

COMPUTER GRAPHICS



Andrew Chalmers

PhD in Computer Science

Andrew has always had a passion for video games, but he had no idea that his passion could lead him to an interesting and useful education. With his new skill set, he now has the ability to harness and bring to life his imagination. "At high school, I had no idea what I wanted to be," Andrew says, "and even though I loved films and video games, I never thought it was a viable option to pursue a career that corresponded with my interests."

Several years into his university studies, a new program was starting up at Victoria Computer Graphics. This was the perfect opportunity for Andrew to take his established skills and move into a world he had never thought possible.

While taking graduate courses, he also obtained an internship at Weta Digital. His work resulted in a system that allows a visual effects supervisor to select suitable skies for use in a movie scene - for example, to replace a sunny sky with something more ominous. The research also resulted in a peer-reviewed publication jointly authored between Andrew, the graphics programme faculty, and staff at Weta Digital.

"The staff here are great, and they really know their stuff. I've only just begun this journey, but they've already taught me enough so I can start working on my own large and complex video game as a personal project. Not only that, but I've put together algorithms and programs that are necessary and fundamental in the industry."



The Graphics Lab

The engineering and computer science graphics lab includes a configurable area for projects such as markerless motion capture, as well as cameras and a number of Kinects. Facilities in the school of design include a photo studio and 3D printing equipment.

