

MATH MATTERS

Apply It.

The Math behind DIGITAL ANIMATION...

Math terms used to describe digital animation:

Geometric modeling, geometric computing

Uses and Applications:

Your favorite movies! The Matrix, Spiderman, Shrek, Toy Story, Monsters Inc., and Finding Nemo

How it works:

Animators use math (algorithms) to create models of surfaces, objects, and human (or creature) features and characteristics (such as hair and movement). They implement these models into a computer language, or a program, and designers use them to create. In other words, mathematicians create the tools that designers use to create the characters and scenery!

Interesting Fact:

Using algorithms, PIXAR developed an animation program called Renderman that has become the industry standard. Twenty-four movies using this tool have been nominated for Best Special Effects.

