ACM SIGGRAPH VIDEO REVIEW

ISSUE 83

ACM SIGGRAPH '92
Computer Graphics Screening Room
(part 1 of 3)

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Art Reel

1. Have You Been Waiting Long?

Time: 00:01:52

Produced by:
Patricia A. Abt

Summary:
A female crucifixion; she falls from a cross and breaks into pieces.

Contributors:
Music/ Video/ Animation
by Patricia Abt

Hardware:
Video Toaster

Software:
Toaster Paint

Contact:
Patricia A. Abt
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Troy, NY 12180
(01) 518-276-4778
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2. "Laberint," from the series, "Postals de Barcelona"

Time: 00:03:07

Produced by:
Animática/TVC

Summary:

In Laberint, live-action and computer-generated characters weave between real and virtual worlds. Two locations in Barcelona, Parc Laberint and the old Gothic Quarter, serve as inspiration. This piece draws from the ancient myth that woman and man were once androgynous form. Beginning in the Cave, woman and man split. They enter the Garden, then move on to life in the City. Trying again to become one, they take off into the future.

Credits:

Concept and Design: Rebecca Allen; Production: Animática S.A., Xavier Berenguer, Francesc Blanes, Remo Barcells, Anna Visa, Roger Cabezas; Post-Production: Filmtel, S.A.; Music: John Paul Jones / Opal Records

A coproduction of Animática, S.A. and Televisió de Catalunya, S.A.

Hardware:
SGI, Cyberware Laser Scanner

Software:
Wavefront and in-house software

Contact:
Xavier Berenguer
Animática
Amigo 15
Barcelona 08021
Spain
(34) 3-201-0799
(34) 3-202-0324 fax

In USA:
Rebecca Allen
(01) 310-278-2980
(01) 310-278-3118 fax

3. idiolect.JAM

Time: 00:07:21

Produced by:
SCSU Art Department

Summary:

In this experimental videotape, a performance interpreting the concept of self-portraiture is transformed into a video painting. The work operates on many levels, in the electronic space between event and representation, as a reflexive exploration of the imaging process.

Contributors:
John McCarthy (Self Portrait Performance); Producer: Mitchell Bills

Sponsor:
Experimental Television Center, South Dakota St. Univ.

Hardware:
Amiga 1000, Jones colorizer, variety of video switches

Software:
Jones framebuffer, Deluxe Paint III, Misc. audio

Contact:
Mitchell Bills
SCSU Art Department
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billsm@scsu.ctstateu.edu

4. Zen3 Tao2

Time: 00:04:13

Produced by:
ACCAD/ OSU

Summary:
Zen3 Tao2 is a spiritual journey through form, a metaformalism. The film depicts awareness of spirit through analytical contemplation and awareness of self through spiritual contemplation. The process of developing Zen3 Tao2 was more important than the product of final film.

Contributors:
Animation: John Donkin; Image Processing - "Post": Jeff Light; Rendering: Scott Dyer; Producer and Procedural Modeling: John Chadwick

Hardware:
Sun SPARCstations

Contact:
Erika Galvao
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Columbus, OH 43212
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erika@cgrg.ohio-state.edu

5. CHANCEFormation

Time: 00:04:47

Produced by:
Yau Chen

Summary:
Dice is the main character in this project visualizing the variables of "chances." The objects, movements, colors and lighting in this piece all deliver unexpected messages and variations. The final piece will consist of four parts, Stage, Dream, World and Coffee. The audio resources mostly come from John Cage's work.

Sponsor:
UCLA Design Department

Hardware:
Silicon Graphics Personal Iris 4D35

Software:
Wavefront Advanced Visualizer

Contact:
Yau Chen
3217 Overland Avenue, #9115
Los Angeles, CA 90034
(01) 310-559-8825

6. Frozen Gods

Time: 00:01:07

Produced by:
Ryoichiro Debuchi/
High Tech Lab. Japan, Inc.

Summary:
Some animals are gods (Kamui) for the Ainu people (a minority tribe living in the northern islands of Japan). I wanted to create a new mythology for them. In this work, imaginary animals living in cold lands are introduced which are rendered by a new fur-renderer named "Limage."

Contributors:
Artist: Ryoichiro Debuchi; Music: Yasuhiro Kawasaki; Assistant Designer: Ayako Kuroda

Harware:
IBM RISC/6000, IRIS 4D70GT, 3Space Digitizer

Software:
Limage, Digital Dynamation System, Wavefront

Contact:
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Tokyo 154
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(81) 33-411-5405
(81) 33-711-5110 fax or
(81) 33-711-3390 fax

7. Venus and Mars

Time: 00:02:13

Produced by:
Ray Eales

Summary:
Venus and Mars is a sort of homage to the 1960's and 1970's so-called Avant Garde film (all done in software, of course).

Hardware:
Silicon Graphics Workstation, Sharp JX 100 Scanner, Amiga 2500

Software:
Alias, Vista Pro, Art Department Pro, Design Paint

Contact:
Ray Eales
PO Box 24691
Tampa, FL 33623-4691
(01) 813-237-0248

8. acacia mosaics

Time: 00:02:19

Produced by:
Brian Evans

Summary:
This work explores temporal design through thematic development of motion, color, and sound. Sonic and visual materials serve the same architectures, with serial techniques neutralizing musical pitch and atonal imagery neutralizing visu-

al shapes. It invites the audience to slow down for a moment and learn to really look and listen.

Contributors:
Music/ Graphics: Brian Evans

Sponsor:
National Center for Super Computing Applications

Hardware:
Cray Y-MP

Software:
by artist

Contact:
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Computer Center
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Nashville, TN 37235
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(01) 615-343-1605 fax
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9. Infinity

Time: 00:00:44

Produced by:
Masa Inakage

Summary:
This animation demonstrates a production technique called "infinite reflection models". Images are rendered by a ray-tracing technique on a personal computer-based system.

Hardware:
NEC PC9801 VX2, Transputer Board

Software:
Visual Innovations "SUPER TREK"

Contact:
Masa Inakage
The Media Studio, Inc.
2-24-7
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Japan
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(81) 467-32-79-43 fax

10. Falling Apart

Time: 00:01:14

Produced by:
Marcos Martins

Summary:
Combining photography with computer rendered images, "Falling Apart" wants to challange people's trust in their own perceptions. Photography has traditionally been seen as the most accurate medium of representing reality. Computer rendering of images is now the most perfect medium to simulate reality. By mixing representation and simulation, this film creates contrasting levels of illusion in order to raise questions about the truthfulness or falseness of what is being shown. "Falling Apart" wants to show how much our perception can be manipulated.

Sponsor:
CNPQ Grant (Brazilian Government)

Hardware:
SGI Personal IRIS 4D/35, Mavica 2000 (still video camera), Macintosh IIfx

Software:
TDI, Photoshop

Contact:
Marcos Martins
School of Visual Arts
415 West 23rd Street, #9D
New York, NY   10011
(01) 212-989-8264

11. Off the Map

Time: 00:00:54

Produced by:
Sylvain Moreau

Summary:
"Off the Map" is an animation completely realized using texture and procedural mapping. The only model used is a set of 3 squares. All of what you see happens on the surfaces of these squares. "Off the Map" is a 4-dimensional painting.

Contributors:
Art/ Design/ Animation: Sylvain Moreau

Music:
Rudy Toussaint

Hardware:
Silicon Graphics/IRIS

Software:
Alias

Contact:
Sylvain Moreau
34-41 78th Street #11
Jackson Heights, NY
11372
(01) 718-899-5811

12. Lost Ground

Time: 00:02:26

Produced by:
Deanna Morse

Summary:
Ribbon-like characters search for identity in their cut-out environments of hedges, people, and houses. "Lost Ground" is a modern love story for the nineties.

Hardware:
SGI Personal Iris

Software:
Alias

Contact:
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(01) 616-895-3668

13. LIPS

Time: 00:00:21

Produced by:
John W. Paul

Summary:
Our beloved leader George Bush reveals his true self and continues to give forth words of wisdom claiming to have seen Elvis. 3D animation combined with 2D PhotoShop work. Continuous loop with varying audio.

Contributors:
Concept/ Design/ Production: John Paul; Custom software: Dana Marshall, Jason Decker, and John Paul; Equipment provided by Ozz Research Computers, Inc.

Hardware:
AT&T Pixel Machine and Mac II

Software:
Raylib, PhotoShop, and custom software

Contact:
John W. Paul
918 East 48-1/2 Street
Austin, TX 78751
(01) 512-459-7216
(01) 512-794-8633 fax

14. A Certain Uncertainty

Time: 00:03:22

Produced by:
Lynn Pocock-Williams

Summary:
"A Certain Uncertainty" is an experimental music video, featuring The New York Guitar Project. The video takes its name from the music that accompanies it, which was written by Reinaldo Perez and R. Stuart Williams. Shot during an intensive rehearsal weekend, the images present The New York Guitar Project at work. "A Certain Uncertainty" was created according to intuition, and the images are computer processed, resulting in a very painterly quality. The method by which the images are composed focuses on the connections between the qualities of the sounds and visuals. The resulting video is intended to be an expression of the music.

Hardware:
Amiga 500

Software:
Artist's personal software

Contact:
Lynn Pocock-Williams
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c/o 37 Huemmer Terrace
Clifton, NJ 07013
(01) 201-546-5607

15. Angels

Time: 00:07:33

Produced by:
Nicole Stenger

Summary:
Real-time recording of schemat-

ic version of "Angels", a virtual-reality movie.

Contributors:
Labs: MIT CAVS, MIT Visual Arts, U of W Human Interface Technology Lab; Music: Diane Thome; V.R. Assistants: Daniel Henry, Bryan Karr; Sponsors: Prix Villa Medicis Biennale Arts Electroniques, Silicon Graphics, Wavefront Technologies, Crystal River Engineering, VPL Research

Hardware:
Silicon Graphics 4D/25G, 320VGX, DEC 5000, VPL LX and Data Glove

Software:
Wavefront and VPL

Contact:
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Human Interface
Technology Lab
University of Washington
FJ-15
Seattle, WA 98195
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(01) 206-543-5380 fax

16. Jaguar Moon
Time: 00:02:10

Produced by:
Apple Computer, Inc.

Summary:
Moonlight illuminates stone temple ruins deep in the jungle. Three sculpted jaguars, carved from stone, come to life and dance in the moonlight, creating an entrance to the Mayan underworld. In a subterranean vault beneath the ruins, a micro-opera is performed by two peculiar Lords of the Night and a serpentine Dragon in counterpart to an aria by a lovely Dragon Lady. In the final sequence, a skeletal Death God performs a comical but chilling dance of death, and our players subside into stone once again.

Contributors:
Directed: Lance Williams; Concept/ Characters/ Sets: David Em; Animation/ Software: Pete Litwinowicz; Animation: Laurence Arcadias, Amber Denker, Jack Liao; Music: Tom Montgomery; Dragonlady performed by: Georgia Montgomery; Male voices: Ed Cohn; Digital Sound Effects: Libby Patterson; Video: Todd Junkin; Location photography: David DiFrancesco; Produced by the Advanced Technology Group of Apple Computer, Inc.

Hardware:
Apple Macintosh, Silicon Graphics Iris, Digidesign Sound Tools

Software:
In-house animation and rendering, Adobe PhotoShop, Sound Designer II

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17. S.C.A.M. Starving Computer Artist's Market

Time: 00:01:39

Produced by:
New York Institute of Technology (NYIT)

Summary:
S.C.A.M. is a spoof on electronic art being sold as print art to the general public.

Contributors:
Scott Breger, Dave Barosin, Margaret Brodtman, Donna Minerva, Steve Schaffer, Peter Traugot, Brian Maroldo; Producer: Peter Voci

Hardware:
DEC Micro PDP 11, 286 PC with custom buffers

Software:
NYIT custom

Contact:
> Peter Voci
> New York Institute of Technology
> Fine Arts Center
> Old Westbury Campus
> Old Westbury, NY 11568
> (01) 516-686-7604
> (01) 516-686-7542 fax

Summary:
Examining the ironies of being strong, educated woman today, sandwiched between one's own needs and others' expectations, this piece is a reflection on modern mating habits and sexual balances of power. In "Coming Attractions" moving drawings weave themselves into a time-based collage, "videowallpaper," which when delayered expose a surprisingly menacing underbelly to our "everyday". "Coming Attractions," as the title suggests is just a hint at the promise of things to come.

Contributors:
Director/ Animator/ Editor: Susan Alexis Collins; Sound production: Greg Petersen

Sponsor:
Commodore Amiga (loan of Amiga 2000)

Hardware:
Amiga 2000

Software:
Deluxe Paint III

Contact:
> Susan Alexis Collins
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> (01) 312-663-1707 fax

18. Coming Attractions

Time: 00:02:11

Produced by:
Susan Alexis Collins

ACM SIGGRAPH VIDEO
"HDTV & The Quest for
Virtual Reality"
ISSUE 60

*The broadcast world is about to
collide with the computer
graphics world. Think of this as
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technological.*

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