



The Mathematical Association of America

Math Club/MAA Student Chapter presents

**Getting a Head in the Game
Dylan Kohler (Electronic Arts)**

Wednesday, May 9, 2007

3 – 4 pm, Simpson Tower 213

Refreshments 2:30 - 3

Abstract of Talk: The art of computer graphics animation lies more in creating the illusion of life than in modeling reality. Nowhere is this more true than in video games, where quick-and-convincing beats slow-and-thorough, where action must look good from all angles, and where clever use of mathematics can save the day. Come see a case study of these lessons in practice, in the development of a feature designed to breathe some extra life into the soldiers who are your allies and foes in the upcoming EA release, Medal of Honor: Airborne.

About the speaker: Academy Award winner Dylan Kohler draws upon his 20+ years in computer animation in his latest role as Technical Producer at Electronic Arts. At EA, Kohler leads an effort to develop the next-generation tools and techniques to make characters in games more believable. Kohler has worn many hats in animation. He began in the story department at Disney, and helped draw Gaston in "Beauty and the Beast." But Kohler's niche became animation technology after his role in Disney's CAPS project, which introduced computers to feature animation, for which he was honored with the 1992 Academy Award in Science and Engineering. He applied this experience at other studios, including Warner Bros., Universal, and DreamWorks. As Co-Head of Technology and the first technology hire at DreamWorks Animation, Kohler oversaw the process of building the studio's software toolset, and afterwards worked in the trenches, too -- writing the software to part the Red Sea in the company's first feature, "The Prince of Egypt". Kohler's film work includes: Curious George, The Rescuers Down Under, The Prince of Egypt, The Little Mermaid, and Beauty and the Beast.

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Math Club website: http://www.calstatela.edu/academic/math/Math_Club/mathClub.htm