TITLE: Solid State was made for Metadata

ABSTRACT

Visual complexity, audience expectation and competition for eyeballs is increasing. MetaData and analytics are driving efficiency in character and environmental design, overall film design, application implementation, resource scheduling and workflow management to help create even more compelling Feature Animated films than before. This talk provides a brief glimpse into the film making process and how metadata is making a difference.

BIOGRAPHY

Scott Miller is a Technology Fellow for Engineering and Infrastructure at DreamWorks Animation, where he guides the technical direction of the studioÕs infrastructure technology. Scott is focused on operations and implementing long-term strategies for high performance computing, high performance storage and networking. He is responsible for the computational visualization infrastructure required for creating computer generated 3D animated films.

In his role, Scott provides technology expertise and advanced systems architecture strategy supporting the studioÕs high performance compute infrastructure. Working with HP, he implemented the first offsite grid computing for feature animation rendering on Madagascar and Shrek 2, including a wide-area NFS caching approach to enable offsite computing without pipeline or software modifications. This work continues today to empower DreamWorks AnimationÕs use of the cloud for compute, storage and analytics.

In his many years in the entertainment industry, Scott has credits on over 30 productions including The Boss Baby. Prior to joining DreamWorks Animation, Scott was a Senior Staff Engineer in Visual Effects at Walt Disney Feature Animation. He also worked in the aerospace industry for 11 years as a Senior Software Engineer at Honeywell Aerospace/Hughes Aircraft.