

Marin Science Seminar Presents

Cartoon Physics

How Scientists and Artists Make Pixar Films

With Rod Bogart of Pixar



A One-hour Multimedia Presentation with Q&A for High School Students

Wednesday, March 11th, 2009

7:30 – 8:30 p.m.

**Terra Linda High School , Room 207
320 Albion Way, San Rafael, CA 94903**

Pixar films are known for their characters and stories, but how is the film actually made? This talk will describe the various applications of math and science behind the art, from animation and simulation, through shading and lighting, to mastering for the audience.

Rod Bogart joined Pixar in 2005 after spending ten years as a software engineer at Industrial Light & Magic. He has a M.S. from the University of Utah, where he specialized in computer graphics. At Pixar, Mr. Bogart is in charge of color science at the studio, overseeing the technology for creating the final distributed masters of the movie.

Join Us and Learn! 😊

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