Abstract:
Assembling and using computer graphics natural environments relies on a very broad collection of ideas and techniques that are integrated into a common system. This “multiphysics” approach uses modular software design, procedural conceptual frameworks, and iterative workflows to provide more than one procedural solution path. The need to improve quality and engage new scenarios drives innovations in individual modules. In this talk we examine the broad scope of the construction of natural environment, module details, improvements over time in response to specific needs in entertainment, engineering, and education.

Thursday, April 26
ILSB Lobby and Auditorium
SCHEDULE:
6:00-6:45 p.m. Reception & Poster Session
7:00-8:00 p.m. Lecture
8:00-8:30 p.m. Reception & Poster Session
• Hors d’oeuvres will be served.
• RSVP: tx.ag/DistLec

Bio:
Jerry Tessendorf is a Professor of Visual Computing at Clemson University. In 2018, he is a Fellow of the Hagler Institute for Advanced Study, Eminent Scholar, and Visiting Professor in the Visualization Department at Texas A&M University. His research is in fluid dynamics, radiative transfer, volumetric modeling, and production workflow for feature films, games, and engineering. As a Senior Research Scientist and Principal Graphics Scientist, he developed new movie production techniques and software for 15 years at Rhythm & Hues and Cinesite Digital Studios, and received an Academy Award for Technical Achievement in 2008. Prior to that he was Corporate Senior Scientist at Arete Associates. He has a Ph.D. in physics from Brown University.