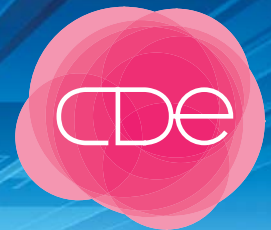# The Centre for Digital Entertainment (CDE)

What is the Centre for Digital Entertainment?

The CDE's purpose is to train the next generation of leaders in the computer games, animation, VFX, and visualisation industries.We are offering a unique funded collaborative programme that embeds students (called Research Engineers or REs) directly in companies to work on real projects. Each RE contributes to the competitive edge of their host companies through innovation and advances in product and technology development. Under academic and industrial supervision their work also forms the basis of an Engineering or Professional Doctorate - EngD or ProfD. CDE is part of the Association of Engineering Doctorates which aims to promote the EngD brand.

Current Projects

Jake Hobbs (Wonky Films)
beat stiff competition for a place on the Skillset European initiative, Transformat Lab. Jake's pitch for a cross-platform strategy for animation series iLand won top marks from the industry panel.

Wayne Young (Think Research)
has seen his work on RECALL, adding a 3rd Dimension to the air-traffic modelling software, hit the marketplace, launching at ATC Global in Amsterdam.

Tara Douglas (West Highlands Animation)
has been in Nagaland in the rainy season finishing animation on the first of the 'Tales of the Tribes' cartoons. She also presented at the Chitrakatha Cultural Festival with the National Institute of Design, India.

Lindsey Howell (Aardman), Lisa Haskel (Arts Catalyst) and Chris Joyce (Sciencescope)
are training to be STEM Ambassadors fostering interest in STEM subjects in UK schools.

Steve Willey (Double Negative visual effects) has his work on colour-matching and stereo alignment already seen implemented in VFX production processes on major motion pictures.

John Tredinnick – National Trust Content design and creation for heritage applications

How might emerging mobile, AR and virtual technologies be implemented for the interpretation of our past? The National Trust plays a key role in the conservation of Britain's historic landscapes & buildings and provides insight into these treasures for millions of visitors, making effective interpretation crucial to their ongoing success.

Chris Joyce (Sciencescope)
has taken the lead in running an Electronics Club for secondary school children and has been awarded £10k by the iNets SouthWest Microelectronics body.

New Projects 2011/2012

October saw the start of several exciting new CDE projects. With a range of partners across games, VFX, heritage and visualisation.

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