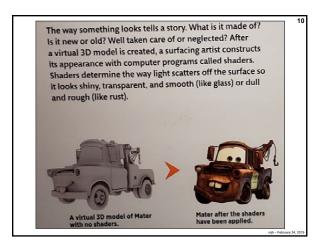


7



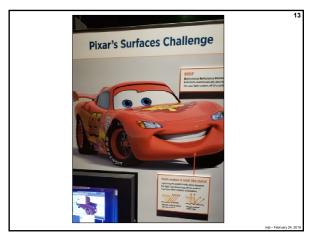


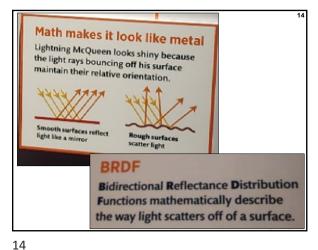
9 10



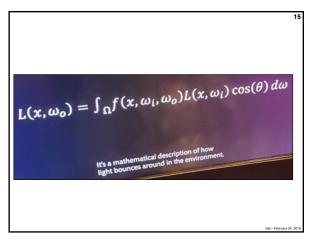


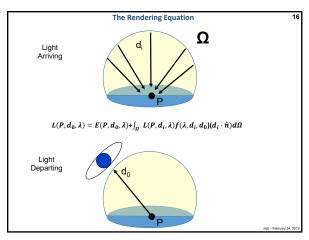
11 12



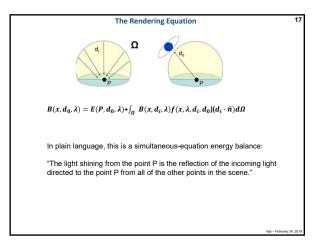


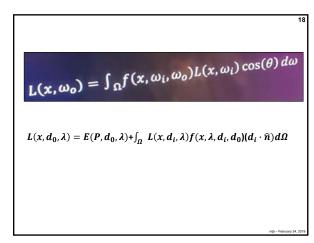
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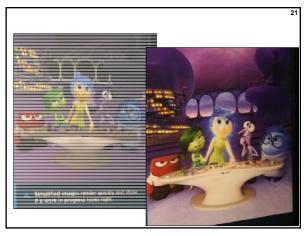


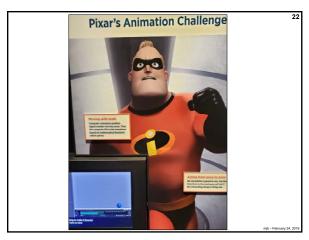
The virtual scene is set—the characters are shaded and posed, the lights and camera are in position, and the simulations are ready to run. But no one knows what it looks like until the rendering process turns all that data and programming into an image we can see. Pixar generates low resolution renders for works in progress and high resolution renders for the final film.

The virtual 3D scene
This wireframe is a visualization of the data that defines the scene.

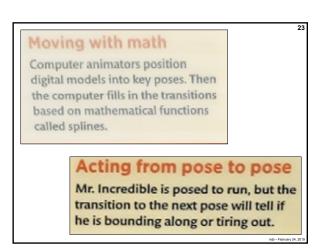
The rendered 2D image Rendering calculates the color of every pixel in an image.

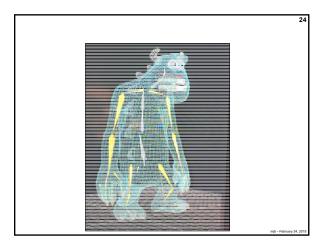
19 20





21 22



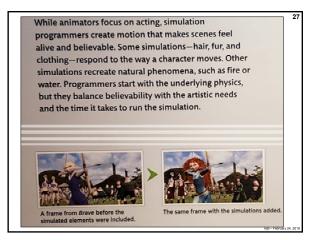


23 24



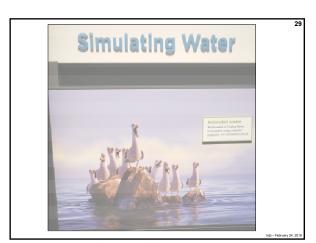


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Automated oceans

All the water in Finding Nemo
is simulated using computer
programs, not animated by hand.

29 30

The Science of Pixar
At the Oregon
Museum of Science
and Industry (OMSI)

