

24/06/20 – Hal Hickel “The Mandalorian”, Fantha Tracks

ILM’s Hal Hickel talks The Mandalorian at VIEW Conference

By

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Saturday 27th June will see ILM Animation Supervisor [Hal Hickel](#) in conversation with VFX journalist Ian Failes as part of the VIEW Conference, which takes place at 2.30pm Pacific Time (10.30pm UK time), so tune in for what’s sure to be an illuminating discussion.

Industrial Light & Magic’s Hal Hickel will take part in a free online discussion about the making of Disney Plus hit series “The Mandalorian” for the VIEW Conference on Saturday, June 27, at 2:30 p.m. Pacific Time.

The program is what conference organizers are calling their 2020 Premier PreVIEW, looking ahead to the 2020 VIEW Conference, to be held Oct. 18-23 in Turin, Italy.



Hickel, who will be in conversation with VFX journalist Ian Failes, will discuss how ILM developed new production technology for the series, giving it the look and feel of a feature film within broadcast TV constraints.

The Oscar-winning VFX animator oversaw all animation of creatures, vehicles and characters for “The Mandalorian” and played a key role in visualizing ILM’s miniature/motion-control shots for the series.

Hal was a guest on [Making Tracks](#) across 3 studio episodes and an hour-long special, so if you want to learn about Hal’s pre-ILM career and non-Star Wars projects, working on projects including The Lost World: Jurassic Park, Pirates of the Caribbean: Dead Man’s Chest and others, listen to the episodes below.