

## 2008 SIGGRAPH Autodesk® MasterClass Volunteer Schedule

**Rooms:** Avalon and Emerald, **Location:** The Weston Bonaventure hotel and suites

Time	MC	Session	Software	Room
<b>Monday, August 11</b>				
9:00 a.m. -12:30 p.m.	Amber Reddin	Storyboarding/Story Development at Pixar: Work Methods and Insights	na	Avalon & Emerald
1:30 p.m. -5:00 p.m.	Amber Reddin	Character Animation at Pixar: Work Methods and Insights	na	
<b>Tuesday, August 12</b>				
9:00 a.m. -10:30 a.m.	Gustavo	Mental Breakdown: Insane Optimization for Rapid, High-Quality Renders	Maya	Avalon
11:00 a.m. -12:30 p.m.	Victor Herrera	Synthesizing Film & Games: Creating a GPU-based Studio Rendering Pipeline	Maya	Avalon
1:30 p.m. -3:00 p.m.	Cheryl Cabrera	Charming the Snake: Introducing MEL Users to Python® technology in Autodesk® Maya® software	Maya	Avalon
3:30 p.m. -5:00 p.m.	Chun Lu	Smart Kinematics: Using IK & FK simultaneously	Maya	Avalon
5:30 p.m. -7:00 p.m.	TBD	Tips & Tricks for the Everyday TD (and Animator)	Maya	Avalon
9:00 a.m. -10:30 a.m.	Michele Bousquet	Recreating Real World Materials for Superior Visualizations	3ds Max	Emerald
11:00 a.m. -12:30 p.m.	Mike Lynon	Sweetening your Renders: Using Autodesk Compositing Solutions with Autodesk® 3ds Max software Renders	3ds Max	Emerald
1:30 p.m. -3:00 p.m.	Alfredo Villalobos	Inside the SDK: With An Eye Towards Production	MotionBuilder	Emerald
3:30 p.m. -5:00 p.m.	Ben LaCount	Stereoscopic Image Creation with Autodesk® 3ds Max® software	3ds Max	Emerald
5:30 p.m. -7:00 p.m.	TBD	Elemental Series: Fire	3ds Max	Emerald
<b>Wednesday, August 13</b>				
9:00 a.m. -10:30 a.m.	Victor Herrera	Autodesk® Maya® software Bonus Session: Ask the Pros	Maya	Avalon
11:00 a.m. -12:30 p.m.	Gustavo	Autodesk® Maya® software Grindhouse II: Planet Nucleus & Render Proof Part I	Maya	Avalon
1:30 p.m. -3:00 p.m.	Cheryl Cabrera	Autodesk® Maya® software Grindhouse II: Planet Nucleus & Render Proof Part II	Maya	Avalon
3:30 p.m. -5:00 p.m.	Chun Lu	Autodesk® MotionBuilder® software Rigging: Customization Techniques	MotionBuilder	Avalon
5:30 p.m. -7:00 p.m.	TBD	Autodesk® Maya® software Tips & Tricks	Maya	Avalon
9:00 a.m. -10:30 a.m.	Michele Bousquet	Autodesk® 3ds Max® software Bonus Session: Ask the Pros	3ds Max	Emerald
11:00 a.m. -12:30 p.m.	Mike Lynon	Shading & Texturing Sets, Props and Vehicles	3ds Max	Emerald
1:30 p.m. -3:00 p.m.	Alfredo Villalobos	Devil's in the Details: Entourage & Post-Production for Visualization Made Easy(-er)	3ds Max	Emerald
3:30 p.m. -5:00 p.m.	Ben LaCount	The Secret World Of Autodesk® 3ds Max® software: Scripted Manipulators	3ds Max	Emerald
5:30 p.m. -7:00 p.m.	TBD	Elemental Series: Water	3ds Max	Emerald
<b>Thursday, August 14</b>				
9:00 a.m. -10:30 a.m.	Victor Herrera	Autodesk® Maya® software Lighting & Render Layers	Maya	Avalon
11:00 a.m. -12:30 p.m.	Gustavo	Advanced Particle Techniques	Maya	Avalon
1:30 p.m. -3:00 p.m.	Cheryl Cabrera	Maya in a 2D World	Maya	Avalon
3:30 p.m. -5:00 p.m.	TBD	The Making of Dr. Seuss' Horton Hears a Who	Maya	Avalon
5:30 p.m. -7:00 p.m.	TBD	Environments with Dynamics, Phenomena Effects & Crowds	Maya	Avalon
9:00 a.m. -10:30 a.m.	Michele Bousquet	Think Outside the Box Series : Unleashing Autodesk® 3ds Max® software in Your Pipeline	3ds Max	Emerald
11:00 a.m. -12:30 p.m.	Mike Lynon	Dynamic Results: Using Reactor in Production	3ds Max	Emerald
1:30 p.m. -3:00 p.m.	Alfredo Villalobos	Miracles and Magic: mental ray® technology in Photo-real Rendering for Production	3ds Max	Emerald
3:30 p.m. -5:00 p.m.	Chun Lu	Autodesk® MotionBuilder® software: Motion Capture Solving for Hands	MotionBuilder	Emerald