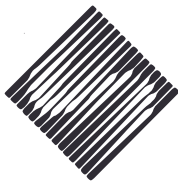


ACM SIGGRAPH VIDEO REVIEW



ISSUE 110

SIGGRAPH 95
Computer Graphics Showcase

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ACM SIGGRAPH Video Review

Issue 110

SIGGRAPH 95

Computer Graphics Showcase

1 . Les Amis

Time: 00:01:37

Producer:

Sophie-Anne Robert-Delhomme
A.i.i.- E.N.S.A.D

Summary:

With friends, we have fun,
we do things.

Contact:

Pierre Henon
A.i.i.- E.N.S.A.D
31 rue D'Ulm
75005 Paris
France
33.1.4326.3635
33.1.4046.8154 fax
pierre@ensad.fr

2 . Fruitopia 'Fighting Fruit'

Time: 00:00:30

Producer:

George Fares

Summary:

'Fighting Fruit' is one of nine commercials designed and created by New York's Click 3X for the launch of Fruitopia. It was achieved by manipulating live action footage of fruit using Discreet Logic's Flame software then rendered in 3D with SoftImage to produce the Kaleidoscope effect.

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**[http://www.siggraph.org/
library/SVR/SVR.html](http://www.siggraph.org/library/SVR/SVR.html)**

Contributors:

Production Company:
Fahrenheit Films
Director: Greg Ramsey
Executive Producer:
Bobby Fisher
Agency:
Chiat Day/NY
Executive Producer:
Andrew Chinich
Producer: Peter Cline
Creative Director: Marty Cooke
Copywriter: Mike Rosen
CGI and Compositing:
Click 3X
Designer/CGI Animator:
Bruce Steele
Flame Editors: Phil Price, Grant
Watkins, Tera Petersen

Software:

Discreet Logic's Flame,
SoftImage

Contact:

John Lovelace
Click 3X
16 W. 22nd Street, 4th floor
New York NY 10010
1.212.627.1900
1.212.627.4472 fax

3. **Gilbey's Gin** **'Mission Impossible'**

Time: 00:00:35

Producer:

Kristina Reed

Summary:

An olive grapples it's way into a glass of Gilbey's Gin.

Contributors:

Director: Randy Roberts
CGI Director: Kerry Colonna
Head Technical Director:
Rodian Paul

Contact:

Suzanne Datz
Rhythm & Hues Studios
5404 Jandy Place
Los Angeles CA 90066
1.310.448.7500
1.310.448.7600 fax
suze@rhythm.com

4. **SOK**

Time: 00:00:30

Producer:

Pacific Data Images

Summary:

A priceless Jurassic specimen prepares for an evening of sound sleep when guarded by a SOK security system.

Contributors:

Computer Animation:
Pacific Data Images, Inc.
Executive Producer: Brad Lewis
Senior Producer: Jana Canellos
Animation Director/Animator:
Raman Hui
Technical Director/Lighting:
Nick Ilyin
Assistant Producer:
Martin Oppus
Client: Omnibus Japan
Chief Producer:
Shun Miyashita
Production Manager:
Yasushi Hasegawa,
Cente Service Corporation
Executive Producer:
Kousuke Mihara
Producer:
Hisashi Nakano

Contact:

John Robeck
Pacific Data Images
1111 Karlstad Drive
Sunnyvale CA 94089
1.408.745.6755
1.408.745.6746 fax
jr@pdi.com

5. Toy Soldier

Time: 00:00:37

Producer:

Hiroharu Inutake

Summary:

This videotape contains a montage of real-life film images combined with computer graphic character animation and other special effects for TV commercials.

Contributors:

Client: Canon Sales Co., Inc.

Agency: Dentsu Inc.

Director: Kazuma Yamamoto CG

Producer: Mashiro Katsuta CG

Director: Kazuma Morino

Art Director: Toshiyuki Takagi

CG Animators: Dai Otofujii,

Mamiko Himuro

Technical Director:

Satoshi Tsukamoto

Production Managers: Junko

Yamauchi, Yoshihiro Nishimura

In-house Editor: Hideo Okuyama

Editor: Junji Kojima

Contact:

Dai Otofujii

Taiyo Kikaku Co., Ltd.

Computer Graphics Room

2-26-3 Nishishinbashi

Minato-ku

Tokyo 105

Japan

81.3.3436.4540

81.3.3436.0175 fax

6. Bimo 'Splash'

Time: 00:00:37

Producer:

Maddie Sparrow

Summary:

A complicated composition of live action and computer animation

sequences, in which the Bimo milk man is brought to life through a process of line test, wire frame and Metaclay software (where computer spheres are covered with flexible skin).

Contributors:

Client: Lagnese Iglo

Agency: O&M Frankfurt

Agency Producer:

Caroline Kousidonis

Art Director:

Kathi Wewer

Copywriter:

Frank Dohl

Creative Director:

Rainer Maass

Production Company:

Hibbert Ralph

Directors:

Jerry Hibbert, Kim Burton

Post-Production:

The Frame Store

Director 3D Animation:

Simon Smith

3D Animators:

Mike Milne, Natalie Zita, Steve

Rawlins, Andy Lomas, Mike

Gilbert

Paintbox:

Brian Ainsworth

Henry:

Tim Webber

Post-production Producer:

Fiona Walkinshaw

Contact:

Jane White

Frame Store

9 Noel Street

London W1V 4AL

United Kingdom

44.1.71.208.2600

44.1.71.208.2626 fax

7. Monopoly Plastic People

Time: 00:00:30

Producer:

Doron Kauper

Summary:

'Plastic People' marks the 60th anniversary of Parker Brothers' legendary board game, Monopoly. While each aspect of the spot portrays exceptional attention to detail, it is in the facial animation that creators have achieved something of a breakthrough in 3D animation techniques. Lamb & Company used their unique animation system, developed in house, to create the interesting facial movements of the plastic people.

Contributors:

Larry Lamb, Mark Mariutto, John Donkin, Kirk Kelley, Gayle Ayers, Keith Cormier, Chris Immroth, Jim Russell, Milton Rodriguez, Jake Parker, Doug Pfeiffer, Paul Cammarota, Glenn Batkin, Honey Cohn, Elizabeth Holoubek, Scott Sorokin

Contact:

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Lamb & Company
650 Third Ave. South
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1.612.333.9173 fax
audrey@lamb.com

8. Joe & Basket 'Mostly Sports'

Time: 00:02:50

Producer:

Spans & Partner GmbH

Summary:

Joe & Basket is an entirely 3D generated short film. The story line and look is inspired by 1950's cartoons (e.g. Loony Tunes). The challenge was to develop characters with a high level of 'likability' and warmth.

Contributors:

Director and Animator:

Peter Spans

Animators: Sabine Lang, Caola Ruppel, Ismail Acar

Music: Music Makers, Jan Peter Pflug, Hamburg

Sound FX: Krüger & Krüger, Hamburg

Contact:

Martinique Spans
Spans & Partner GmbH
Am Sandtorkai 1
20457 Hamburg
Germany
49.40.374.9670
49.40.365.329 fax

9. ACC CM Festival

Time: 00:00:22

Producers:

Kiji Okada

Summary:

This work contains computer graphic animation for a television commercial.

Contributors:

Client: JAC

Director: Kazuma Yamamoto

CG Producer: Mashiro Katsuta

CG Director: Kazuma Morino

Art Director: Toshiyuki Takagi

CG Animator: Dai Otofujii
Technical Director:
Satoshi Tsukamoto
Production Managers: Kentaro
Tanaka, Junko Yamauchi

Contact:

Dai Otofujii
Taiyo Kikaku Co., Ltd.
Computer Graphics Room
2-26-3 Nishishinbashi
Minato-ku
Tokyo 105
Japan
81.3.3436.4540
81.3.3436.0175 fax

10. Nabisco Thing

Time: 00:00:37

Producer:

Susanne Richards

Summary:

Xaos brought to life the Nabisco Thing, a 3D animated character who interacts with live-action kids in an imaginary, computer-generated world. The resulting 30-second spot is an interesting blend of techniques, combining live action with character animation, image processing, particle systems animation, and post production.

Contributors:

Creative Director:
Mark Malmberg
Animators: Agata Bolska, David
Brant, Maggie Hallam, Henry
Preston, Krzysztof Rostek, Chitra
Shiram, Alex Tylevich
Executive Producer:
Helene Plotkin

Contact:

Helene Plotkin
XAOS
600 Townsend St.
Suite 271E
San Francisco CA 94103
1.415.558.9267
1.415.558.9160 fax
helene@xaos.com

11. Bluebird 'Penguins'

Time: 00:00:40

Producer:

Animation Research Limited

Summary:

Character animation with flexible 3D models. A variety of kinematic and dynamic methods are used to move the whale, penguins, water and ice.

Contributors:

Agency: Mojo
Production Companies:
Phantom FX and ARL
Modeling and Animation:
Stuart Smith, Paul Sharp, Nigel
Caughey, Craig McNaughton

Contact:

Geoff Wyvill
Animation Research Limited
Level 2, AA Center
450 Moray Place
Dunedin
New Zealand
64.3.479.8449
64.3.479.8529 fax
geoff@otago.ac.nz

12. Wild Arctic Calving Icebergs

Time: 00:00:49

Producer:
digital artworks

Summary:

Landing on an ice cliff, we are surprised when it crumbles from beneath us. We fall down with the ice to just above the water, then turn and fly over the cliff we fell from. Produced with SGI running SoftImage CE with Particle and Minerva. Rendered in HD.

Contributors:

digital artworks:
Paula Conn, Erik Johnson, Todd Kesterson, David Lang, Andy Larkin, Sunny Liau
Midland Productions:
Yas Takata, Larry Strothe
Busch Entertainment Corp. :
Eric Miles

Contact:

Paul Scott
digital artworks
2295 Coburg Rd., Suite 104
Eugene OR 97401
1.503.344.6541
1.503.683.3576 fax
Artworks@efn.org

completely new look obtained by applying texture maps to 3D computer models and incorporates many different painting levels. The initial impression is that it has been created using traditional cell animation until the viewer realizes that there is no boiling and the landscape is 3D.

Contributors:

Computer Animation: 601FX
Director/Designer: Pat Gavin
Agency:
Ogilvy & Mather, Singapore
Agency Creative/Copywriter:
Neil French
Production Company:
Hibbert Ralph

Contact:

Susanna Racke
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34 Great Pulteney Street
London W1R 3DE
United Kingdom
44.1.71.439.2730
44.1.71.734.3331 fax
100542.2563@
compuserve.com

14. 'Crystal Ball' 'Sci-Fi Channel' Station ID

Time: 00:00:17

Producer:
Edward Bakst

Summary:

Throughout the ages, humans have read magical powers into the depths of a crystal ball. Is it all within our minds? Before us, the inner space of the crystal ball awakens. Beautiful bubbles, with a mind of their own, create a wizard. With a puff, his hands form out of crystal, releasing a galaxy of planets. The parlor transforms into the 'Sci-Fi' space.

13. Martell— The Art of Cognac

Time: 00:01:43

Producer:
Maddie Sparrow

Summary:

The appearance of the commercial is that of a moving Van Gogh and impressionist style painting where the viewer is taken through each of the four seasons as the story unfolds. It is a

Contributors:

SciFi Channel
Executive Producer:
Paula Brown
Producer: Ken Krupka
CG Facility:
Movida 3d
CG Animator:
Anthony Huerta
Technical Director:
Stephane Simal
On-line Producer:
Ben Stassen
Production Manager:
Caroline Van Iseghem
Sound Design:
Cliff Schwartz Productions

Contact:

Edward Bakst
160 West 96th Street, #9N
New York NY 10025
1.212.666.2579
1.212.666.6395 fax

15. 'Clock'

'Sci-Fi Channel'
Station ID

Time: 00:00:17

Producer:

Edward Bakst

Summary:

We witness an incredible metamorphosis of a beautiful old-fashioned clock into an ugly and evil creature which propels forward, swallowing us. Within, we discover the 'Sci-Fi' space and fall crashing into the planet logo. Focusing on the inner mystery of science fiction, contrasting an old-fashioned beauty with evil ugliness, we hint at the inescapable power of time.

Contributors:

SciFi Channel
Executive Producer:
Paula Brown
Producer: Ken Krupka
CG Facility:
Movida 3d
CG Animator:
Anthony Huerta
Technical Director:
Stephane Simal
On-line Producer:
Ben Stassen
Production Manager:
Caroline Van Iseghem
Sound Design:
Cliff Schwartz Productions

Contact:

Edward Bakst
160 West 96th Street, #9N
New York NY 10025
1.212.666.2579
1.212.666.6395 fax

16. 'Cutthroat Island'

test

Time: 00:00:28

Producer:

Donna Langston

Summary:

A computer-generated ship in full movement, shot on real water, demonstrates the capability to produce a very convincing illusion.

Contributors:

Walt Hyneman, Guy Williams,
Alan Rosenfeld

Contact:

Bob Mazza
BOSS Film Studios
13335 Maxella Ave.
Marina Del Rey CA 90292
1.310.823.0433
1.310.305.8576 fax

17. Dragonman

Time: 00:00:20

Producer:

Kelvin Lee

Summary:

Dragonman goes for a walk: A character study blending elements of eastern and western dragon mythology with lion hair as a symbol of his nobility.

Contact:

Kelvin Lee
1831 Colby Ave., #3
Los Angeles CA 90025
1.310.280.7896
1.310.280.2342 fax
kelvin@spimameworks.com

18. The Volcano Mine Ride

Time: 00:03:10

Producer:

Ben Stassen/
New Wave Entertainment

Summary:

The Volcano Mine Ride takes us on an exiting tour of a mining operation in a volcano on a distant planet.

Contributors:

Producer: Ben Stassen
Production: New Wave Entertainment/Movida
Production Designer: Ray Spencer
Key Animator: Sylvain Delaine/Movida
Sound: Yves Renard, Pierre Lebecque

Contact:

Ben Stassen
New Wave Entertainment
289 Oudergemlaan
1040 Brussels
Belgium
32.2.649.9406
32.2.646.6739 fax

19. 'Stargate' excerpts

Time: 00:03:12

Producer:

Kleiser-Walczak
Construction Co., Inc.

Summary:

These excerpts from the MGM/UA release of 'Stargate' include a computer generated time travel machine the hovers like a vertically standing meniscus and transports live-action actors across the galaxy, a series of helmet transformations accomplished through computer animation, and city vistas with crowds in which the cities and crowds were created through digital replication of photographic images.

Contributors:

Executive Producers:
Jeffrey Kleiser, Diana Walczak
Digital Effects Supervisor:
Jeffrey A. Okun
Line Producer:
Robert O'Haver
Production Manager:
Thomas M. Boland
Software Development:
Frank Vitz
Technical Supervisor:
Derry Frost
Senior Animators: Ed Kramer,
Eileen O'Neill, Jeffrey A.
Williams, Mark M. Pompian, Mary
Nelson, Michael Rivero, Patsy
Frost, Randy Bauer, Art Morel

Animation Assistants:
Erika Walczak, Joe Hall, Daniel Klem
Assistant Coordinator:
Lorraine 'Deedle' Silver
Roto Artists:
Alexander R. Pitt, Meg Freeman
Data Construction:
Stevan del George
Digital Assistants:
Nicholas Hoppe, Robin Kristin Francis
Additional Software:
Serge Sretschinsky
Systems Manager:
Bill Besanceney

Contact:

Tim Rowell
Kleiser-Walczak
Construction Co., Inc.
30 Riverview Road
Lenox MA 01240
1.413.637.8944
1.413.637.9798 fax
tim@kwcc.com

20. The Visible Human Project

Time: 00:06:05

Producer:

NCAR's Scientific Computing
Division

Summary:

The Visible Human Project showcases visualization techniques applied to the National Library of Medicine's Human Male Dataset. This unique dataset was created by radiologically imaging and digitally photographing a complete male cadaver at one millimeter intervals. The anatomical data, true-color volumetric renderings and future applications are presented.

The Visible Human Project was brought to you by the University of Colorado Health Sciences Center, Center for Human Simulation, with help from the Visualization and Digital Information Group at the National Center for Atmospheric Research's Scientific Computing Division.

Special thanks to the National Library of Medicine.

Contributors:

Principal Investigators:
Victor M. Spitzer, Ph.D.
David G. Whitlock, M.D., Ph.D.
Visualization and Production:
Karl D. Reinig, Ph.D.
Helen L. Pelster
Charles G. Rush, M.S.
John Clyne
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Cutters:
Timothy J. Butzer
Martha Ann Pelster
Photography:
Jim Heath

Contact:

John Clyne
National Center for
Atmospheric Research
1850 Table Mesa Dr.
Boulder CO 80303
1.303.497.1236
1.303.497.1298 fax
clyne@ncar.ucar.edu

21 . the end

Time: 00:06:11

Producer:

Christopher Landreth

Summary:

A narrative exercise in subversion, pretension, furtive montage and mixed metaphors.

Contributors:

Director and Animator:

Chris Landreth

Sound and Original Music:

Robin Bargar

Writers:

Chris Landreth

Robin Bargar

Voices:

Gina Clayton

Jeff Hirschfield

Dancers:

Wynne Fricke

Bob Zehr

Produced at Alias Research Inc.,

Toronto Canada

Animators:

Jeff Bell

Duncan Brinsmead

Kevin Picott

Modelers:

Ian Hayden

Don Harper

Chuck Tappan

Ming Mah

Gary Mundell

Offline Editing:

Tom Burns, Eric Moncrieff,

Daniel Roizman

Production Coordinator:

Andy Jones

Render Coordinators:

Bob Prentice

Joe Spampinato

Motion Capture:

Windlight Studios,

Minneapolis MN

Chief Motion Capture Animator:

Joan Staveley

Online Editing:

YTV Studios, Toronto Canada

Editor:

Tony Meone

Sound Integration:

ICE Communications,

Toronto Canada

Soundtrack Production

Coordinator:

Simon Edwards

Animation Software:

Alias PowerAnimator v7.0

Sound Software:

National Center for

Supercomputing Applications,

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Special thanks:

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Rob Burgess, Scott Dyer, Pam

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