

Wednesday, July 11, 2012
Part of the 2012 SIAM Annual Meeting

I. E. Block Community Lecture

Creating Reality: The Mathematics Behind Visual Effects

FREE AND OPEN TO THE PUBLIC

Robert Bridson will demonstrate how a little mathematical analysis can make a world of difference to making a film.

Filmmakers have long realized that one of the best ways to convince audiences that a computer-generated effect—like a stormy ocean—is real is to numerically solve physical equations describing the motion, bringing mathematics and scientific computing to the forefront of animation. As we progress to solving more physics more accurately and faster, a whole new way of working has emerged, called “virtual practical effects,” where artists set up shots virtually as they’d want to in the real world and let simulated physics take over.

This presentation can be enjoyed by anyone with a high school math background—no special mathematical or filmmaking background is necessary!

Wednesday, July 11, 2012, 6:15–7:15 PM

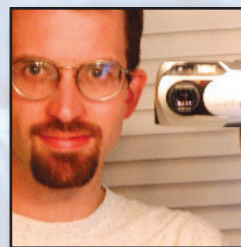
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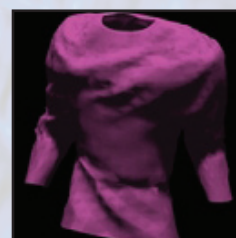
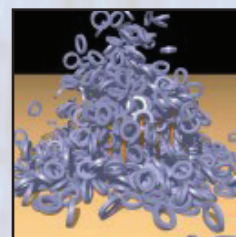
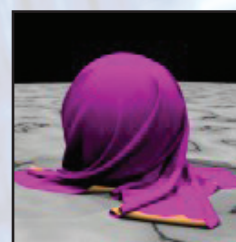
A reception will follow the lecture in the exhibit hall.

Free and open to the public!

Check www.siam.org/meetings/an12 for updates.



Robert Bridson
Associate Professor
Dept. of Computer Science
University of British Columbia
Chief Scientist, Exotic Matter AB
Vancouver, Canada



SOCIETY for INDUSTRIAL and APPLIED MATHEMATICS

For more information, contact: SIAM, 3600 Market Street, 6th Floor, Philadelphia, PA 19104.

215-382-9800 x329 • 1-800-447-SIAM • fasy@siam.org • www.siam.org

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