



SIGGRAPH2010

The People Behind the Pixels



Color Enhancement and Rendering for Film and Game Production

HP Duiker
Duiker Research

Dominic Glynn
Pixar

Joseph Goldstone
Lilliputian Pictures

Yoshiharu Gotanda
tri-Ace

Naty Hoffman
Activision

Lou Levinson
Laser Pacific

Josh Pines
Technicolor

Jeremy Selan
Sony Pictures Imageworks



Course website (shortened URL)

<http://bit.ly/s10color>

- Course materials will be available on this website shortly after the conference



Schedule

- 09:00 - 09:05: Introduction (Hoffman)
- 09:05 - 09:35: From Scene to Screen (Pines)
- 09:35 - 09:55: Color Management (Goldstone)
- 09:55 - 10:15: Color Spaces and Operations (Selan)
- 10:15 - 10:35: Color at Pixar: Ingredients for Creativity (Glynn)
- 10:35 - 10:50: Break
- 10:50 - 11:10: The Craft of Color Grading (Levinson)
- 11:10 - 11:30: Filmic Tonemapping for Real-Time Rendering (Duiker)
- 11:30 - 12:00: Film Simulation for Videogames (Gotanda)
- 12:00 - 12:15: Color Enhancement for Videogames (Hoffman)