 2014 for building global visual effects production pipelines. Developed by Rhythm & Hues Studios, and in use since 2006, the framework served as the foundation of the R&H pipeline that would eventually span six international facilities and be used on over 50 feature films; including Academy Award winners for best visual effects “The Golden Compass” and “Life of Pi.” We will look at the fundamental philosophy of the framework, which is to be able to construct a pipeline for any type of collaborative digital production, and we will show examples of how it was used on feature films to solve a variety of unique production problems. The talk will also cover how this type of framework can be used in an educational setting as both a means to make student productions more efficient, as well as a teaching tool to better prepare students for work in a professional production facility. We will conclude with a look at the current pipeline framework development efforts underway in Clemson’s Digital Production Arts program and how this development is allowing the program to connect with industry leading visual effects, feature animation, and game studios.

Bio:
Josh Tomlinson earned a BS in Computer Science at Wofford College in 2000, and is a 2002 graduate of Clemson’s Digital Production Arts program. He spent 11 years working at Rhythm & Hues studios as a member of the Pipeline and Software development teams. In February of 2014, he returned to Clemson where he is a software engineer for the Digital Production Arts program.