

Details available online at <http://www.nicta.com.au/director/education/melbourne.cfm>

National ICT Australia invites you to the Victoria Research Laboratory Big Picture Seminar Series Monday June 26, 2006

The talk will be followed by light refreshments and an opportunity to meet the speaker.

REGISTRATION IS ESSENTIAL FOR THIS FREE EVENT
RSVP to vr1ss@nicta.com.au by Monday June 19, 2006

Public Parking is available at an hourly rate at the University Square car park. Enter via Bouverie Street. Local street parking is also available.



When: 4-5pm, Monday June 26 2006

Where: Copland Theatre, Economics & Commerce Building, University of Melbourne, Carlton Campus

Chris White Computer Graphics Supervisor at Weta Digital Ltd, New Zealand King Kong – Visual Effects in Modern Filmmaking

ABSTRACT: Weta Digital CG Supervisor Chris White was an integral part of the team that created a photo-real 1933 New York City - one of the major artistic and technical achievements of King Kong. Chris explains how the Academy Award winning visual effects team at Weta Digital built all of Manhattan Island as well as parts of New Jersey, Brooklyn, and Queens. He will also discuss how Weta created the fantastical jungles of Skull Island and brought Kong, the beast himself, to life.

BIOGRAPHY: R. Christopher White joined Weta Digital in 2002 to work on *The Lord of the Rings: The Return of the King*. Chris began his career in visual effects in 1995 at George Lucas's Industrial Light & Magic where he worked for seven years, firstly as R&D Technical Director and then moving into the role of Sequence Supervisor. Chris left ILM to pursue a freelance career where he worked on reconstructing Chicago architecture and Jazz heritage buildings in virtual reality, wrote software for video game companies, and worked as a visual effects supervisor for independent films and commercials. Chris's work at Weta Digital has included look development on creatures and the complex destruction of the Black Gates for the conclusion of the *Lord of the Rings* trilogy. Most recently Chris worked with the Academy Award winning visual effects team at Weta Digital to rebuild a photorealistic 1930s New York City, including Manhattan Island and parts of New Jersey, Brooklyn, and Queens. He was an integral part in the creation of the CityBot software used in this process. His work in *King Kong* was awarded the 2006 Visual Effects Society Outstanding Created Environment in a Live Action Motion Picture.



PLEASE NOTE: NO RECORDING DEVICES ARE PERMITTED DURING THE SEMINAR.