“A Procedural Perspective”

by

Craig “Xray” Halperin
VFX Designer/Educator

Abstract:
Craig “Xray” Halperin hopes to entertain as much as educate with an opinionated presentation on his personal professional journey. Beginning with an explanation of his background and how he ended up with a career in visual effects through a series fortunate accidents, he’ll talk about the current state of visual effects. He will present stories about some of the projects he has worked on and break down some of the techniques used in films such as “Titanic”, “X-Men 2”, “The Sum of All Fears”, “Bee Movie”, “Kung-Fu Panda”, “A Christmas Carol”, “Mars Needs Moms” and “Life of Pi”. He will spend some time going over the changes that he’s seen in the industry, both from the technological and creative side of things. While some material may be of a technical nature the talk is meant to be accessible to anyone with an interest in computer graphics. Students of computer graphics, computer graphics professionals and people interested in a behind the scenes look at visual effects for live action and animated feature films may enjoy this presentation.

Bio:
Craig “Xray” Halperin is a visual effects designer whose career spans feature film, advertising, location-based entertainment, video games and interactive media. He got his start providing on-set graphics for the TV show “The Fall Guy” in 1983 using an Apple2. He drowned passengers falling off the “Titanic”, added veins to Brad Pitt’s face during his “Interview with the Vampire”, attempted to kill John Conner in “Terminator 2: 3D – Battle Across Time”, crashed planes on “Fight Club” and hit the Brotherhood of Mutants with optic force blasts on “X-Men 2: X-Men United”. He was the colorist for digital film scans on “Apollo 13”, led the crowd animation teams on Dreamworks’ “Bee Movie”, Disney’s “A Christmas Carol” and Disney’s “Mars Needs Moms” and worked on visual effects for “Kung Fu Panda”. Craig is currently working on visual effects for commercials, special venues and virtual reality. Craig taught at the Gnomon School for Visual Effects in Hollywood and was the Dean of the Digital Hollywood Institute for Media Arts in Santa Monica. He served as the Chair of Los Angeles ACM SIGGRAPH in 2007 and 2008. He organized a course on crowd animation for SIGGRAPH Asia in Yokohama Japan in 2009. He’s been an invited lecturer at schools and conferences from Shanghai to Mumbai. In 2010 he was the keynote speaker for the Xi’an Animation Conference in China.

WEDNESDAY, March 4, 2015 @ 1:00 pm
McAdams Hall, Room 119