



# Colloquium

## Animating Physics

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Computational physics has applications in many areas of science, engineering and even entertainment. The visual effects industry has an ever growing appetite for computer generated imagery that simulates real-world phenomena. Feature animation adds the additional challenge of creating these effects in a purely imaginary world where the laws of physics as we know them may be a little different (and always subject to the director's creative ambition). In this talk we look at an overview of how a feature animation studio operates, the computational problems of feature animation, and the sometimes surprising ways that computational physics is integrated into the artistic process to bring animated movies to life. Examples will be drawn from recent DreamWorks Animation releases including "Over the Hedge" and "Flushed Away." Bring your own popcorn.

**Wednesday, December 6, 2006**

**4:15 P.M. (Refreshments at 4:00 P.M.)**

**Lyman Spitzer Building, M. B. Gottlieb Auditorium**

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