

An interview with Paul Debevec



Back in the late 90s I was still at university and I stumbled upon the SIGGRAPH Video Review. One piece I watched was Paul Debevec's *The Campanile Movie* where he'd used image-based modeling and rendering techniques to do virtual camera moves on a bell tower at the UC Berkeley campus. It was also an example of photogrammetry. I was absolutely fascinated. Then *The Matrix* came out and used kinda similar techniques during the bullet-time sequences. I remembered all that vividly. At *fxguide*, Paul's work on the light stages and then with virtual humans was a regular point of discussion. So I am stoked to present an interview I've done with Paul about his range of research that has influenced VFX, CG, VR and animation. He's also speaking next week at [SIGGRAPH Asia](#) (where I'll be, too). Here is the interview at [Cartoon Brew](#).

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