

# Examples of Scientifically Valid and Engaging Animations

Greg Bacon

Scientific results sometimes require more compelling imagery, whether it be a painting or moving pictures. A lot of visuals created by scientist generally utilize the same software used for research papers, tools meant for communicating to experts. Communicating these results to the public, whose visual expectations have been shaped by special effects laden films, is much more challenging. I will present examples of different techniques used in the creation of video and film. The combination of research-level data and specialized software provides both accuracy and aesthetics in presenting science to the public.

# Hands-on Animation Case Studies: Creating a Continuous Zoom!

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Fly into deep space! Using off-the-shelf tools you can create “cosmic zooms” and transport your audience from here to there – even if “there” is the other side of the universe as seen by the Hubble Space Telescope. Learn to plunge deep into SPACE.