

Marin Science Seminar Presents

# Math in the Movies

with Tony DeRose, Ph.D. of Pixar Animation Studios

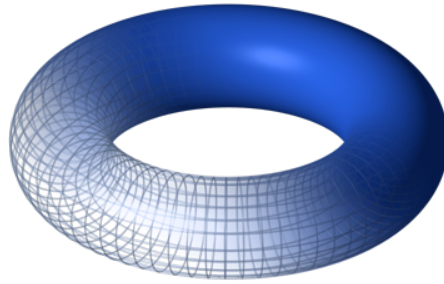


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## A one-hour multimedia presentation for Marin High School Students and Teens in Marin

Wednesday, April 4<sup>th</sup>, 2012

7:30 – 8:30 pm

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

Film making is undergoing a digital revolution brought on by advances in areas such as computer technology, computational physics, geometry, and approximation theory. Using numerous examples drawn from Pixar's feature films, this talk will provide a behind the scenes look at the role that math plays in the revolution.

*Tony DeRose is currently a Senior Scientist and lead of the Research Group at Pixar Animation Studios. He received a BS in Physics in from the University of California, Davis, and a Ph.D. in Computer Science from the University of California, Berkeley. From 1986 to 1995 Dr. DeRose was a Professor of Computer Science and Engineering at the University of Washington. In 1998, he was a major contributor to the Oscar winning short film "Geri's game", in 1999 he received the ACM SIGGRAPH Computer Graphics Achievement Award, and in 2006 he received a Scientific and Technical Academy Award for his work on surface representations.*

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