SPEAKERS

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DAVID LIGHTBOWN / SENIOR ARTISTIC TECHNICAL DIRECTOR - A2M

David Lightbown has been working professionally in computer graphics for over 11 years, the last seven in the video games industry. During that time, he has been involved in the creation of numerous video games across all major platforms, with the main responsibility of implementing and supporting the artistic pipeline. He has been a speaker at Siggraph, GDC and the Montreal Game Summit. Outside of work hours, David teaches classes at various schools such as the NAD Centre and Champlain College du Vermont. He has worked as a freelance writer for CG Channel, and most recently produced an eDVD entitled "Modeling with Math in Maya" and authored the official post-secondary Maya training manual for Autodesk. David currently holds the position of "Senior Artistic Technical Director" at A2M in Montreal, Canada.

CONFERENCE

Caution: Wet Surface or Managing lots of Surface Data without losing Your Mind

CONFERENCE | VISUAL ARTS | LECTURE

June 23rd 2008
  11:40 to 12:30

3D Artists (in particular technical artists) and tools programmers who are developing or planning on developing new technology and tools would benefit the most from this presentation. No previous knowledge in programming is required.

Attendees will discover the lessons learned by A2M creating the processes and tools to manage the huge amount of data found on the many surfaces of games being developed for data-intensive consoles such as the Playstation 3 and Xbox 360.

The typical video game environment has the potential to be made up of millions of surfaces, each with different information such as materials, collision flags, rendering properties, and so on. Creating, applying and managing information for all of these surfaces can be a time consuming and complex process. Any changes made to the environment can create a snowball effect and turn into hours of work for the artists and level designers. While creating brand new technology to develop upcoming titles, A2M reflected upon its previous experiences and created processes and tools to address these problems, which will be presented in this session.

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