

ACM SIGGRAPH Video Review Issue 52

The Film & Video Show of 1989. Part 2 of 2.

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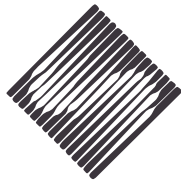
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ACM SIGGRAPH Video Review Issue #52

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Vancouver, British Columbia
CANADA V6G 1A5
604-685-1300

The Film & Video Show of Siggraph/1989. Part 2 of 2.

1. Complexly Simple

Contact:

Shinichi Kasahara
Kajima Corporation
Information Processing Ctr., KI
Bldg.
5-30, Akasaka 6 chome,
Minatoku
Tokyo 107 JAPAN
03-5561-2111

Summary:

Complex representation using simple object, simple color and simple motion.

Produced by:

Kajima Corporation

Credits:

Computer Graphics: S. Kasahara; Music: K. Shiomi

Hardware:

Magic: high speed computer for graphics by Japan Control System Inc.

Software:

Reals: in house ray tracing software

2. Night Cafe

Contact:

Sharon Calahan
Cubicomp Canada Ltd.

Summary:

We wanted to produce a character piece with the flavor of animation as it might have been created in the thirties. We chose settings based on paintings by American painter Edward Hopper to depict the mood of the era. The Wurlitzer jukebox and the Duesenberg automobile were modeled using our new 3D Boolean software. Experimental particle software was used to generate a cloud of pepper.

Produced by:

Sharon Calahan

Credits:

Cubicomp Canada, Vertigo Software and Hardware Research and Development Team: Rikk Carey, Rod Davison, Bill Diack, Dave Dignam, Tom Haws, Gary Hooper, Mike Kelley, Shawn Neely, Jo Anne Osberg, Sukey Samra, Tracey Theaker, V.P. Venugopal, Paul Wagschal, Gord Wait, Ron Woods

Hardware:

Silicon Graphics and Cubicomp Corporation proprietary hardware

Software:

Cubicomp Corporation's Vertigo software

3. Excerpts from Leonardo's Deluge

Contact:

Karl Sims
Optomystic
725 N. Highland Avenue
Hollywood, CA 90038 USA

Summary:

Leonardo DaVinci's Deluge drawings have been put into motion using choreographed image flow techniques.

Produced by:

Karl Sims, Optomystic

Credits:

Animation: Karl Sims; Leonardo's Deluge was produced and directed by Mark Whitney for the Program for Art on Film, a joint venture of the Metropolitan Museum of Art and the Getty Trust.

Hardware:

Connection Machine 2

Software:

Special purpose image warping and vortex choreography software written in Starlisp

4. Voyager: Journey to the Outer Planets

Contact:

Sylvie Rueff
Jet Propulsion Laboratory
MS. 510-202
4800 Oak Grove Dr.
Pasadena, CA 91109 USA
818-397-9695

Summary:

The Voyager Project has supported and reflected the growth of JPL's Computer Graphics Lab. Neptune is this year's star.

Produced by:

Jet Propulsion Laboratory, Computer Graphics Lab with the Voyager Mission Planning and the Space Image Processing Group

Credits:

Computer Graphics Lab, Software, model building and production: James F. Blinn, Tom Brown, Ed Catmull, Pat Cole, Jeff Goldsmith, Julian Gomez, Booth Hartley, Linda Lee, Sylvie Rueff, Alvy Ray Smith, Tom Wolfe, Bill Woody; Pre-Encounter Planet Painter: Don Davis; System and hardware support: Joe Boyle, John Dundas, David Defrancisco, Larry Goforth, Chuck Fetterhoff, Kevin Fisher, Joe Fulton, Eric Levy, Peter Lyman, Barbara Kajiya, Lucy Robles, Paul Short, Glenn Zuckman; and others whose work we have built with over our 12 year history but whose names have been lost; Managers: Robert E. Holzman, Garrett Paine, David Rose; Voyager Project: Charlie Kohlhase, William Kosman; Multimission Image Processing Lab, Planetary Applications Group: Glenn Garneau; Jet Propulsion Laboratory/NASA; Special thanks to: Arden Albee, Robert E. Dewar, Tom

Duxbury, David Em, Marian Inova, Tony Longson, Michael Plesset, Larry Robertson, Walt Victor, Steve Wall; Uranus magnetosphere model: G. Hannes Voigt, Rice University; Miranda: Larry Sodderbloom, Kay Edwards, U.S. Geological Survey, Flagstaff, Arizona

Hardware:

PDP-11, Evans & Sutherland PS-2 and framebuffer, VAX 11/780, IP8500, Sony BVH 2500

Software:

In house

5. Don't Touch Me

Contact:

Jeff Kleiser
6105 Mulholland Hwy.
Hollywood, CA 90068 USA
213-467-3563

Summary:

"Gaia's dying, can't you see? While you are wasting time on me." -- DOZO

Produced by:

Kleiser-Walczak Construction Company

Credits:

Produced and directed by: Jeff Kleiser and Diana Walczak; Hardware provided by: Hewlett-Packard Company; Software provided by: Wavefront Technologies; Human motion software: Frank Vitz; Body flexing software: DeGraf-Wahrman; Body flexing software consultants: Jim Haleblan and Bruce Racks; Human motion acquisi-

tion: Motion Analysis, Inc.; Facial animation software: Larry Weinberg; Film recording: G.W. Hannaway and Associates; Technical Consultant: John Grower; Production Assistants: Erika Walczak and Ed Batres; Music co-written and produced by: Kleiser-Walczak and Frank Serafine; Dozo performed and sung by: Perla Batalla; Bass Guitar: Rick Moore; Drums: Marvin Kanarek; Talking Drum: Mike Tempo; Trumpet: Ralph Rickert; Saxophone: Richard Hardy; Violin: Erika Walczak; Backup Vocals: Julie Beziat; Recorded at: Mad Dog Studios

Hardware:

Hewlett Packard

Software:

Wavefront Technologies

6. Parfums de Vie

Contact:

Jean-Luc Ortega
Sogitec
32, Bd de la République
92100 Boulogne FRANCE
1-46-08-13-13

Summary:

An oniristic travel between life, memory and dreams.

Produced by:

Sogitec

Credits:

Production Manager: Jean-Luc Ortega; Director/Animator: Daniel Poiroux; Graphics: Elisabeth Fossey

Hardware:

Convex C1

Software:

Action 3D/Sogitec

7. Topsy Turvy

Contact:

Alan Norton
IBM Research 3B-38
P.O. Box 704
Yorktown Heights, NY 10598
USA
914-789-7195

Summary:

The Utah teapot stars in a simulation-driven fantasy.

Produced by:

Computer Animation Systems,
IBM Research

Credits:

Bob Bacon, John Gerth, Alan Norton, Paula Sweeney, Greg Turk

Hardware:

IBM 3090, Iris 4D/GT

Software:

AIX/370, custom simulation and rendering software

8. Eurhythmmy

Contact:

Susan Amkraut
Michael Girard
SCAN, Westerhavenstraat
11-13
P.O. Box 1329
9701 BH Groningen
THE NETHERLANDS
050-138343

Summary:

Eurhythmmy, a state of harmony between mind and body, is depicted in a surrealistic, spiritual dance.

Produced by:

Susan Amkraut and Michael Girard, ACCAD, Ohio State University

Credits:

Animation: Susan Amkraut, Michael Girard; Music: Michael Czeiszperger, Michael Girard

Hardware:

Animation design: Symbolics 3600 Series LISP Machine; Rendering: Convex C1

Software:

PODA - Articulated Figure Animation System by Michael Girard, FLOCK - Flocking Animation System by Susan Amkraut, TROUT - Rendering Software by Scott Dyer

9. Numerical Experiments on the Interaction of Disk Galaxies

Contact:

Gordon Bancroft
NASA Ames Research Center
MS 258-2
Moffett Field, CA 94035 USA
415-694-4052

Stereoscopic 3D film

Produced by:

NASA Ames Research Center,
Workstations Applications Of-
fice

Credits:

Bruce Smith, Richard Miller,
Greg Roelofs, Dan Dempsey,
George Makatura

Hardware:

Silicon Graphics 4D/70GT, Fo-
cus ImageCorder 4500

Software:

Graphics Animation System

10. Gas Turbine Flowfield Simulation

Contact:

Paul Kelaita
NASA Ames Research Center
MS 258-2
Moffett Field, CA 94035 USA
415-694-4453 or 694-4450

Summary:

This stereoscopic 3D anima-
tion shows the pressure distri-
bution obtained from a full 3D
simulation of the flow inside a
gas turbine.

Produced by:

NASA Ames Research Center,
Workstations Applications Of-
fice

Credits:

Codes RFA & RFW

Hardware:

Silicon Graphics 4D/70G work-
station, Focus 35mm recording
system

Software:

Computations: N. Madavan,
M.M.Rai (NASA Ames), S.
Gavali (Amdahl Corp.); Graph-
ics: NASA Ames - Code RFW

11. Tempest in a Teapot

Contact:

Thomas D. Desmarais
Mail Stop K1-86
P.O. Box 999
Richland, WA 99352 USA
509-375-2782

Summary:

A variety of techniques are
used to visualize the results of
simulating water being heated
in a teapot. Stereoscopic 3D
film.

Produced by:

Information Visualization Group
at Battelle Memorial Institute,
Pacific Northwest Division

Credits:

Simulation: Loren Eyler; Visual-
ization Software: Kevin Adams,
George Chin, Tom Desmarais,
Mike Portwood, Jim Thomas,
Dave Thurman; Narration:
Larry Rader; Iris hardware
loaned by Silicon Graphics Inc.

Hardware:

Silicon Graphics Iris 4D/
120GTX

Software:

Custom visualization software
developed at Battelle, Memorial
Institute, Pacific Northwest Divi-
sion

12. knickknack (An Excerpt)

Contact:

Ralph Guggenheim
Pixar
3240 Kerner Blvd.
San Rafael, CA 94901
415-258-8100

Summary:

This film has it all! Not just one or two, but three full Cartesian dimensions! Not just two or three, but nine heartwarming characters! Not just three or four, but all the known human emotions!

Stereoscopic 3D film

Produced by:

Pixar

Credits:

John Lasseter, William Reeves, Eben Ostby, Flip Phillips, Craig Good, Ralph Guggenheim, Don Conway, Deirdre Warin, Tony Apodaca, Yael Millo, Gary Rydstrom

Hardware:

Computer Consoles Power 6/32 Computers, Evans & Sutherland Picture Systems, Pixar Image Computers, Pixar RenderMan^(TM) Rendering Accelerators, Tektronix SGS620 Stereoscopic Display Monitor, Agfa Matrix Analog Film Recorder

Software:

Pixar Menv Modeling and Animation System, Pixar Photo-

Realistic RenderMan^(TM) Rendering Software

13. Displacement Animation of Intelligent Objects

Contact:

Matt Elson
Symbolics Inc.
150 East 58th St., 34th fl.
New York, NY 10155 USA
212-371-2112

14. Dirty Power

Contact:

Robert Lurye
1224 Kinnear Road
Columbus, OH 43212
614-292-3416

Summary:

The plug of a Lamp and TV are awakened by the sound of two people making love in another room. They dance in celebration of love.

Credits:

Hardware:

Sun 4/280, Convex C1, Vax 11780, Evans & Sutherland PS 300, Abekas A60

Software:

Rendering: "Trout" by Scott Dyer; Animation: "Twixt" by Julian Gomez

15. ALEA

Contact:

Brian Anderson
MIT Media-Lab
20 Ames St.
Cambridge, MA 02139 USA
617-253-4406

Summary:

MIDI-Synchronized aleatoric animation.

Credits:

Hardware:

HP Series 9000 Model 350/
Turbo SRX cg workstation

Software:

Custom by author

16. Plastic Landing

Contact:

Fred Dech
1819 S. Peoria, Bsmnt.
Chicago, IL 60608 USA

Credits:

Hardware:

AT&T Pixel machine, 386 machine

Software:

Fred Dech, Sumit Das, RT-1, C, Piclib.

17. Leela

Contact:

M.C. Sriram
6, 632 Stinchlomb Dr.
Columbus, OH 43202

Summary:

Both characters are inspired by traditional Indian art forms.

Credits:

Hardware:

Sun 4 Workstation, Convex, Abekas

Software:

In-house

18. PeeDee Meets the Dragon

Contact:

Jerry Weil
Optomystic
725 N. Highland Ave.
Hollywood, CA 90038 USA
213-936-3400

For information regarding purchase of the SIG-GRAPH Video Review tapes contact:

ACM Order Department
P. O. Box 64145
Baltimore, MD 21264
1-(800) 342-6626

To purchase any of the SIGGRAPH Video Review tapes: Call 1-800-342-6626.

CHI+GI Electronic Theater, 1987 Issue 26

- 1) Commercial production from the U.S., Japan and Europe -- Omnibus/Abel, Sogitec, TDI, NYIT and Toyo Links; from Canada -- Greenlight, Vertigo, Mobile Image, CBC, Alias Research, Andre Perry Video and the University of Calgary.
- 2) Best commercials submitted -- all from Omnibus/Abel: Benson & Hedges Carousel, Benson & Hedges Power, Prudential, TRW and Hawaiian Punch
- 3) Research computer graphics and visual synthesis -- LeGame, CBC Engineering; Waves, Pixar; Dynamics, IBM; Knot Reel, Schlumberger; New Threads, AT&T Bell Labs; Work in Progress, MIT Media Lab; Motion Studies, OSU; BSP Trees, AT&T Bell Labs; Simulation Excellence, Evans & Sutherland; Demo & Flyby, Caltech
- 4) Research on human interaction -- Lego Logo, MIT Media Lab; Hook-Up, MIT Media Lab; Animating Programs, Tektronix; Data Glove, VPL Research; Virtual Environments, NASA/Ames; Interactive Font Design, MIT Visible Language Workshop; Color Selection Tools, Xerox PARC; Intelligent Graphic Layout, MIT Visible Language Workshop; Conversational Desktop, MIT Media Lab; SemNet, MCC; Alternate Reality Kit, Xerox PARC
- 5) Animation projects as either research or demonstration pieces -- Digoons and User Abuser, NYIT; Opera Industriel, Pacific Data Images; Digital Productions '86, Digital Productions; Interiors, San Francisco Production Group; Luxo Jr., Pixar; and Hot Air, Sandia National Labs.

CHI+GI '87 Issue 27

- 1) Conversational Desktop/Schmandt, MIT
- 2) Data Glove/VPL Research
- 3) Work in Progress in Computer Graphics and Animation at MIT/Zeltzer, MIT
- 4) Multimedia Technology for Collaborative Writing/Egido et al., Bell Communications Research
- 5) SemNet 2.1/Fairchild, MCC
- 6) The Alternative Reality Kit/Smith, Xerox PARC

Visualization Domain, 1987 Issue 28

- 1) L.A. - The Movie/JPL
- 2) Instabilities in Supersonic Flows/Norman et al., NCSA
- 3) Caltech Studies in Modeling and Motion/Barr et al., Caltech
- 4) Evolution of Structure in the Universe/Centrella, Drexel
- 5) Dynamic Crack Propagation with Step-Function Stress Loading/Haber et al., NCSA

- 6) Numerical Simulation of a Thunderstorm Outflow/Wilhemson et al., NCSA
- 7) Scientific Visualization/Science Data Systems Group/JPL
- 8) Poliovirus/Olson et al., Research Institute of Scripps Clinic
- 9) Inertial Confinement Fusion/Max, Lawrence Livermore National Lab
- 10) RPI Scientific Visualization/RPI/CICG
- 11) Rigid Body Dynamics Simulations/Hahn, OSU
- 12) NASA/CFD Highlights
- 13) Computational Fluid Dynamics/Winkler et al., Los Alamos National Lab
- 14) Aerospace Applications of ADAM and Postprocessor/Mechanical Dynamics

Visualization Systems, 1987 Issue 29

- 1) Volume Visualization with the Pixar Image Computer
- 2) Connection Machine Applications/Thinking Machines Corporation
- 3) Image Processing on PIPE/Kent
- 4) Pixel-Planes 4 Demonstration Tape/Fuchs et al., UNC
- 5) Rediscover Engineering/Silicon Graphics Inc.
- 6) Synthetic Holography/MIT Media Lab
- 7) Cartographic Modeling System/Hanson et al., SRI International
- 8) HP9000 SRX/Hewlett-Packard Co.
- 9) Video Report on the Computer Graphics Industry/Zaritsky and Herr, Frost & Sullivan Inc.

Visualization/State of the Art, 1987

Special Issue 30

A 160-minute narrated report on hardware, software, tools, the key players and the potential growth of computer graphics in both practice and research. Report topics include:

- 1) Interactivity
- 2) Workstation Trends
- 3) Expansion Boards
- 4) Input/Output Peripherals
- 5) Lighting: Theory & Practice
- 6) Update: Graphic Art Systems
- 7) Dynamics: The New Realism
- 8) Visualization in Scientific Computing
- 9) Medical Imaging & Volumetrics
- 10) Parallel Processors: Accelerators & Image Computers
- 11) Looking Ahead

Interactive Image, 1987 Issue 31

- 1) The Interactive Image/DeFanti, University of Illinois, Chicago
- 2) Fractal Exploration/Sandin, University of Illinois, Chicago
- 3) Animation Pipeline/Csuri, OSU
- 4) Image Processing on PIPE/Kent, Philips Lab

Interactive Image, 1987 Issue 32

- 1) A Close Encounter in the Fourth Dimension/Norton, IBM Corp.
- 2) The Quantum Mechanical Universe/Blinn, JPL
- 3) BALSAM/Van Dam, Brown University
- 4) Designing with PLAID/Badler, University of Pennsylvania

CHI+GI '87 Technical Video Stream, 1987 Issue 33

- 1) Snap-Dragging and the Gargoyle Illustration System/Pier et al., Xerox PARC
- 2) MIT Visible Language Workshop/Russel, MIT
- 3) Color Selection Tool/Stone, Xerox PARC
- 4) Siemens RTL Tiled Window System/Cohen, Siemens RTL
- 5) Set Operations on Polyhedra Using Binary Space Partitioning Trees/Naylor, Bell Labs

CHI+GI '87 Technical Video Stream, 1987 Issue 34

- 1) Data Analysis Networks in DINDE/Oldford, Univ. of Waterloo
- 2) Sassafras Demo/Hill, ECRC
- 3) The Information Lens/Malone, MIT
- 4) 3D of MRI Images/Csuri, OSU ACCAD
- 5) Three-Dimensional Font Design/Gian-nitripani, BU

Visualization/State of the Art: Update, 1987-88 Issue 35

Visualization/State of the Art: Update, takes you one step beyond Special Issue 30.

- 1) High Performance Processors
- 2) New Advances in Rendering
- 3) Color Desktop Pre-Press Systems
- 4) Color I/O Peripherals
- 5) Video
- 6) Scientific Visualization

SIGGRAPH Video Review '87 Issue 36

- 1) Stanley and Stella: Breaking the Ice/Symbolics Graphics - Whitney/Demos
- 2) Balloon Guy/OSU ACCAD
- 3) Red's Dream/Pixar
- 4) Fabricated Rhythm/AT&T Bell Labs
- 5) mental images/GmbH & Co. KG
- 6) Cooking with Kurt/Schlumberger, Palo Alto Research
- 7) Dynamic Simulations of Flexible Objects/OSU ACCAD
- 8) Sun and Shade/Max, Lawrence Livermore National Lab
- 9) Moon/Max, Lawrence Livermore National Lab
- 10) C.G. Town/Hiroshima University
- 11) Agusta A-129 Real-Time Simulation/GE
- 12) Molecular Dynamics of Solutions/IBM
- 13) Boom Boom Boom/AT&T Bell Labs
- 14) Curtain/Haumann/ACCAD, Cranston Center

- 15) Sign of the Times/Mix Efex/Pacific Video
- 16) One Minute Past Forever/NHK Osaka
- 17) Computer Graphics and Animation Group/MIT Media Lab
- 18) Jo, Beauberg and CIO/TDI
- 19) TDI Science and Industry/TDI
- 20) Syntex Opener/Lazørus
- 21) JCGL Demo for Siggraph '87/JCGL
- 22) Sogitec Show Reel/Sogitec
- 23) Deja Vu/4D Art & Design

SIGGRAPH '88:**Highlights from the Animation Screening Room Issue 37**

- 1) Cootie Gets Scared/Zeltzer, MIT
- 2) Post Perfect Demo Reel/Winkler, Post Perfect
- 3) Interaction of Cosmic Strings/Fangmeier, NCSA
- 4) Robochicken - Poultry in Motion/Amour, Camerawork
- 5) The Sky/Nakamae, Hiroshima University
- 6) Anchoring Unit of Protamine with DNA/Max, Lawrence Livermore National Lab
- 7) KHD Commercial/Steiner
- 8) Refraction Effects in Radiosity/Sillion, LI-ENS
- 9) Mars Rover Sample Return Mission/Sabionski, NASA
- 10) Hart/Weil, Whitney/Demos
- 11) ReZ-N8 Demo Reel/Stolow, ReZ-N8
- 12) Metalmorphosis/Burrows, OSU ACCAD
- 13) F-16 Flight Dynamics/Bancroft, NASA
- 14) Animals/Bravais, MacGuff Ligne
- 15) Technoquest Demo Reel/Hirokane, Technoquest
- 16) Sonic Map Study/Evans, NCSA
- 17) Visualization of 4D Meteorological Data/Hibbard, University of Wisconsin
- 18) Channel 26 ID/Hirokane, Technoquest
- 19) Return to the Titanic Sinking Scenario/Whitney, Mix Efex
- 20) Helicopter!/Briggs, Evans and Sutherland
- 21) Chalk Talk/Lamb
- 22) Project Sci-Vi/Fangmeier, NCSA

SIGGRAPH '88: Film & Video Show Issue 38/39

Opening Animation/Dixon, Pacific Data Images

- 1) Technological Threat/Kroyer, Expanded Entertainment
- 2) Key Change/Bogart, University of Utah
- 3) Mickey Mouth/Harris
- 4) VH1 Demo/Miller
- 5) Mathematica - The Theorem of Pythagoras/Blinn, Caltech
- 6) Flying Logos Inc./Donn, Homer & Assoc.
- 7) NCSA Scientific Visualization 1988/Fangmeier, NCSA
- 8) Jumpin' Jacques Splash/Nicolas, Sogitec
- 9) CT6 Automobile/Briggs, Evans and Sutherland
- 10) Broken Heart/Steveley, OSU ACCAD

- 11) Digital Pictures Ads/Woodfield, Digital Pictures
- 12) The Art Dream/Haxton, William Patterson College
- 13) Great Train Rubbery/Wywill, University of Calgary
- 14) Krypto and the Supremes/Seydoux, BSCA
- 15) Burning Love/St. John, Pacific Data Images
- 16) Organic Architecture/Greene, NYIT
- 17) Sextone for President/Kleiser and Walczak
- 18) Stuff We Did/St. John, Pacific Data Images
- 19) Links Corporation for SIGGRAPH '88/Odaka, Links Corp.
- 20) Embryo/Kawaguchi, Nippon Electronic College
- 21) Going Bananas/Barr, Caltech
- 22) Tin Toy/Guggenheim, Pixar
- 23) Live Performance/de Graf, Wahrman
- 24) Soaron and Blastarr Character Animations/Price, ARCCA
- 25) Dinosaur Stuff/Donkio, OSU ACCAD
- 26) Space Station/Casey, Production Masters
- 27) Smarties "Blue Print"/Edwards, Robinson Lambie Nairn Ltd.
- 28) Scrubbing Bubbles/Looman, CCP
- 29) Footsteps/Zarouni, Computer FX Ltd.
- 30) Beat Dedication/Babiston/Russell, MIT
- 31) A Close Encounter in the Fourth Dimension/Norton/Mellon, IBM
- 32) Polly Gone/Lake
- 33) Pencil Test/Susman, Apple
- 34) Function of the Brain Cells/Atelier Bister
- 35) Rythm & Hues SIGGRAPH Show Reel/Riccio/Ross, Rhythm & Hues Inc.
- 36) Stylo/Eurocital
- 37) Space-Time Constraints/Witkin, Carnegie-Mellon
- 38) Formation of Venus Plasma Clouds and Streams/Wolff, Apple
- 39) Pencil Polka/MacMahon, Electric Picture Works
- 40) Oh Atsimenu Nameli/Wilson
- 41) Natural Phenomena/Miller, Alias Rsrch
- 42) Sio Benbor/Lacroix, Fantôme
- 43) Particle Dreams/Sims, Optomystic

Interactive Artists and Video Artists, 1988 Issue 40/41

- 1) Self Search/Stephen Axelrad
- 2) Videoplac '88/Myron Kruegar
- 3) Plasm: A Nano Sample/Myers et al.
- 4) Bird Cage and Word Processor/Rath
- 5) Very Nervous System/David Rokeby
- 6) Interactive Video Kaliedescope/Sims
- 7) Interactive Image/Cox et al., EVL, University of Illinois, Chicago
- 8) The Countdown/Christine Foltz
- 9) JabJabLand/Ryoichiro Debuchi
- 10) Polly Gone/Shelly Lake
- 11) Eclipse/Evelyn Ciyoko Hirota
- 12) Looking In/Craig Caldwell
- 13) Deltoid... A Drinking Man/Banchero

- 14) BAU/Hiromi Ono
- 15) Fractal Fantasy/Duncan Brinsmead
- 16) The Open School/Coco Conn
- 17) Oh Atsimenu Nameli/Leslie Wilson
- 18) Urban Memories/Alexander Hahn
- 19) The Thundering Scream of the Seraphim's Delight/Reynold Weidnaar

Visualization in Scientific Computing, 1988 Issue 42

- 1) Thinking Machines: Best of Visualization/Salem, TMI
- 2) Random Dot Motion/Sandin, University of Illinois, Chicago
- 3) Spectral Density Functions/Rogan, Alcoa
- 4) Volume Rendering for Scientific Visualization/McMilan, Sun
- 5) MATLAB on the Ardent Titan/Moler, Ardent
- 6) Fractal Transitions/Norton, IBM
- 7) Dynamics in the Quaternions/Hart, University of Illinois, Chicago
- 8) Cubic Polynomial Volume Rendering/Gunn, Minn. Supercomputer Institute
- 9) Fluoropolymer Simulations/Dixon, duPont
- 10) Molecular Genesis/Roger, duPont
- 11) Imin Ion Interactions in the Gramicidin Channel/Chen, Brown University
- 12) Tempest in a Teapot/Desmarais, Battelle
- 13) Rendering of PLIF Flowfield Images/van Cruyningen, Stanford

Visualization in Scientific Computing, 1988 Issue 43

- 1) BRL Scientific Visualization Highlights/Muss, BRL
- 2) Stress Wave Propagation in Graphite/Epoxy Material/Cardwell, PVI
- 3) SEA Accident Reconstruction/Leeman, SEA
- 4) Earthquake and Structural Response/Suzuki, Shimizu Corp.
- 5) Interactive Earth Science Visualization/Hibbard, University of Wisconsin
- 6) A Little About Bones and Points of Insertion/Doria, Swiss Inst. for Biomechanics
- 7) Visualization of Brain/Toga, UCLA Medical School
- 8) Volume Microscopy of Biological Structures/Argiro, Vital Images
- 9) AML Total Hip System and Porocoat/Reed Productions
- 10) Ray Tracing of Computed Tomograms/Meinzer, Cancer Research Heidelberg
- 11) UNC Computer Graphics Sampler '89/Fuchs, UNC

Volume Visualization**Issue 44**

- 1) Introduction
- 2) What is Volume Visualization?
- 3) Medical Applications
- 4) Why Now? What's the Benefit?
- 5) Meteorology Applications
- 6) Fluid Dynamics Applications
- 7) Engineering Applications
- 8) Molecular Modeling Applications
- 9) Mathematically Defined Volumes
- 10) Volumes vs. Geometry; Voxels vs. Polygons; Some Questions About Terminology
- 11) Algorithmic Choices
- 12) Visual Perception and Interactivity
- 13) Hardware Issues
- 14) Future Visions

CHI '89 - Educational**Issue 45**

Issue 45 is the first of four issues, 45-48, containing the technical video program of the 1989 Conference on Human Factors in Computing Systems sponsored by ACM SIGCHI. Issue 45 contains videos on education and training and computer supported cooperative work.

- 1) Cookin' With VIC/VA Medical Rehabilitation Center
- 2) Reasoning Under Uncertainty/BBN Laboratories
- 3) Freestyle/Wang Laboratories
- 4) The Office Design Project/Xerox PARC
- 5) Rapport/AT&T Bell Labs
- 6) CRUISER/Bell Communications Research

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- 3) Sun 386i On-Line Help/Sun Microsystems
- 4) Context-Sensitive Animated Help/George Washington University

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- 2) Human Interface Tool Set/MCC
- 3) 16,000 Miles on a Bicycle/Steven Roberts
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- 5) Interactive Graphical Search and Substitute/Xerox PARC

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- 2) Earth: The Movie/Hall, JPL
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- 5) Self-Portrait/Goldsmith, JPL
- 6) The Etruscan Venus/Francis, University of Illinois, Champaign-Urbana
- 7) Numerical Relativity: Black Hole Spacetimes/Hobill, NCSA
- 8) The Lorenz Attractor/Hobill, NCSA
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- 12) Simulated Treatment of an Ocular Tumor/Lytle, CNSF

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- 2) Interaction of Cosmic Jets with an Interstellar Medium/Elvins, SDSC
- 3) SDSC Scientific Visualization '88/Shedden, SDSC
- 4) Monte Carlo Simulation of Excited Electrons in GaAs/Brady, NCSA
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- 9) Quantum Molecular Dynamics/Brady, NCSA
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