INTERNSHIP/WORK EXPERIENCE: SUMMER 2016

presented by

DIGITAL PRODUCTION ARTS MFA STUDENTS

Austin Brennan

Austin worked as a production engineer at Industrial Light & Magic (ILM) this summer. ILM is a large scale visual effects studio with thousands of artists distributed around the world. Production engineers build out the core technology that supports the heavy load of this work.

Erik Reed & Jenny Thompson

Over the summer, Erik and Jenny worked with SCETV (South Carolina Educational Television) on a dramatized series chronicling the southern campaign of the American Revolution. SCETV approached Digital Production Arts during the spring semester after viewing work from past DPA students. Impressed by DPA’s quality, SCETV came to Clemson seeking artists for 2-D motion graphics and 3-D animation. Erik handled texturing, motion design, an opening sequence, as well as editing in Photoshop, and compositing in After Effects. Jenny handled layout and animation in Maya, crowd creation in Houdini, and she conducted research of Revolutionary War battle movements. During their talk, Erik and Jenny will discuss some of the lessons they learned while creating graphics for live action footage. They will also share the results of some of their research and will showcase graphics from the final show.

Christian Weeks

Christian worked as a Technical Artist at Sony Santa Monica Studio, the makers of the God of War franchise. He worked closely with the FX and Environment Art departments, writing tools to streamline and hasten artist workflows. His projects included a fluid rendering utility that automatically rendered and composited fake normal maps for fluids, a dynamic, real time duplication tool, and a volumetric based shader for dynamically lighting flip books (FX animations) in game.

Alex Young

Alex worked as head programmer for Catalyst Services in Charlotte, NC. He worked on an augmented reality project for training soldiers, police, etc. in combat. He wrote scripts in C# and built environments in Unity, and also learned how to use the Arduino platform and basic 3D printing.

Friday, September 2, 2016 @ 2:30 pm        McAdams Hall, Room 119

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