

1023-00-14 **Tony DeRose*** (derose@pixar.com), Pixar Animation Studios, 1200 Park Ave, Emeryville, CA
94608. *Geometry in the Movies*.

Film making is undergoing a digital revolution brought on by advances in areas such as computer technology, computational physics and approximation theory. Using numerous examples drawn from Pixar's feature films, this talk will provide a behind the scenes look at the role that geometry plays in the revolution. (Received August 08, 2006)