

WICED 2015

Eurographics Workshop on Intelligent Cinematography and Editing

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Workshop Chairs

Rémi Ronfard, INRIA / LJK, France
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Programme Chairs

William Bares, College of Charleston, Charleston, SC, USA

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Dieter Fellner (TU Darmstadt & Fraunhofer IGD, Germany)

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International Programme Committee

William Bares, College of Charleston, Charleston, SC, USA (bareswh@cofc.edu)
John Bateman, University of Bremen (bateman@uni-bremen.de)
Paolo Burelli, Aalborg University Copenhagen, Denmark (pabu@itu.dk)
Peter Carr, Disney Research, Pittsburgh (peter.carr@disneyresearch.com)
Brad Cassell, NC State University, USA (bacassel@ncsu.edu)
Yun-Gyung Cheong, ITU Copenhagen, Denmark (ygcheong@gmail.com, aimecca@gmail.com)
Marc Christie, U. Rennes and INRIA, France (marc.christie@irisa.fr)
Arnav Jhala, University of California, Santa Cruz, USA (jhala@soe.ucsc.edu)
Tsai-yen Li (National Cheng Chi University) (li@nccu.edu.tw)
Henry Lowood, Stanford University, USA (lowood@stanford.edu)
Joseph Magliano, Northern Illinois University, USA (jmagliano@niu.edu)
Tim J. Smith (ubtsmi02@mail.bbk.ac.uk)
Mark Riedl, Georgia Tech, USA (riedl@cc.gatech.edu)
Roberto Ranon, University of Udine, Italy (roberto.ranon@uniud.it)
Rémi Ronfard, INRIA / LJK, France (remi.ronfard@inria.fr)
Alexander Sorkine-Hornung, Disney Research Zurich (alex@disneyresearch.com)
I-Cheng Yeh (Yuan Ze University) (ichenyeh@saturn.yzu.edu.tw)
Michael Young, NC State University, USA (young@csc.ncsu.edu)

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Keynote

Empowering Film Makers with Realtime Technologies - Cinebox's power discovered by the film industry

Xiaomao Wu

Abstract

The film industry has been searching for realtime technologies actively to speed up their pipelines for many years. At the same time, the game industry has been improving their rendering quality, learning and integrating film technologies such as Physically Based Rendering, Alembic cache, Subdivision Surface etc. Crytek had been working on CryEngine powered Cinebox in the last 5 years closely with Hollywood Big Six and worldwide top VFX studios. Cinebox as a pipeline which is co-developed and pushed together by both game and film industry talents, showing the full potential of how realtime technologies can benefit film makers from previs to final output with unified assets and a smooth pipeline. In this keynote, Dr. Wu will share his team's experience on the efforts of stitching the movie and game technology and production gap.

Short Biography

Dr. Xiaomao Wu is Project Lead at Crytek Frankfurt Studio, Senior Associate Editor of ACM Computer in Entertainment, and Industrial Chair of Springer Encyclopedia of Computer Graphics and Games. He is the committee member of ACM SIGGRAPH Motion in Games 2014, VR-CAI 2014 and Industry Talks of Eurographics 2014. He is now directing the Cinebox project, working with Hollywood and other film/TV studio on real-time rendering, animation and state-of-the-art film making pipeline. He received his Ph. D. from Shanghai Jiao Tong University and continued his postdoctoral research at INRIA. Before joining Crytek, he worked at Autodesk, Microsoft, and INRIA on computer graphics and animation. His major research has been published in IEEE CG&A, Eurographics, ACM/Eurographics Symposium on Computer Animation and Computers & Graphics.