Josh Tomlinson presents

2.5D Visual Effects

Visual effects artists employ a variety of tools to convince the audience that what they are seeing was actually captured in camera on set. This talk covers the use of 2.5D matte painting techniques by the Academy Award winning visual effects company Rhythm & Hues Studios.

We will explore the history of matte painting, dating back to the early days of cinema, trace its evolution into the digital realm and see how it has merged with traditional computer graphics techniques to create what is commonly referred to as 2.5D. Special attention will be given to the types of shots in film where 2.5D is a cost effective solution. In addition, we will break down some of the 2.5D work in recent Rhythm & Hues films such as Life of Pi, R.I.P.D., Django Unchained, Snow White and the Huntsman and more.

This in-depth examination of what 2.5D is and how it is used will demonstrate how talented artists are able to affect the audience’s perception of reality in big budget, Hollywood feature films.