THE EFFECTS OF DISNEY’S MOANA

presented by

Marc Bryant
Walt Disney Animation Studios

Abstract:
From erupting volcanoes to performing water and vast oceans, Moana challenged Disney’s Effects Department in brand new ways. Marc Bryant is a graduate of Clemson’s MFA in Digital Production Arts program and was the Effects Lead for Te Kā, Moana’s fiery foe. He presents an overview of the effects on Disney’s latest pacific island adventure, covering some of the research, techniques, and collaborative tools developed to help deliver a large quantity of stylized effects in a timely manner.

Bio:
Marc Bryant is an Effects Animator at Walt Disney Animation Studios. He received a BS in Computer Science and an MFA in Digital Production Arts from Clemson University before starting his career at Rhythm & Hues as a Matchmover. Work allowed him to travel the globe as he explored his way through Tech Anim and Crowds before finding his place as a Houdini FX artist. His first production was the outstanding Scooby Doo 2: Monsters Unleashed, but his credits include Narnia (R&H, Los Angeles), John Carter (Cinesite, London), Pacific Rim (ILM, San Francisco), and Frozen (Disney, Los Angeles). Most recently he was FX Lead for the lava character on Disney’s Moana. He is two-time Visual Effects Society Award winner.

Friday, March 31, 2017 @ 2:30 pm       McAdams Hall, Room 119

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