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Render passes: Taking control in CG compositing

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While it used to be behind the scenes movie magic, the average person on the street now knows that taking a VFX element or green screen footage of an actor requires a certain amount of compositing in a 2D compositing package such as The Foundry's Nuke or Adobe's After Effects. What many people don't know is that compositing fully CG rendered films requires just as much, if not more, compositing of elements. My lecture will introduce the audience to what render passes are, the benefits and drawbacks of compositing CG assets using passes, some basic techniques, but also some more advanced techniques that even artists working in the industry might not realize is a possibility. I would also like to show a recent animated short film I wrote and directed which used the same techniques that I would be speaking about, as well as show a breakdown of some of the animated shots. This lecture will have something for everyone and will help demystify the art of render passes and compositing.

Biography

Tom Bremer started his artistic career more than 10 years ago as a hobby, and quickly realized his potential. After moving to Los Angeles in 2007, he has worked with many studios including Rhythm and Hues, Disney, Pixomondo, and Zoic Studios, where, for his work on CSI: Crime Scene Investigation, won a prime time Emmy Award for outstanding visual effects. He has also won multiple Telly Awards for his work throughout the years. Some credits also include "The Hunger Games", "Disney's Planes", "Terra Nova", and "Grimm". He is currently the Production Instructor at The Digital Animation & Visual Effects School in Orlando, Florida.

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