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30.09.2013 10:26

3D - From "Two" Perspectives

High level guest talk on Wednesday 2nd October at 14:00 - 16:00, in room: S4, Sähkötalo building! "3D Depth as a Creative Medium" by Robert Neuman (Disney) and "The History of 3D as Seen Through the Pages of Variety" by David S. Cohen (Variety).

The Entertainment and Media Management (EMMi Lab.) organized a guest lecture of Robert Neuman and David S. Cohen at the Tampere University of Technology (TUT) on Wednesday 14:00-16:00, Room: S4 (Sähkötalo building).

Robert Neuman, the Stereoscopic department head for Walt Disney Animation Studios, is one of the industry's leading experts in 3D filmmaking. Most recently, he served as stereoscopic supervisor for Disney's 2012 Oscar® nominated film, "Wreck-It Ralph," and played an integral role in helping the filmmakers add dimension and excitement to that film's world of video games.

In addition to stereoscopic creative supervision, Neuman pioneered the 3D process used for the re-releases of "Beauty and the Beast" and "The Lion King," the latter resulting in a 3D Creative Arts Award for Best Stereoscopic Conversion. Neuman's work on "Tangled" (Disney's 50th full-length animated feature, released in 2010) garnered a 3D Creative Arts Award for Best 3D Scene of the Year. His achievements with Disney's stereoscopic pipeline were honored with a Lumiere Award for 3D Technology. Additionally, his work in 3D has generated a dozen patent applications, and he is the recipient of twelve Disney Inventor Awards for his innovations in stereoscopic filmmaking. Neuman credits his background as a layout artist and supervisor for improving his eye for cinematography, adding to his expertise in stereoscopic filmmaking.

David S. Cohen is a reporter, editor and technology columnist for the "entertainment bible," Variety. He is known for his coverage of screenwriting and writers; visual effects; post-production; 3D; and the digital revolution. His show business experience includes directing Off-Off-Broadway theater, writing and directing documentaries, and writing for "Star Trek: Deep Space Nine." He is the author of three books: "Screen Plays: How 25 Scripts Made It To a Theater Near You - For Better or Worse"; "The Ballad of Rango: The Art & Making of an Outlaw Film" and "Pacific Rim: Man, Machines, & Monsters".

The future of entertainment or a fading fad? Is 3D dead — again? This presentation follows the history of 3D as it was covered in the pages of the "entertainment bible," Variety, from its start in 1906 on. This news coverage, much of it rarely or never seen since it was published, reveals the mostly forgotten stereoscopic cinema experiments in the first half of the 20th century; the "three-dimension" boom of the early 1950s and how it illuminates the digital 3D era; the 3-D waves of the 1970s and 1980s; and the seeds of the Imax and digital 3D revolutions, and what they all teach us about the future of 3D.

Further information:

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Keywords: education and studies, image and communications

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