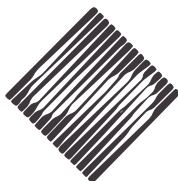


# ACM SIGGRAPH VIDEO REVIEW



## ISSUE 69

ACM SIGGRAPH '90  
Animation Screening Room  
*Part 3 of 3*

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## **ACM SIGGRAPH Video Review**

**Issue 69**

ACM SIGGRAPH '90  
Animation Screening Room  
(part 3 of 3)

# **1. Pacific Data Images**

### **Contact:**

Debbie Gaeta  
Pacific Data Images  
1111 Karlstad Drive  
Sunnyvale, CA 94089  
USA  
1-408-965-1925

### **Summary:**

A fun look back at a decade of stuff we did.

### **Produced by:**

Pacific Data Images, Inc.

### **Hardware:**

Raster Tech Frame Buffers,  
SGI, Mips and Ridge Computers

### **Software:**

PDI In-house Proprietary

*For information regarding the purchase of SIGGRAPH Video Review tapes, contact:*

**SIGGRAPH Video Review**  
**c/o 1st Priority**  
**P.O. Box 576**  
**Itasca, Illinois 60143-0576**

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**Within USA: 800-523-5503**  
**Outside USA: 708-250-0807**  
**FAX: 708-250-0038**

# **2. Special Effects**

### **Contact:**

Carl B. Stone  
Apple Computer, Inc.  
10455 Bandley Drive  
Cupertino, CA 95014  
USA  
1-408-974-4549

**Summary:**

Introductory animation for Macintosh IIfx.

**Produced by:**

Carl B. Stone

**Hardware:**

Apple Macintosh

**Software:**

Symbolics

### 3. Rush Hour

**Contact:**

Allen Hastings  
905 W. Middlefield Rd.,  
#909  
Mountain View, CA 94043  
USA  
1-415-965-1925

**Summary:**

This depiction of a frustrated commuter's brief flight of fantasy was entirely designed and rendered with the artist's home computer.

**Produced by:**

Allen Hastings

**Hardware:**

Commodore Amiga 2000

**Software:**

NewTek LightWave

### 4. Paris Dakar 90

**Contact:**

Alain Guiot  
VideoSystem  
707 Rue Faubourg  
Saint-Honore  
Paris, 75008  
France  
1-42-56-42-33

**Summary:**

Opening title sequence for the Paris-Dakar 1990 Car and Motorbike Race.

**Produced by:**

La Cinq

**Hardware:**

SGI 4D/80 and 4D/20

**Software:**

TDI Explore

### 5. Earthecture Sub-I

**Contact:**

Ken Roger Sawai  
Plus One, Inc.  
603 Advance Esaka  
8-10 Toyotsu-cho Suita-shi  
Osaka 564 Japan  
06 (821) 0801

**Summary:**

Earthecture Sub-I is a post-modern architecture in Tokyo, Japan. This work describes the architecture with 3D graphics composited onto a video screen.

**Produced by:**  
Green Homes, M3,  
Plus One, Inc.

**Hardware:**  
Hewlett-Packard HP9000-370  
Turbo SRX

**Software:**  
In-house

## 6. The Effects of Forces, Masses & Springs on Airborne Topography

**Contact:**  
Lisa Berson  
Design/Effects  
535 Plasamour Drive  
Atlanta, GA 30324  
USA  
1-404-876-7149

**Summary:**  
This is a sampling of work done  
for clients using our dynamic  
constraint software.

**Produced by:**  
Design/Effects

**Hardware:**  
SGI 4D/80 GT, Abekas A60,  
Sony DUR 1000, Quantel Digital  
Compositing Suite

**Software:**  
Wavefront, Barco Creator,  
Proprietary Dynamic Constraint  
and Utilities

## 7. Tribune Broadcasting Group Christmas ID

**Contact:**  
Lisa Berson  
Design/Effects  
535 Plasamour Drive  
Atlanta, GA 30324 USA  
1-404-876-7149

**Summary:**  
This animation is one of a group  
of Christmas IDs for Tribune  
stations throughout the USA. It  
depicts the interaction between  
a girl and a cartoon-like car.

**Produced by:**  
Design/Effects

**Hardware:**  
SGI 4D/70GT, Abekas A60

**Software:**  
Wavefront Advanced Visualizer,  
Barco Creator

## 8. Scenes from CPUAX, GaAs, INFO

**Contact:**  
Andrew C. Henry  
TRW  
One Space Park Drive  
R4/1183  
Redondo Beach, CA 90278  
USA  
1-213-814-4830

**Summary:**  
These pieces are from  
marketing videos created at  
TRW for internal and external  
communications.

**Produced by:**  
TRW Engineering Visualization  
Center

**Hardware:**  
Silicon Graphics 4D series

**Software:**  
Wavefront

## 9. One Night

**Contact:**  
Hiromi Ono  
High Tech. Lab. Japan Inc.  
1-4-1 Higashiyama,  
Meguro-Ku  
Tokyo 153 Japan  
(03) 711-5111

**Summary:**  
Mr. Stive (ad-board) is sleeping  
one silent night.

**Produced by:**  
Hiromi Ono

**Hardware:**  
Symbolics 3650

**Software:**  
Symbolics paint and animation  
system, original

## 10. Open Road

**Contact:**  
Don Hoeg  
Post Effects  
400 W. Erie  
Chicago, IL 60610 USA  
1-312-944-1690

**Hardware:**  
IML Motion Control Camera  
Lifter, DFX Composium, D1 and  
D2 Compositing

**Produced by:**  
Post Effects

**Software:**  
Alias/Z

## 11. Kiddipick Television Commercial

**Contact:**  
Rex McIntosh  
Pixel Perfect  
P.O. Box 11-189  
115 Dixon Street  
Wellington, New Zealand  
66-4-844-936

**Summary:**  
Television commercial featuring  
animated apples which wake up  
late and nearly miss the bus.

**Produced by:**  
Pixel Perfect

**Hardware:**  
Cubicomp Picture Maker with  
RACE render accelerator

**Software:**  
Cubicomp Picture Maker with  
special purpose enhancements.

## 12. Pepsi Power Hour

### Contact:

Stephen Price  
217 Richmond Street West  
Toronto, M5V-1W2  
Canada  
1-416-971-7710

### Summary:

Our goal was to create an animation style in keeping with the attitude of the music content of "The Power Hour".

### Produced by:

Topix Computer Graphics and Animation

### Hardware:

Silicon Graphics IRIS 4D/70

### Software:

Wavefront and custom software

## 13. CGI Demo #4

### Contact:

Dean Winkler  
Post Perfect, Inc.  
220 East 42nd Street  
New York, NY 10017 USA  
1-212-972-3400

### Summary:

Our goal was to create a demo tape that is fun to watch and shows our sense of humor.

### Produced by:

Post Perfect, Inc.

### Hardware:

Silicon Graphics 4D-240, 4D-20,

3130, Celerity 1260,  
Abekas A-60

### Software:

Wavefront, Post Perfect  
in-house object creation and  
interpolation software

## 14. Face

### Contact:

Robert King  
10502 N. 53rd St.  
Temple Terrace, FL 33617  
USA 1-813-985-0023

### Produced by:

Robert King

### Hardware:

Amiga 2000

### Software:

Fantivision

## 15. Calibre Digital Design Compilation Reel

### Contact:

Cindy Cosenzo  
Calibre Digital Design, Inc.  
2 Melanie Drive, Unit 5  
Bramalea, Ontario L6T 4K9  
Canada  
416-792-7611

### Summary:

This is a compilation of some of our most recent work, including a wide variety of character animation created and composited on a computer.

**Produced by:**  
Calibre Digital Design Inc.

**Hardware:**  
386 Compaq computer,  
32-bit Vista system

**Software:**  
Time Arts Crystal/Lumena

## 16. 1990 NAMCO

**Contact:**  
NAMCO CG Project  
Yokohama-Mirai-Kenkyujo  
Shinei-cho 15-1  
Kohoku-Ku Yokohama  
Japan  
045-593-0711

**Summary:**  
Recent works of NAMCO CG  
Project.

**Produced by:**  
Namco Ltd.

**Hardware:**  
Iris, Sun4, Mips, News

**Software:**  
NAMCO original

## 17. sfpg-Selected Graphics

**Contact:**  
Michael Wills  
550 Bryant Street  
San Francisco, CA 94107  
USA  
1-415-495-5595

**Produced by:**  
Michael Wills

**Hardware:**  
SGI 4D, Sun workstations

**Software:**  
Vertigo, Wavefront

## 18. Very Few Pixels

**Contact:**  
Alex George  
843 Zinnia Lane  
Palatine, IL 60074  
USA  
1-708-359-4151

**Produced by:**  
Alex George

**Hardware:**  
Amiga 2500

**Software:**  
D-Paint III, Sculpt/Animate 3D

## 19. ACM SIGGRAPH "Exploring the Limits"

**Contact:**  
Lois Blankstein  
ACM  
11 West 42nd Street  
New York, NY 10036  
USA  
1-212-869-7440