

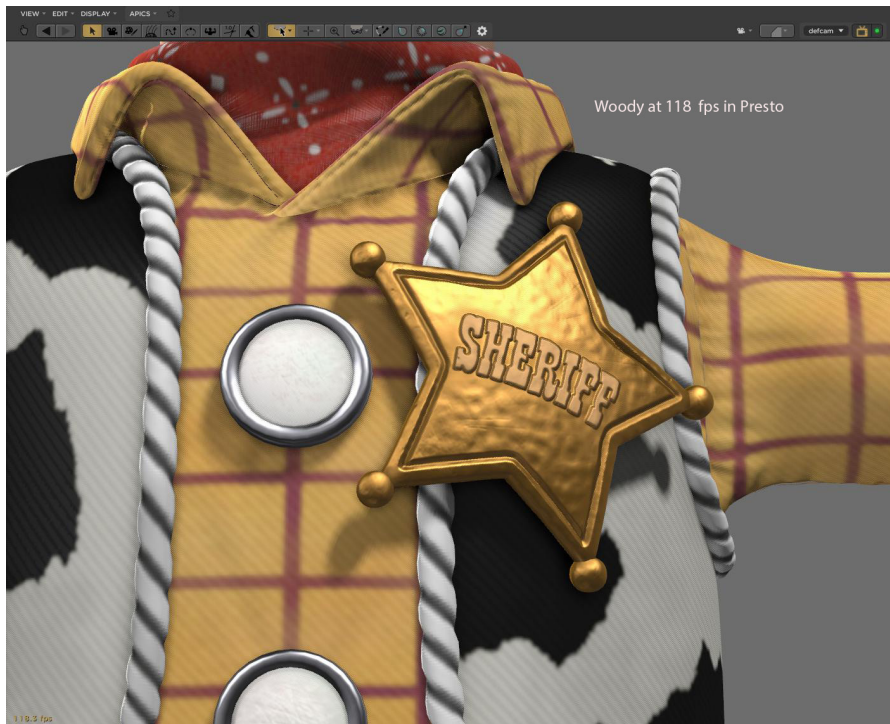
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Discussions of real-time graphics software are often centered around game engines that are not appropriate for filmmaking workflows, but the same real-time techniques can be used in software designed specifically for feature-film production.

This live demo of Pixar's Presto animation software shows how real-time graphics techniques are used to create performances, with characters like Woody, Buzz, Dory, and Butch from "The Good Dinosaur". Techniques demonstrated include displacement, shadows, ambient occlusion, depth of field, and physically based GLSL shading.

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