

## CAULKIN Steven Dr

This lecture will discuss the technology and production pipelines used to create performance-driven facial animation and the potential for real-time techniques to transform the way digital characters are animated. Cubic Motion's technology is used to produce animation for a number of AAA games, such as Spider-Man, God of War and Hellblade: Senua's Sacrifice. This allows artists to use Computer Vision and Machine Learning to create high quality facial animation from performance data. Recent devel

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/  
Cubic Motion>www.cubicmotion.com
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### Biographie

Steve completed his PhD in Computer Vision in 2001 and went on to develop an interest in machine learning techniques for visual effects and animation. He joined Cubic Motion in 2009 to help build a new generation of facial animation technologies, enabling highly efficient, convincing character pipelines for many AAA games titles and VFX projects. Recent work has focused on real-time digital characters

### About Cubic Motion

Cubic Motion was founded in 2009, developing cutting edge computer vision and machine learning technology. This platform has enabled its specialised production team to deliver facial animation for projects such as Ryse: Son of Rome, Until Dawn and Hellblade. The company's computer vision and facial solving technology was awarded the Siggraph 2016 Best Real-Time Graphics and Interactivity prize, along with Epic Games, Ninja Theory and 3Lateral.





20 décembre 2018  
15h15 - 17h15