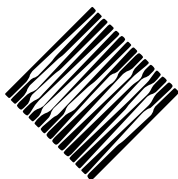


# ACM SIGGRAPH VIDEO REVIEW



ISSUE 104

**SIGGRAPH 94**  
**Screening Room**  
**Art and Design Program**

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**ACM SIGGRAPH  
Video Review**

**Issue 104**

SIGGRAPH 94  
Screening Room  
Art and Design Program

**1 . Color Control :  
flags**

*Time: 00:01:20*

**Producer:**

Kazuma Morino

**Summary:**

Color information from ever-popular national flags was transformed into 3D data using a specially created computer 'filter' (program). The captivating shapes and colors created as the flags evolve are the work's source of beauty. The work emerged from collaboration between the intrinsic appeal of the flags, the artist and the computer.

**Contributors:**

Director: Kazuma Morino  
Music: Yoshiyuki Usni  
Programmed: Satoshi  
Tsukamoto, Hidemoto Nakada,  
Kenichi Kobayashi

**Hardware:**

Sony News-3870, 5000

**Software:**

Original software

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**Contact:**

Kazuma Morino  
Taiyo Kikaku Co., Ltd.  
2-26-3 Nishishimbashi  
Minato-ku  
Tokyo 105  
JAPAN  
81.3.3436.4540  
81.3.3436.0175 fax

## 2. Reaching the Light

*Time: 00:01:47*

**Producer:**

Yina Chang

**Summary:**

In traditional Chinese culture, light symbolizes hope, illusion, and happiness, which everyone would like to find in their lives. However, there is no direct way to easily reach one's hope and happiness, because life is always full of unexpected obstacles and fluctuations, and one needs to struggle through a long and undulated road to reach one's Destination. In this animation, lanterns are used to represent 'light'. And a big Chinese Character which appears on a lantern at the end of journey signifies 'happiness'. Through a maze of Geometric shapes, one is finding her/his way towards the happy ending.

**Contributors:**

Animation, modeling software:  
John Donkin, Steve Spencer  
Rendering software: Scott Dyer,  
Steve May  
Image Processing software:  
Jeff Light, Peter Carswell  
Model building: Gigi Alandt  
Special purpose software:  
John Donkin  
Technical advisory:  
Chitra Shriram  
Edit: Brad Coop  
Music: Victor Alexeeff,  
Mark Snider.

Produced at The Advanced  
Computing Center for the Arts  
and Design, The Ohio State  
University, and Mills/James  
Productions, Columbus

**Hardware:**

Sun / Sparc, SGI / Indigo,  
Macintosh, Macrotek Scanner,  
Abekas

**Software:**

In-house software written at the  
Advanced Computing Center  
For the Arts and Design

**Contact:**

Yina Chang  
Adv. Computing Ctr. for the  
Arts & Design  
Ohio State University  
1224 Kinnear Rd.  
Columbus OH 43212  
614.292.3416  
614.292.7776 fax  
yina@cgrg.ohio-state.edu

**Copyright:**

1994 Yina Chang

### 3. Metamorfosi

*Time: 00:00:40*

**Producer:**

Marco Poma

**Summary:**

This animation was created for the video magazine 'Metamorphosi'. Each letter in a different type style has been redesigned according to the themes of each different ambient in which the letters 'live'.

**Contributors:**

Art Director: Piero Cecchini,  
Giō Talarico

Computer animation:

Piero Cecchini

Music: Maurizio Marsico

**Hardware:**

SGI Indigo xs24

**Software:**

Xaos Pandemonium, nTitle;  
SoftImage

**Contact:**

Piero Cecchini  
Global Design  
C 50 P.TA Romana 6  
20122 Milan  
ITALY  
39.02.8940.6298  
39.02.8940.6356 fax

**Copyright:**

1994 Global Design

### 4. Tableau D'Amour

*Time: 00:05:22*

**Producer:**

Agave SA / Canal+ /  
Club d'Investissement Média.

**Summary:**

The film opens on a grey desert-like landscape with an overlay of yellow grid lines. The final tableau displays a rich design of organic matter and reveals a module of labyrinthine body structures. Between these sequences, a love story is playing with our perception.

**Contributors:**

Direction: Beriou

Modeling Assistants: Daniel  
Barthelem, Oliver Debert,  
Pascal Jonquais

Sound track: Gilles Fournier

Computer technology: Gilles  
Bollaert

**Hardware:**

Hewlett Packard

**Software:**

Synthetic Video 4

**Contact:**

Ann Bélanger  
Agave S.A.  
Cap 108 - 67  
rue Robespierre  
93558 Montreuil Cedex  
FRANCE  
33.1.48.57.89.06  
33.1.48.57.07.77 fax

**Copyright:**

1993 AGAVE CANAL+ CLUB  
d'INVESTISSEMENT MEDIA

## 5. 'SOUL. [placed] beyond glass'

*Time: 00:00:52*

**Producer:**

Jason Barlow

**Summary:**

A. metaphysical time and space: 1 Dream/absence of abuse and violence, hatred and poverty. 2 Constructed environment / exploration of inner self beauty. 3 transcend metaphysical boundaries to a better place of existence, whether it be through the soul or time.

**Contributors:**

viz lab students, Rebecca Garza

**Hardware:**

SGI, Sierra Design Labs

**Software:**

Xaos Tools; SoftImage Eddie

**Contact:**

Jason Barlow  
Visualization Laboratory  
Texas A&M University  
College of Architecture  
College Station TX 77843  
409.845.3465  
409.845.4491 fax  
jason@viz.tamu.edu

**Copyright:**

1994 jason barlow

## 6. Sextuor

*Time: 00:03:55*

**Producer:**

A.i.i - ENSAD

**Summary:**

Crystal material evolution.

**Contributors:**

Director: Caroline Delabie

**Hardware:**

SGI

**Software:**

TDI Explore

**Contact:**

Pierre Henon  
A.i.i - ENSAD  
31 rue d'Ulm  
75005 Paris  
FRANCE  
33.1.4326.3635  
33.1.4046.8154 fax  
henon@ensad.fr

**Copyright:**

1994 Aii ENSAD

## 7. Crystal Paradise

*Time: 00:01:05*

**Producer:**

Masa Inakage

**Summary:**

This work explores the abstract realism. The entire work was ray traced in infinite reflection environment. Both graphics and sound are produced by the same artist.

**Hardware:**

SGL 4D-30/TG, Indy

**Software:**

Ray Trek 2, Prisms, nTitle, Ice

**Contact:**

Masa Inakage  
The Media Studio  
2-24-7 Shichirigahama-  
Higashi  
Kanagawa  
Kamakura 248  
JAPAN  
81.467.32.7941  
81.467.32.7943 fax  
inakage@media-studio.co.jp

**Copyright:**

1994 Masa Inakage

## 8. Oscillation

*Time: 00:03:00*

**Producer:**

Atelier Bister Animaton Art

**Summary:**

Woven into a constant rhythm, shapes and events emerge and disappear like visitors. They travel with us along the pulsing present tense, oscillating in time and space and give life and meaning to it by their changes and interactions.

**Contributors:**

Jules Bister

**Hardware:**

SGL 4D/35, Indigo

**Software:**

SoftImage 4D Creative  
Environment

**Contact:**

Jules Bister  
Atelier Bister Animation Art  
Ludolfstr. 42  
20249 Hamburg  
GERMANY  
49.40.46.18.58  
49.40.46.32.49 fax

**Copyright:**

1994 Atelier Bister

## 9. Displaced Dice

*Time: 00:01:30*

**Producer:**

mental images GmbH & Co.  
KG, Berlin

**Summary:**

The film was created using surface displacement programming and a feedback technique. It was inspired by a poem of Mallarmé.

**Contributors:**

Creative and Technical Director:  
Thomas Zancker  
Music: Achim Gieseler  
System & software support:  
Alexander Lobodzinski

**Hardware:**

HP 735 CRXZ; 735

**Software:**

Wavefront Model, Preview;  
SoftImage mental ray

**Contact:**

Rolf Herken  
mental images GmbH  
& Co. KG  
Rankestrasse 9  
D-10789 Berlin  
GERMANY  
49.30.8821088  
49.30.8825381 fax  
rolf@mental.de

**Copyright:**

1994 mental images, Berlin

## 10. FURBLE

*Time: 00:01:35*

**Producer:**

Yasuo Ohba

**Summary:**

The colorful worm with a little Artificial Intelligence moves around within the monitor of GWS. As you watch them wiggle, you may find the real nature of the lovely creatures.

**Contributors:**

Animator/Technical Director:  
Yasuo Ohba  
Music: Namco

**Hardware:**

SGI Indigo2 Extreme

**Software:**

Hairy Animation Rendering  
System ( FURBLE )

**Contact:**

Yasuo Ohba  
Namco Ltd.  
16th Floor  
New-Stage Yokohama Bldg.  
1-1-32, Shin-Urashima-cho,  
Kanagawa-ku  
Yokohama 221  
JAPAN  
81.45.461.8032  
81.45.461.8098 fax

**Copyright:**

1994 Yasuo Ohba / Namco Ltd.

# 11. Memory

*Time: 00:02:54*

**Producer:**

Yoshiko Nakagawa

**Summary:**

This animation was originally produced for the NHK documentary series 'The Human Brain and Mind'. It aims to show the latest theory of Human Memory: LPT, which occurs at the synapse of the neurons. The shape of neurons, receptors and enzymes were faithfully reproduced.

**Contributors:**

Music: Joe Hisaishi

**Hardware:**

SGI Indigo Elan

**Software:**

Personal Links

**Contact:**

Katsuhiko Hayashi  
NHK Creative, Inc.  
NHK/ The Human Brain and  
Mind Project  
Shibuya  
Tokyo 150-01  
JAPAN  
81.3.3481.1699  
81.3.3468.0979 fax

**Copyright:**

1994 NHK Creative / NHK

# 12. Mirage Illimité

*Time: 00:01:45*

**Producer:**

Maurice Benayoun

**Contributors:**

Z.A Production / Grand Canal /  
Mikros

**Hardware:**

SGI

**Software:**

SoftImage

**Contact:**

Maurice Benayoun  
Z.A Production  
64, rue de la Folie Mericourt  
75011 Paris  
FRANCE  
33.1.48.06.65.66  
33.1.48.06.48.75 fax

**Copyright:**

1994 Grand Canal / Z.A  
Production / Mikros

# 13. Bolero

*Time: 00:05:25*

## **Producers:**

Sue Goffe

## **Summary:**

An artist's interpretation of Ravel's Bolero, using motion capture data and painted textures.

## **Contributors:**

Production Co.:

Pizazz Pictures Ltd.

Director: Mario Cavalli

Production Assistant:

Angela Cocker

Art Director: Ashley Potter

Choreographer: Jane Turner

Performers: Felipe Gonzalez,

Gemma Barcenilia

Post-Production Co.:

The Frame Store

Motion Capture/3D Designer:

Natalie Zita, Mike Milne, Simon Smith

Digital Editors: Chris Mortimer,

Tim Osborne

Henry: Tim Webber

Post-Production: Fiona

Walkinshaw

## **Hardware:**

SGI Indigo, Ascension Flock of Birds

## **Software:**

SoftImage

## **Contact:**

Jane White

The Frame Store

33 Great Pulteney St.

London W1R 3DE

UK

44.71.439.1267

44.71.439.0129 fax

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*Polynomials & Sines & Cosines - Blinn, et al.*
2. *Last Word - Blue Sky Productions, Inc.*
3. *Go Fish! - University of Toronto*
4. *MEGALOPOLICE Tokyo City Battle - Sega Enterprises, Ltd.*
5. *Heart Beat - Hokkaido University*
6. *Mercury - Brozsek*
7. *Doom and the Dog - Dagget*
8. *Stripe Box - Taiyo Kikaku Co., Ltd.*
9. *Fruit Tracing - Caltech*
10. *Studies for the Garden Wallada Bioscop, Ltd.*
11. *Rhapsody in Light & Blue - Hiroshima University*
12. *Michelob Golden Draft "Evolution" - Rhythm & Hues Studios*
13. *Sister of Pain - Vince Neil - Homer & Associates*
14. *Visualizing DNA Crystal Packing Interactions - The Scripps Research Institute*
15. *Pacific Data Images Montage - Pacific Data Images*
16. *Deus ex Machina - Georgia Institute of Technology*
17. *Walking Figure in Sight - Taiyo Kikaku Corporation*
18. *ODORO ODORO (The Mysterious Dance) - LINKS Corporation*
19. *joram - Rosen, Broersma*
20. *Video Supplement to the Conference Proceedings - Hart, Blinn*
21. *Data Driven: The Story of Franz K. - NCSC*
22. *Flow - Apple Computer, Inc.*

23. *The Dangers of Glitziness and Other Visualization Faux Pas - Cornell Theory Center*
24. *Legacy - Butts*
25. *Dr. Scratch - Mr. Film*
26. *JuJu Shampoo - MetroLight Studios*
27. *PDI "Toys" Visual Effects - Pacific Data Images*
28. *CAA-Coca-Cola Polar Bears - Rhythm & Hues Studios*
29. *Gas Planet - Pacific Data Images*
30. *GOKU - Magic Box Productions, Inc.*

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#### *Art Reel*

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2. *Night Moves - Klimley*
3. *Gasping for Air - Bishko*
4. *When I Was Six - Robinson*
5. *Brilliant Days - Hsieh*
6. *air, water part 2 - Tonkin*
7. *The First Political Speech - Mah*
8. *The Allegory of the Cave - Kelley*
9. *Minute Georgienne - Mongeau*
10. *Power of Dreams - Kaul*
11. *Coup de Théâtre - Padeloup, Cazenave*
12. *Sintu - Popa*
13. *Cybercrazed - von Ruggins*
14. *Fantastic Dreams - Inakage*

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Small Animation Theater  
Science Reel

1. knot<sup>4</sup> - Indiana University
2. JASON IV Real-Time Visualization - NASA/GSFC
3. Timbre Trees - George Washington University
4. Reconstruction and Visualization of a Human Embryo Heart - DEC
5. New Life Forms Sighted in Toronto! - University of Toronto
6. Animated Electronic Wiring Buck - Creative Industries
7. Climatology of Global Stratospheric Ozone (1979-1991) - IBM T. J. Watson Research Center
8. Air on the Dirac Strings - Sandin, EVL
9. Visualizing Seafloor Structures with Satellite Altimetry - SDSC
10. Biomechanics: Dynamics and Playback - CEIT
11. Advanced Visualization for Transportation Engineering - Parsons, Brinckerhoff/4D Imaging

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Entertainment/Commercial Reel

1. Merck Corporate ID - DHD PostImage
2. StarQuest Adventure - MetroLight Studios
3. Barry's Trip - TELEZIGN
4. Mr. Hops - MetroLight Studios

5. NBC Sports '92 - MetroLight Studios
6. Oreo: Word Play - TOPIX Computer Graphics and Animation, Inc.
7. Stabbur Makrell - CAL Ltd.
8. Nestle-Milky Bar Animal Logic Pty Ltd.
9. Robo Jr. - Microtech Graphics & Animation, Inc.
10. Warts and All Ronin Animation
11. The Adventures of Korky, the Corkscrew - Saldanha
12. Ruby's Dream SAS Institute Inc.
13. Colorado Interstate Gas Campaign - Windstar Studios
14. Smart Drive - Power and Vision Ltd.
15. Arcelik - Gribouille
16. Dimension "Intro" - Canal Uno Producciones
17. Sony "Bajo" - Canal Uno Producciones
18. TISEA Opening Animation - McCormack
19. La Goutte - DHD PostImage
20. Moonwalk - Imagic, Inc.
21. Countdown Contraption - Henninger Video, Inc.
22. Transformers - Lamb and Company
23. The Incredible Crash Dummies - Lamb and Company
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25. Computer Puppetry Demo Reel - Medialab
26. The Donor Party - Apple Computer, Inc.
27. Journey to Technopia - Boss Film Studios
28. The World of Materials: The Tiger, an excerpt - Ex Machina