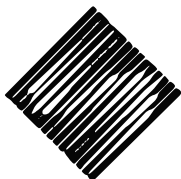


ACM SIGGRAPH VIDEO REVIEW



ISSUE 53

SIGGRAPH '89 Animation Screening Room Highlights - part 1

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ACM SIGGRAPH Video Review Issue 53

SIGGRAPH '89 Animation
Screening Room Highlights
part 1

1. Random House

Time: 1:34

Contact:

Doug Johnson
515 Hicks St. #3
Brooklyn, NY 11231
718-852-6347

Notes:

Produced at the School of Visual Arts, MFA Computer Art Program, New York, New York.

Produced by:

Doug Johnson

Credits:

Design, animation and music by Doug Johnson. Advisor: Chris Wedge

Hardware:

Sun 3/260 Ethernetted to AT&T PC w/Targa 32 board

Software:

Synthavision

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P.O. Box 576
Itasca, Illinois 60143-0576**

**Within USA: 1-800-523-5503
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FAX: 1-708-250-0038**

2. Trouble in the Basement

Time: 0:41

Contact:

Doug Johnson
515 Hicks St. #3
Brooklyn, NY 11231
718-852-6347

Notes:

Produced at the School of Visual Arts, New York, New York

Produced by:

Doug Johnson

Credits:

Design, animation and music by
Doug Johnson

Hardware:

IBM PC w/Targa 32 board

Software:

Digital Arts 2.1

3. Galaxy Sweetheart

Time: 6:00

Contact:

Daniel Thalmann
Computer Graphics Lab
Swiss Federal Institute of
Technology
CH-1015 Lausaune
SWITZERLAND
41-21-693-5241
THALMANN@ELMA.EPFL.CH
FAX: 41-21-693-5307

Produced by:

Nadia Magnenat -Thalmann
Daniel Thalmann

Credits:

N. and D.Thalmann, MIRALab
team

Hardware:

VAX 8600 Raster Technologies
One/80

Software:

Human Factory developed at
MIRALab

4. Columbus On the Edge

Time: 3:20

Contact:

David Haxton
William Paterson College,
Center for Computer Art
and Animation
300 Pompton Road
Wayne, New Jersey 07470
201-595-2799

Summary:

Columbus on the Edge is a fantasy about the voyage of Columbus, the flat earth myth, and a rescue from another ship of the future.

Produced by:

Center for Computer Art and Animation at William Paterson College

Credits:

Center for Computer Art and Animation at William Paterson College; Director: David Haxton; Asst. Director: Lori Herkomer; Technical Director: Dan Speck; Production Managers: Robin Biggio and Karen Blum

Hardware:

Silicon Graphics IRIS Comput-

ers: 3130 and 4D/80

Software:

Alias 1 Software 2.4, Alias 2
Software 2.4.1

Pamela Lehn
Lamb & Company
1010 South 7th St.
Minneapolis, MN 55415
612-333-8666
FAX: 612-333-9173

5. Ziggraf

Time: 3:54

Contact:

Jay Banchemo
14100 S.E. 36th St.
Bellevue, WA 98006
206-746-6800
FAX: 206-746-1602

Summary:

Why do we do it anyway? This is the story about animation by computer. The frustration, excitement, hopes and dreams.

Produced by:

J.J.J. Banchemo Jr.

Credits:

Animator: J.J.J. Banchemo Jr.;
Sound: Bob Gaines, Mack Kenworthy; Editing: Ken Hensel;
Key Grip: Craig Cyr.

Hardware:

Silicon Graphics, Apollo, Sony,
Raster Tech, Lyon Lamb, Ridge.

Software:

S 1000

6. Vegetables

Time: 0:55

Contact:

Summary:

A boy learns the benefits of eating vegetables through the illness of his pet dinosaur.

Produced by:

Doug Pfeifer for Lamb & Company

Credits:

Written, directed, produced & animated by Doug Pfeifer. Additional Animation: Martha Coleman, Dave Novak; Sound: Harry Pulver; Voice: Jack Melberg.

Hardware:

Silicon Graphics IRIS 4D/70,
Abekas A60

Software:

Wavefront, Lamb Proprietary

7. Tempest

Time: 1:10

Contact:

Pete Litwinowicz
Apple Computer Inc.
20705 Valley Green Dr.
Cupertino, CA 95014
408-974-1752
litwinow @apple.com
FAX: 408-974-6615

Summary:

Seeing eye-to-eye with a tropical

storm can put you under a lot of atmospheric pressure. After a whirlwind of activity, relax with a cup of typhoon tea.

Notes:

The Tempest depicted here is Hurricane Diana. Raw satellite data acquired by NASA/Goddard was processed into a computer graphics database by G.W. Hannaway & Associates of Boulder, Colorado.

Produced by:

Apple ATG Graphics Software Group

Credits:

Peter Litwinowicz, Lance Williams, Dick Graddock, G.W. Hannaway & Associates, Mike Kass & Gavin Miller, Scott Stein, Apple Application Technologies Group.

Hardware:

MAC IIx, Silicon Graphics Personal Iris

Software:

In house renderer, scene phase and interpolator

8. Soft Landing

Contact:

RGB Computer Graphics
Service Sr1
Viale Piave, 17
20129 Milano, ITALY
0039-2-783992 / 793223 /
795889

FAX: 0039-2-783325

Summary:

Out of the blue arrives a mysterious flying object. whose elastic contortions provide us with food for thought and plate.

Notes:

A study of displacement.

Produced by:

RGB Computer Graphics Service, Milano, Italy

Credits:

Design Construction:Cleveland Mitchell; Art Direction:Jane Speiser

Hardware:

Symbolics - 3650

Software:

Symbolics, Geometry, Dynamics

9. First Contact

Time: 0:20

Contact:

Robert Wolff
Apple Computer
20525 Mariani Ave.
MS 65C
Cupertino, CA 95014
408-974-1986 or
818-952-2314
Applelink or
rswolff@apple.com
FAX: 408-974-1794

Notes:

A short comedy about mysterious visitors. This film was en-

tirely created on two Macintosh IIs during a 160 hour period in June, 1989.

Produced by:

Robert Wolff, Apple Computer

Credits:

Story & Animation by Michael Backes and Ron Cobb

Hardware:

Macintosh II, NuVista video-graphics adapter

Software:

Spotlight, Super 3D, Pro 3D

10. Crack Fish

Time: 0:30

Contact:

Scott A.. Peterson
Byte by Byte Corporation
9442 Capital of Texas Hwy N
Suite 150
Austin, TX 78759
512-343-4357
FAX: 512-343-4357

Summary:

Anti-drug public service announcement produced using low cost computer and video equipment on a Macintosh II.

Notes:

Two guys working cross country (one in Canada, the other in Texas) produced the entire animation in 45 days using low cost computer and video equipment.

Produced by:

Byte By Byte Corporation

Credits:

Direction: Floyd Wray; Animation: Bruce Granofsky

Hardware:

Macintosh II, Truevision NuVista, Videolink BCD Frame Controller, Faroujda Encoder, Sony 5850

Software:

Sculpt-Animate 4D from Byte by Byte Corporation

11. Autodesk Animator

Time: 2:30

Contact:

Bob Bennett
Autodesk
2320 Marinship Way
Sausalito, CA 94965
U.S.A.
415-332-2344

12. Kawasaki Safety Intelligent Plaza

Time: 3:10

Contact:

Shinichi Kasahara
c/o Kajima Corporation
Information Processing
Cntr.,KI Building
5-30, Akasaka 6 chome,
Minatoku
Tokyo, 107, JAPAN
03-5561-2111
FAX: 03-5561-2409

Summary:

An animation presenting the concept and design of an architectural project.

Produced by:

Kajima Corporation, A. Scott
Howe & Shinichi Kasahara

Credits:

Kajima Corporation

Hardware:

Modeling: IBM 3090 host w/
IBM 5080 graphic WS

Software:

Rendering & Animation: MAG-
IC; Modeling: CATIA 3D CAD
System by Dassault Systems;
Rendering & Animation: REALS
- in house ray tracing software

13. Scenes at a Street Corner

Time: 1:56

Contact:

Eihachiro Nakamae
Faculty of Engineering
Hiroshima University
Saijo-cho,
Higashi-hiroshima 724,
JAPAN
81-824-22-7111 ext. 3445
FAX: 81-824-22-7195
TELEX: 663880 FENHIU J

Summary:

This animation aims to simulate outdoor scenes under various weather conditions for pre-evaluating visual impact of new buildings and new city areas.

Notes:

Beams and fog effects, buildings and sky colors taking into account of the influences of atmospheric conditions.

Produced by:

Hiroshima University
Electric Machinery Laboratory

Credits:

Eihachiro Nakamae

Hardware:

Sequent S81, IRIS 4D

Software:

In house

14. Pool

Time: 1:08

Contact:

John Volny
47-18 Skillman Ave.
Sunnyside, NY 11104
718-361 0936

Produced by:

John Volny

Hardware:

Sun-3

Software:

Synthavision

15. A Journey Into Sound

Contact:

CMP GMBH&CO.KG
Lindemann 24
4 Dusseldorf1
WEST GERMANY (FRG)
0211-672023
0211-672025
FAX:0211-672025

Produced by:

CMP, Computer Motion Pictures

Hardware:

Cubicomp Picturemaker

Software:

Picturemaker 3.0

16. Multivisual's 1989 Demo Reel

Time: 4:05

Contact:

Gregory Steven Lowe
116 Trouts Road
Stafford Heights
Brisbane 4053
Queensland, AUSTRALIA
355-2698

Produced by:

Gregory S. Lowe and Glenn J.
Mellenhorst

Credits:

Animation: Glenn J. Mellen-
horst & Len Doublet; Editing:
Gregory S. Lowe

Hardware:

Compaq 386-20

Software:

Crystal 3D and Lumena Paint

17. Demon Reel

Time: 5:15

Contact:

Xavier Berenguer
Animática
Amigo 15
08021 Barcelona, SPAIN
34-3-2010799
FAX: 34-3-2020324

Summary:

A diabolical demonstration of the
power of computers for commu-
nicating.

Produced by:

Animática, Spain.

Hardware:

Silicon Graphics IRIS 3030 and
IRIS 3130, Celerity 1260D,
Bosch FGS-4000

Software:

Wavefront, Bosch and in-house
software

18. In Time... It Happens

Time: 0:40

Contact:

Jay Banchemo
14100 S.E. 36th St.
Bellevue, WA 98006
206-746-6800
FAX:206-746-1602

Summary:

This work tries to simulate black
and white film. Through the
magic of the computer, the color
comes to life.

Produced by:

J.J.J. Banchemo Jr.

Credits:

Animator: J.J.J. Banchemo Jr.;
Sound: Bob Gaines, Mark Ken-
worthy

Hardware:

Silicon Graphics, Apollo, Sony,
Raster Tech, Ridge, Lyon Lamb.

Software:

S1000

19. Lamb & Company Character Demo Reel

Time: 3:18

Contact:

Pamela Lehn
Lamb & Company
1010 South 7th St.
Minneapolis, MN 55415
612-333-8666
FAX: 612-333-9173

Summary:

Creatively edited clips from
Lamb & Company's character
works.

Produced by:

Lamb & Company

Credits:

Produced & Directed at Lamb &
Company Inc.; Edited at City
Post by Crash Medin

Hardware:

Silicon Graphics IRIS 4D/70,
Abekas A60

Software:

Wavefront and Lamb & Compa-
ny Proprietary

20. Music for the Eyes

Time: 0:30

Contact:

Mark Conahan
Camerawork
124 South Bonsall Street.
Philadelphia, PA 19103
(215)567 4533
FAX: (215)567-4520

Notes:

Second Prize Winner, MTV Sta-
tion I.D. Competition at the Third
Los Angeles International Ani-
mation Celebration.

Produced by:

Mark Conhan & Barry Amour of
Camerawork

Credits:

Design & Animation: Mark Co-
nahan; Soundtrack: Scott Fisher
& Mike Mooser

Hardware:

Apollo Domain 4000

Software:

Intelligent Light

21. 1989 PPS Selected Animations

Time: 0:30

Contact:

Jim Polk
Post Production Services
602 Main St.
Suite 900
Cincinnati, OH 45202
513-621-6677

Produced by:

The animation and editing staff
at Post Production Services

Hardware:

Silicon Graphics Iris 4D/706,
SUN-4, SGI 3130, Quantel
PaintBox, Grass Valley Switcher

Software:

In-house, Wavefront

22. New Explorers Opening

Time: 0:40

Contact:

Michael Cully
Post Effects
400 W. Erie
Chicago, IL 60610
312-944-1690
FAX: 312-944-1690

Summary:

This animation is for a TV show
opening: The show focuses on
today's new explorers in fields of
science, nature, medicine and
current events.

Produced by:

Mike Cully

Credits:

Alias Animators: Eric Armstrong

and Janet Rentel; Editor: Kevin
McGurn and Arturo Cubacub;
Music: David Huizenga; Direc-
tor: Mike Cully

Hardware:

Silicon Graphics 2400 Turbo for
modeling and a Celerity 1260G
for rendering

Software:

Alias / 1

23. Metrolight Studios Show Reel (5-3-89)

Time: 3:50

Contact:

Al DiNoble
5724 W. Third St.
Suite 400
Los Angeles, CA 90036
213-932-0400
FAX: 213-932-8440

Note:

Metrolight, comprised of highly
talented, creative and technical
personnel, with the singular goal
of creating the world's most ar-
resting visual images and mes-
sages, is a future oriented com-
pany specializing in the research
development and production of
memorable and meaningful me-
dia solutions.

Produced by:

Metrolight Studios

Credits:

Executive Producer: Jeff Doud;
Director of Production: Tim
McGoven; Director of Anima-

tion: Conrad Pederson: Director of Special Effects: Richard Bailey; Creative Director: Jon Townley; Director/Designer: Steve Martino; Senior Computer Animators: Jim Rygiel, Rebecca Marie, Neil Eskuri, Richard Cohen; Camera Operator: Bill Kent; Computer Animators: Tom Hutchinson, Joe Letteri, Melinda Tidwell

Hardware:

Alliant FX40, Celerity C1260D, Silicon Graphics Iris 3130's & 4D20's, Ampex VPR80, Celco 8000A

Software:

Wavefront and other MetroLight
Proprietary software

24. **McEwan's L.A.** **"Walk In A Straight Line"**

Time: 0:40

Contact:

David Botterell
Snapper Films
22 Golden Square
London W1R 3PA
ENGLAND
01-439-9527
FAX: 01-437-0022
TELEX: 295493 MGMM
UK G

Summary:

Walk In A Straight Line is the instruction to the low alcohol hero of this commercial. 'A' struts his way through the film avoiding mishaps until he finds

his goal — the 'L' to form L.A. (Low Alcohol).

Produced by:

Directed by Matt Forrest
Produced by Nina Robbins
Designed by Temple Clark

Credits:

Computer Animation by Bruce Steele

Hardware:

Symbolics Colour Graphics System

Software:

S-Products

25. **Pepsi Presents:** **"Wired"**

Time: 0:55

Contact:

David Botterell
Snapper Films
22 Golden Square
London W1R 3PA
ENGLAND
01-439-9527
FAX: 01-437-0022
TELEX: 295493 MGMM UK G

Summary:

Mad Bastard has a serious attitude problem. He likes a good time, but he doesn't get invited to many parties — so he throws his own. Mad Bastard releases the twisted, fun-starved souls from their underground limbo and summons them to get on down and have a party. The result is more like a mutant Mardi-Gras.

Produced by:

Directed by Matt Forrest
Produced by David Botterell
Designed by Matt Forrest &
Temple Clark

Credits:

Computer Animation by Sheila
Dunn

Hardware:

Silicon Graphics IRIS 3130 work
station. Rendering: Data Gener-
al MV10000 & MV15000

26. Digital Pictures Animation

Time: 4:25

Contact:

Julian Woodfield
Digital Pictures
32 Marshall Street
London W1V 1LL
ENGLAND
01-439-1727
FAX: 01-734-6813
TELEX: 299 200

Notes:

All work is produced on Digipix,
Digital Pictures' in-house soft-
ware package.

Hardware:

Data General MV10 and
MV15000, Silicon Graphics IRIS
4D50

Software:

Digipix; in-house software pack-
age

27. Stuff We Did

Time: 1:30

Contact:

Henri Seydoux
8 rue Edouard Lockroy
75011 Paris, FRANCE
1-43-55-87-87
FAX: 1-43-55-45-31

Notes:

Thank you to all our clients.

Produced by:

BSCA

Credits:

Compaq 386/Transputer;
Silicon Graphics Iris 3130

Software:

BSCA

28. The Sound of One Hand Clapping

Time: 1:48

Contact:

Ann Stroukoff
126-I The Orchard
Cranbury, NJ 08512
609-448-5394

Summary:

The Sound of One Hand Clapping is a study of hierarchi-
cal motion, and how to create
convincing interaction between
articulated & non-articulated ob-
jects.

Notes:

This project took 244 hours, 134
of which was actual animating.

The remainder was used just learning the software.

Produced by:

Annette M. Stroukoff

Credits:

Music by Don Slepian, special thanks to Mercer County Community College and James Parker

Hardware:

IBM AT clone (12mhz); Targa/32 video board; Definicon 68020 co-processor

Software:

Digital Arts, Inc. DGS 2.0; AT&T TIPS 4.0

« End of Issue 53 »