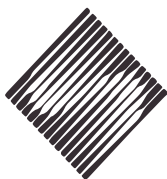


# ACM SIGGRAPH VIDEO REVIEW

ISSUE 117



SIGGRAPH 96

ART & DESIGN PROGRAM II

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## **ACM SIGGRAPH VIDEO REVIEW**

**ISSUE 117  
SIGGRAPH 96  
Art & Design Program II**

### **1 ITSIBITSIHONOLULU- STRANDBIKINI**

**PRODUCER:**  
Christian Weckerle

**CONTRIBUTORS:**  
Scenariste: Christian Weckerle  
Animation: Christian Weckerle  
Conception Graphique:  
Christian Weckerle  
Musique: Ranier Bertram

**CONTACT:**  
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Academy of Media Arts  
Peter Welter Platz 2  
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### **2 MUSIC**

**PRODUCER:**  
Jorg Schwanstecherr

**CONTRIBUTORS:**  
Music: Techno-Video  
Music: Sound Vandals - "On  
Your Way"

**CONTACT:**  
Jorg Schwanstecher  
E.Motion  
Grellstrasse 32  
10409 Berlin  
Germany  
49.30.424.38719  
49.30.424.38715 fax

### **3 The Jackpot City**

**PRODUCER:**  
Jae Wook Chang

**SUMMARY:**  
Viewed through the eyes of a young man who has overcome his gambling problem, "The Jackpot City" is a 3D computer animation that takes place in a casino where people are deceived by the fun and exciting atmosphere. Behind all the glitz, there is no hope - no happiness. Based on personal experience.

**CONTACT:**  
Jae Wook Chang  
30 River Road #3H  
Roosevelt Island NY 10044  
USA  
1.917.826.5434  
1.212.750.8109 fax

## 4 PERIOD

### PRODUCER:

Koohji Nakashima

### SUMMARY:

This short film marks the crossroads between the beginning and the end, between death and life. The sea, which has been deeply affected by a sinking dirigible, goes through a symbolic death. It is this necessary passage which will enable it to be born again.

### CONTRIBUTORS:

ExMachina

### CONTACT:

TOSHIBA Corporation  
Multimedia Division  
1-1-1, Shibaura 1-Chome  
Minato-Ku  
Tokyo 105-01  
Japan  
81.3.3457.8598  
81.3.5444.9430 fax  
mushiaki@mmd.toshiba.co.jp

## 5 the green man

### PRODUCERS:

P. Kevin Thomason, Jodi  
Whitsel, Randy Hammond, Pat  
Maloy

### SUMMARY:

"the green man" is a story of fear and acceptance. Our goal was to effectively combine traditional 2-D animation within a 3-D computer graphics

environment. We hoped to mimic the look of a cartoon reality and give the animation the rich textures suggestive of hand drawn artistry.

### CONTRIBUTORS:

Thuy Tran, Karen Hillier-  
Woodfin, Joe B. Vaughan, Jr.

### CONTACT:

Kevin Thomason  
Texas A&M University  
Visualization Laboratory  
College of Architecture  
216 Langford Center A  
College Station TX 77843  
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1.409.845.3465  
1.409.845.4491 fax  
kt@viz.tamu.edu

## 6 Fan-tasy

### PRODUCER:

Mat Menees

### SUMMARY:

A helicopter inspires a desktop fan to reach its full potential.

### CONTRIBUTORS:

Mississippi State University  
Television Center

### CONTACT:

Matt Menees  
145 Dove Lane  
Salisbury NC 28147  
USA  
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msm12@ra.msstate.edu

## **7 WindEagle**

**PRODUCER:**

Rich Larkins

**SUMMARY:**

. . . harness the wind? For hundreds of thousands of years native people lived in harmony with the earth. Yet modern inhabitants of our planet declare dominion over it by treating its systems as marketable commodities. How can a balance be maintained?

**CONTACT:**

Rich Larkins  
Ringling School of Art and  
Design  
2700 Tamiami Trail  
Sarasota FL 34243  
USA  
1.941.359.7574

## **8 Too Good To Be True**

**PRODUCER:**

Michael Sparks

**SUMMARY:**

A romantic story about two lamps on display in an antiques store and their after hour experiences. No matter how perfect everything may seem, if there is a chance that something will go wrong it will.

**CONTACT:**

Michael Spokas  
19801 Deer Hollow Lane  
Lutz FL 33549  
USA  
1.813.935.7029

## **9 The Architecture of Decay: Giovanni Batista Piranesi/ Lebbeus Woods: Visualizing Unbuilt Works**

### **SUMMARY:**

This year's research project for the Columbia University Graduate School of Architecture, Digital Design Lab explores the unbuilt works of two architects, Giovanni Batista Piranesi and Lebbeus Woods. Both architects represent a tradition of visionary architecture that is limited to the surface of paper. Our attempt is to take this a step further.

### **CONTRIBUTORS:**

Sound: Red Ramona  
Digital Mastering: New York Film and Animation

### **CONTACT:**

Patricia Frazier  
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Graduate School of  
Architecture  
Digital Design Lab  
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USA  
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1.212.864.0410 fax  
sc367@columbia.edu

## **10 Paris 1999**

### **PRODUCER:**

Mathias Lorenz

### **CONTACT:**

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Dallbregen 96b  
22523 Hamburg  
Germany  
49.4057.4286  
49.4057.4286 fax

## **11 Golden Shoes**

### **PRODUCER:**

Adam Gravois

### **SUMMARY:**

"Golden Shoes" recalls a dark photograph of a melancholy dream. Hazel is a girl who moves between two realms: her bleak rural life and a heavenly sphere of redemption and judgement. Likewise, the animation bridges opposite worlds: the handmade and the digital, illustration and cinema, two dimensions and three.

### **CONTRIBUTORS:**

Artwork/Music: Dame Darcy

### **CONTACT:**

Adam Gravois  
200 East 10th Street #491  
New York NY 10003  
USA  
1.212.258.7574  
agravois@aol.com

## **12 Twinkle of Love**

### **PRODUCER:**

Moon-Sung Park

### **SUMMARY:**

This highly personal animation focuses on character animation and facial expression.

### **CONTACT:**

Moon-Sung Park  
LG Electronics, Inc.  
Corporate Design Center  
36, Munlae-dong, 6-ga  
youngdungpo-gu  
Seoul 150-096  
South Korea  
82.2.630.3235  
82.2.675.4865 fax

## **13 better life**

### **PRODUCER:**

Tango lezumi

### **SUMMARY:**

This animation is about the unselfish love of parents who sacrifice for the better life of their children.

### **CONTACT:**

Tango lezumi  
Ringling School of Art and  
Design  
2700 Tamiami Trail  
Sarasota FL 34243  
USA  
1.941.359.7574

## **14 Herbie Hancock - Dis Is Da Drum**

### **PRODUCERS:**

Clint Goldman and Bernice  
Kenton

### **SUMMARY:**

One of the few 3D CG music videos, this three minute animation extravaganza was completed in five weeks. It incorporates Alias, Wavefront, Prisms, 3D Studio software, proprietary software, motion capture and cyberscanning. A dancer's motion was recorded and applied in multiple 3D models using real-time motion capture.

**CONTRIBUTORS:**

President: James W. Kristoff  
Executive Producer: Dobbie G. Schiff  
Sr. Supervising Producer:  
John Follmer  
Director: Mark Dippe  
Producer: Clint Goldman,  
Bernice Kenton  
Sr. Technical Director:  
Jerry Weil  
Lead Color & Lighting:  
Thomas Rosenfeldt  
Technical Directors: Lars Fields,  
Nobuhiro Morita, Susan Oslin,  
Con Pederson, Alan Ridenour,  
Suzanne Smith, Scott Stokdyk  
Digital Art Directors: Juan  
Rosenfeldt, Jennifer Law  
Motion Capture Technicians:  
Umberto Lazzari,  
Francesco Lazzari  
Production Coordinator:  
Dan McDonald  
Software Designer: Saty  
Raghavachary  
Editorial: Ron Reynolds  
Client: Mercury Records

**CONTACT:**

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dobbie@metrolight.com

**15 The Maestro Plays****PRODUCER:**

Doros Motion, Inc.

**SUMMARY:**

A narrative 3D character animation in which Maestro masterfully plays with words. The result is a charming and unique piece intentionally flat rendered without shading for stylistic purposes in order to simulate cell animation.

**CONTRIBUTORS:**

Animation Director:  
Doros Evangelides  
Producer: Rosemary Killen  
Computer Animation: Sandra Lee, Beatriz Junquera  
Computer Models: Gregory Orduyan, Manuel De Landa  
Music: John Guth  
Writer: Bill Martin, Jr.  
Character Design:  
Vladimir Radunsky  
Additional Layout Artist:  
Jim Petropoulos

**CONTACT:**

Doros Evangelides  
Doros Motion, Inc.  
40 West 21st Street #1102  
New York NY 10010  
USA  
1.212.243.5520  
1.212.243.5664 fax  
doros@visualradio.com

## 16 Placebo

### SUMMARY:

"Placebo" is a commentary on misplaced priorities and destructive social programming in consumer society. This group project explores the integration of computer generated environments and effects, pencil rendered characters, video, and the use of limited animation techniques.

### CONTRIBUTORS:

Director:

Thomas Pushpathadam

Art Direction:

Thomas Pushpathadam

CG Animation: Jean-Claude

Kalache, Stewart William Milne,

Quintin King, Thomas

Pushpathadam

Character Animation:

Thomas Pushpathadam

Models & Lighting:

Jean-Claude Kalache

Raw Video Footage:

Stewart William Milne

CG Effects /Software

Development: Quintin King

Sound: Jean-Claude Kalache,

Stewart William Milne

Editing: Stewart William Milne

Instructors: Karen Hillier-

Woodfin, Thuy Tran

Hardware: SGI, Macintosh

Software: Wavefront, Eddie,

Photoshop

### CONTACT:

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qmot@viz.tamu.edu

## 17 Eclipse

### PRODUCER:

Virginia Santos

### SUMMARY:

"Eclipse" takes the computer form of 3D animation and integrates it with the traditional 2D frame by frame painting of secondary elements to give it a more "stylized" look and feel. Emphasizing the aesthetics of emotion through animation, the story is a metaphor of those significant events that dissipate throughout life.

### CONTACT:

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1.212.592.2509 fax

gini@sva.edu



## 18 Chocolate

### PRODUCER:

Brad de Graf

### SUMMARY:

An unusual worm discovers that the moon is NOT made of chocolate. He flies his rocket ship back to earth to seek revenge upon the orbiting space monkey who deceived him.

### CONTRIBUTORS:

Writer/Director/Lead Animator:

Dan Hanna

Producer: Ann Brilz

Line Producer: Eileen McKee

Voice of Fred: Erik Bergmann

Fred Models/Textures: Bay Raitt

Textures/Models: Steve Rein

Title Animation: Emre Yilmaz

Textures: Karina Jakelski

Modeller: Marc Scaparro

### CONTACT:

Eve Lunt

Protozoa, Inc.

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San Francisco CA 94107

USA

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1.415.824.0389 fax

eve@protozoa.com

## 19 Isle Of You

### PRODUCER:

Florida Center for Electronic  
Communication

### SUMMARY:

The Poet Laureate of Florida calls "Isle Of You" a word song rather than a poem. It introduces individual vowels as animation subjects. "Isle Of You" changes the meanings of words synchronically with the visual imagery and variation in music to illustrate the theme of change.

### CONTRIBUTORS:

Karen Nir

Edmund Skellings

### CONTACT:

Karen Nir

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