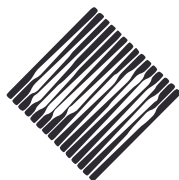


ACM SIGGRAPH VIDEO REVIEW



ISSUE 91

SIGGRAPH 93 Electronic Theater

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ACM SIGGRAPH Video Review

Issue 91

ACM SIGGRAPH 93
Electronic Theater

1 . Project MATHEMATICS! Polynomials & Sines & Cosines

Time: 00:02:48

Producer:

Jim Blinn

Summary:

Excerpts from three educational programs designed to help teach high school-level mathematics.

Sponsor:

National Science Foundation

Hardware:

PC clones

Software:

In-house animation system

Contact:

Jim Blinn
Project MATHEMATICS!
305 South Hill
Pasadena, CA 91106
818.356.3758
818.356.3763 fax
blinn@caltech.edu

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FAX: 1-212-944-1318
email: acmpubs@acm.org**

2 . Last Word

Time: 00:00:30

Producer:

Alison Brown

Summary:

Blue Sky modeled, lit, and animated a computer-generated Braun shaver that shaves off the spot's copy as it is read by the announcer. The computer-generated scenes are sandwiched between live-action shots of a hand holding a real shaver at the head and tail of the spot. The result is a spot where the viewer cannot tell that the CGI shaver is not real.

Contributors:

Director: Chris Wedge;
Technical Director: Oliver Rockwell; Modeler/Animator: John Kahrs; Technical Support: Trevor Thomson; CGI Studio Architecture: Michael Ferraro; Rendering Software: Carl Ludwig; CSG Modeling Software: Eugene Troubetzkoy; President: David Brown; Live-action Inserts: Phil Marco Productions, Inc.; Editor: The Big Picture; Music: Elias and Associates

Sponsor:

Lowe & Partners: Andy Weber, Steve Oman, Harold Karp

Hardware:

Sun SPARC 2, Silicon Graphics IRIS

Software:

CGI Studio, SOFTIMAGE Inc.

Contact:

Alison Brown
Blue Sky Productions, Inc.
100 Executive Boulevard
Ossining, NY 10562
914.941.5260
914.923.9058 fax

3. Go Fish!

Time: 00:02:05

Producer:

Sherry Xiaoyuan Tu, Demetri Terzopoulos, Eugene Fiume

Summary:

Realistic tropical fish swim in a physics-based aquatic world in accordance with simplified hydrodynamics. The hungry fish, which locomote using controlled muscle power, navigate around obstacles in search of food. A hapless fish is hooked by a fiendish surface dweller.

Contributors:

Production Assistance: Michael McCool, Michiel van de Panne; Modeling Assistance: Hong Qin, Yuencheng Lee, Keith Waters

Sponsors:

Information Technology Research Center, Ontario, and NSERC, Canada

Hardware:

Silicon Graphics 4D series

Software:

In-house physics-based animation

Copyright:

1993 Sherry Tu, Demetri Terzopoulos, Eugene Fiume

Contact:

Demetri Terzopoulos
Computer Science
University of Toronto
10 King's College Road
Toronto,
Ontario M5S 1A4
Canada

416.978.7777
416.978.1455 fax
dt@cs.toronto.edu

4. MEGALOPOLICE Tokyo City Battle

Time: 00:01:56

Producer:
SEGA Enterprises, Ltd.

Summary:
Software for SEGA's AS-1 four-axis hydraulic motion base. You are riding the latest generation of pursuit vehicle through the skyways of neo-Tokyo in the year 2154. Your mission: capture arch-eco-terrorist Brute Bombalez and his henchmen.

Contributors:
Line Producer/Story: Tetsuya Mizuguchi; Supervising Animators: Michael Arias, Jun Uriu; Modeling/Design/Animation: Go Kikuchi, Koji Ono; Art Direction: Yasuo Fujita; Art Direction/Vehicle Modeling: Buildup Co., Ltd; Production Assistant: Koichi Ozaki; Sound Design: Mitchell Osias; Sound Engineering: Kiochi Namiki, Takenobu Mitsuyoshi; Motion Engineer: Hideaki Doi

Special Thanks:
Shinji Aramaki, Mamoru Ito, Koichi Ohata, Jun'ya Okabe, Atsuki Sato, Akihiro Tsuchiya, Rei Yumeng

Hardware:
Silicon Graphics (4D/35, Indigo XS24); Apple Macintosh; IBM PC

Software:
SOFTIMAGE Inc.; Discreet Logic (Eddie); Photoshop; 3DStudio

Copyright:
1993 SEGA Enterprises, Ltd.

Contact:
Tetsuya Mizuguchi
Sega Enterprises, Ltd.
1-2-12 Haneda
Ohta-ku, Tokyo 144
Japan
011.81.3.3743.7574
011.81.3.3743.5173 fax

5. Heart Beat

Time: 00:00:50

Producer:
Tsuyoshi Yamamoto

Summary:
Visualizing a live heart beat from 4D MRI-scanned images.

Contributors:
Tsuyoshi Yamamoto

Hardware:
Silicon Graphics Personal IRIS 4D/30TG

Software:
In house

Copyright:
Tsuyoshi Yamamoto, Hokkaido University

Contact:
Tsuyoshi Yamamoto
Hokkaido University
Computing Center
N-11, W-5
Sapporo 060
Japan
81.11.716.2111, ext. 2969

6. Mercury

Time: 00:01:01

Producer:

Howard Bulkin

Summary:

Cannes 1992 Gold Lion prize-winning commercial for BMW cars. Photo-realistic modeling and rendering, perfect combination of CAI and live action, with a very sensual feel on top.

Tracking of hand-camera moves using artificial intelligence software. Stereoscopic digitalization of women's bodies via photogrammetry program written for this spot. Mercury drop completely computer generated and moved on computer-simulated bodies. Artificial mercury composited with live action footage.

Contributors:

Director: Keith Rose; Computer Animation: Bela L. Brozsek; Client: BMW

Hardware:

Symbolics 3650

Software:

Information International
Owner's Software

Copyright:

Bela L. Brozsek

Contact:

Bela L. Brozsek
6470 Deep Dell Place
Hollywood, CA 90068
213.462.7080
213.465.9703 fax

7. Doom and the Dog

Time: 00:00:53

Producer:

Wright Dagget and Texas A&M
University Visualization
Laboratory

Summary:

A light-hearted romp into the void, starring dozens of corpses, two naggy broads, and a good-natured dog.

Hardware:

Silicon Graphics

Software:

Wavefront Technologies,
Advanced Visualizer

Copyright:

1993 Wright Dagget

Contact:

Wright Dagget
403 B Cross
College Station, TX 77840
409.846.5943
409.845.4491 fax
wright@archone.tamu.edu

8. Stripe Box

Time: 00:04:05

Producer:

Taiyo Kikaku Co., Ltd.

Summary:

Simple shapes float in the 3D space created by patterns of stripes, creating a highly dramatic visual effect.

Hardware:

Sony News-3870

Software:

Original software

Copyright:

Kazuma Morino / Taiyo Kikaku Co., Ltd.

Contact:

Kazuma Morino
Taiyo Kikaku Co., Ltd.
2-26-3 Nishishimbashi
Minato-ku, Tokyo 105
Japan
03.3436.4540
03.3436.0175 fax

9. Fruit Tracing

Time: 00:00:53

Producer:

Caltech Graphics Group

Summary:

A new interval-based collision detection algorithm finds multiple contact points between surfaces. Described in the **SIGGRAPH 93 Conference Proceedings**, the algorithm applies to both volume and surface data. By spraying fruits from a cannon at a mystery dataset ("fruit tracing"), we show many colliding surfaces to demonstrate the technique's practicality.

Contributors:

John Snyder, Al Barr, Bena Currin, Preston Pfarner, Adam Woodbury, David Laidlaw, Matthew Avalos, Cindy Ball, Kurt Fleischer, Bruce Bell, Jeff Goldsmith, Allen Corcoran, Mark Montague, Dan Fain, Sandra Reyna, Don Marks, Pete Wenzel, Erik Winfree (Caltech), Jose Jiminez (Huntington MRI Center)

Sponsors:

NSF/DARPA STC for Computer Graphics and Scientific Visualization (NSF ASC-89-20219); additional support was provided by Apple, DEC, Hewlett-Packard, and IBM

Hardware:

HP 9000/700; IBM RS6000; DEC 3000 Model 500S AXP Server; Apple Macintosh

Software:

Custom modeling and rendering software

Copyright:

1993 Caltech Computer Graphics Group

Contact:

John Snyder
Caltech
350-74
Pasadena, CA 91125
818.397.2820
818.793.9544 fax
snyder@egg.gg.caltech.edu

10. Studies for The Garden

Time: 00:02:06

Producer:

Wallada Bioscop Ltd.

Summary:

A film about how I made my latest computer animation, titled "The Garden," and how my water-drop perspective system works.

Contributors:

Annamárie Waliczky, Anna Szepesi, György Pálos, Tibor Szemző, Imre Kováts, Zoltán

Császár, Pierre Dinouard,
Thomas Krol

Sponsor:

Zentrum für Kunst
Medientechnologie, CIRAD
Laboratoire du Modelisation,
Montpelier

Hardware:

486 PC; Silicon Graphics VGX;
Sony LVR 6000

Software:

In-house software

Copyright:

1992 T. Waliczky, Wallada
Bioscop Ltd.

Contact:

Tamás Waliczky
ZKM, Institut für Bildmedien
Gartenstrasse 71
Karlsruhe 1
Germany 76135
49.721.9340.405
49.721.9340.49 fax

11. Rhapsody in Light & Blue

Time: 00:01:00

Producer:

CG Research Group of
Universities in Hiroshima

Summary:

To render photo-realistic images including a water region, many recent techniques based on optical phenomena are employed: reflection and refraction of light on water surfaces, scattering and absorption of light in water, and shadows cast on water surfaces.

Contributors:

Directors: Eihachiro Nakamae,
Hideo Yamashita

Hardware:

Silicon Graphics IRIS, NEC
EWS

Software:

In-house

Copyright:

Eihachiro Nakamae

Contact:

Hideo Yamashita
Hiroshima University
1-4-1 Kagamiyama
Higashi-Hiroshima 724
Japan
81.824.22.7195 fax
yama@eml.hiroshima-u.ac.jp

12. Michelob Golden Draft "Evolution"

Time: 00:00:35

Producers:

Producer: Doug Nichols;
Executive Producer: Lois
Anderson

Summary:

"Evolution" features a chimpanzee in a bar ordering a beer. As the chimp continues to drink his beer and chat, he becomes more and more human until the humorous finale, when a female chimp sitting next to him says, "I'll have what he's having." The spot combines live action and computer graphics.

Contributors:

Client: Anheuser-Busch, Inc.;
Agency: DDB Needham
Worldwide; Prosthetics: The

Character Shop; Animation Effects Company: Rhythm & Hues, Inc.; Live Action Director: Randy Roberts; Live Action Producer: Chris O'Brien; Animation Director: Larry Weinberg; Animators: Nancy Kato, Robert Lurye; Technical Directors: Kevin Barnhill, Jennifer Pearce; In-house Editor: Rick Ross; Editorial: Szabo/Tohtz; Editor: Jack Tohtz

Hardware:
Silicon Graphics

Software:
Proprietary

Copyright:
Rhythm & Hues

Contact:
Suzanne Datz
Rhythm & Hues Studios
910 N. Sycamore Avenue
Hollywood, CA 90038
213.851.6500
213.851.5505 fax
suze@rhythm.com

13. Sister of Pain- Vince Neil

Time: 00:00:20

Producer/Director:
Peter Conn

Summary:
An example of a computer-animated character used in a music video. Most of the motion data was acquired using a real-time motion capture system. The data was then fed into SOFTIMAGE Inc., where the final animation and rendering took place.

Contributors:
Director of Computer Animation: Michael A. Kory; Additional Animation: Stephen Greenberg; Motion Capture: Superfluo; Digital Compositing: Peter Sternlicht, The Post Group

Hardware:
Silicon Graphics

Software:
SOFTIMAGE Inc.

Copyright:
Warner Brothers Records

Contact:
Peter Conn
Homer & Associates
1420 N. Beachwood Drive
Hollywood, CA 90028
213.462.4710
213.462.2109 fax

14. Visualizing DNA Crystal Packing Interactions

Time: 00:01:34

Producer:
Teresa Larsen

Summary:
Volume rendering and texture mapping are used to represent the molecular surface of crystalline DNA, and to show the location and proximity of crystal packing interactions.

Contributors:
David S. Goodsell, Arthur J. Olson, The Scripps Research Institute; Richard E. Dickerson, Jordi R. Quintana, Kevin Landel, Rama Ramachandran, Harry Ammons, Jonathan Jenkins,

Paul Lackey, San Diego
Supercomputer Center
Advanced Scientific
Visualization Laboratory

Sponsors:

Dickerson, UCLA; Olson, TSRI;
Landel, SDSC

Hardware:

Convex C240

Software:

RMSVolume by D. S. Goodsell,
The Scripps Research Institute

Contact:

Teresa Larsen
The Scripps Research
Institute
10666 N. Torrey Pines Road
La Jolla, CA 92037
619.554.2526
619.554.6860 fax
larsen@scripps.edu

15. Pacific Data Images Montage

Time: 00:00:48

Producer:

Pacific Data Images

Summary:

A montage of character anima-
tion and visual effects for com-
mercials.

Contributors:

Executive Producer: Glenn
Entis; Producers: Les Hunter,
Tim Johnson, Brad Lewis;
Directors: Ray Giarratana;
Animation Director: Tim
Johnson; Art Directors: Sharon
Calahan, Eric Darnell;
Computer Effects Director:
Richard Chuang; Technical

Directors: Andrew Adamson,
Graham Walters; Animators:
George Bruder, Rex Grignon,
Tod Heapy, Raman Hui, Nick
Ilyin, Glenn McQueen, Mike
Necci, Janet Rentel, Wendy
Rogers, Karen Schneider,
Laurence Treweek, Don
Venhaus, Dick Walsh; Assistant
Animators: Dean Hadlock, Tod
Heapy; R&D: Cary Phillips;
Video: Noel McGinn; Assistant
Producer: Lucy Gorman;
Production Coordinator: Terry
Herrmann

Hardware:

Silicon Graphics Personal IRIS

Software:

Proprietary

Copyright:

1992 PDI

Contact:

Monica Corbin
Pacific Data Images
650 North Bronson Avenue
Suite 400W
Los Angeles, CA 90004
213.960.4042
213.960.4051 fax

16. Deus ex Machina

Time: 00:02:04

Producer:

Brian Guenter

Summary:

A steam engine comes briefly to
life and drives a warehouse full
of Victorian belt-driven
machines in this student pro-
duction. Kinematic and dynamic
simulations guarantee that the

motions of the machines are physically correct.

Contributors:

Director: Wayne Wooten;
Animation: Mary Ann Frogge,
Wayne Wooten; Modeling: Jack
Freeman, Mary Ann Frogge,
Lonnie Harvel, Tom Meyer,
Heather Pritchett, Scott
Robertson; Cinematography:
Tom McGill, Scott Robertson,
Jerome Solomon; Original
Soundtrack: Jack Freeman;
Particle Stream: Steve Cover;
Story Board: Paul Chaney

Special Thanks:

Jim Foley, Ray Haleblan,
Jessica Hodgins, MMTL,
Technical Industries

Sponsor:

Jim Foley, GVU Lab, Georgia
Tech

Hardware:

Silicon Graphics Reality Engine

Software:

Wavefront; RenderMan; SD-
fast; in-house animation soft-
ware

Copyright:

1993 Brian Guenter, Jack
Freeman, Mary Ann Frogge,
Wayne Wooten

Contact:

Wayne Wooten
Georgia Institute of
Technology
425 Calhoun Street
Atlanta, GA 30318
404.875.9650
404.853.9378 fax
wlw@cc.gatech.edu

17. Walking Figure in Sight

Time: 00:01:04

Producer:

Yuji Furuta

Hardware:

Sony News-3870, Symbolics

Software:

In-house, Symbolics

Copyright:

Yuji Furuta

Contact:

Yuji Furuta
Taiyo Kikaku Corporation
2-26-3, Nishishimbashi
Minato-ku, Tokyo 105
Japan
03.3436.4540
03.3436.0175 fax

18. ODORO ODORO (The Mysterious Dance)

Time: 00:01:37

Producer:

Jun Watanabe

Summary:

A new style of black comedy.

Contributors:

Computer Graphics Creation:
Jun Watanabe; Sound Creation,
Orginal Music: Toshiyuki
Matsumoto; Blur Effect
Software: Michiru Tanaka;
System Engr.: Tadahiko Kurachi

Hardware:

Silicon Graphics (IRIS Crimson,
IRIS 4D/35, Indigo)

Software:

Personal LINKS (LINKS)

Corporation proprietary),
MetaEditor (META Corporation
Japan proprietary)

Contact:

Jun Watanabe
LINKS Corporation
System Sales Division
2-14-1 Higashi-Gotanda
Shinagawa-ku, Tokyo 141
Japan
813.5420.5311
813.5420.5312

19. joram

Time: 00:02:31

Producers:

Irit Rosen, Freak Broersma

Summary:

Choreography of a human-like figure.

Contributors:

Realization: Irit Rosen, Freak Broersma; Music: Harry Kappen

Hardware:

Apollo

Software:

IL; Poda; Magic Theater; extensions developed by the artists

Copyright:

Irit Rosen and Freak Broersma

Contact:

Irit Rosen
Prof. Bosschastraat 40
2628 HN
Delft, Pays Bas
Holland
31.20.623.3493
31.20.675.1626 fax

20. Video Supplement to the Conference Proceedings

Time: 00:04:32

Producer:

John C. Hart

Summary:

This is a sampler of segments appearing in the Video Supplement to the Conference Proceedings, SIGGRAPH Video Review Issue 96.

Special Thanks:

Jim Blinn and James T. Kajiya

Contact:

John C. Hart
School of EECS
Washington State University
EE/ME Building, Room 102
Pullman, WA 99164-2752
509.335.2343
hart@eecs.wsu.edu

21. Data Driven: The Story of Franz K.

Time: 00:03:04

Producer:

North Carolina Supercomputing Center (a division of MCNC)

Summary:

This piece is a presentation testbed to evaluate and test data representation techniques in the context of human character animation. These techniques include volume-filling rendering, dense particle systems, audio mapping, and human facial expression mapping.

Contributors:

Director, Animator: Christopher Landreth; Visualization Development: Dave Bock, Tom Palmer (Cray Research Inc.); Sound, Sonification: Robin Bargar; System Administration: Rich Misenheimer; Computational Data: Jeff Knerr (smoke transport simulations), William Katz (Neurosurgical Visualization Lab, University of Virginia) (voxel head data), Gottfried Meyer-Kress (chaotic facial animation data). Post-produced by the National Center for Supercomputing Applications. Editor: Robert Patterson; Titles: Lynn Gephardt; Audio Post Production: Jay Rosenstein; Narrator: Vivian Chelette; Character animation software courtesy of SOFTIMAGE Inc.

Special Thanks:

Donna Cox, Vince Jurgens, Ray Idaszak, Todd Seeman

Sponsor:

North Carolina Supercomputing Center (a division of MCNC)

Hardware:

Silicon Graphics (310 VGXT; 240 GTX; Personal IRIS; Indigo Elan)

Software:

SOFTIMAGE Inc. 4D Creative Environment; NCSA particle modeler and renderer; NCSA voxel modeler and renderer

Contact:

Christopher Landreth
North Carolina
Supercomputing Center
3021 Cornwallis Road

Research Triangle Park, NC
27709-2889
919.248.1141
919.248.1101 fax

22. Flow

Time: 00:01:50

Producer:

Apple Computer

Summary:

This animation combines water mesh dynamics and interacting particle systems to simulate fluid flow. 3D paint techniques were used to model terrain.

Contributors:

Gavin Miller, Ned Greene

Hardware:

Silicon Graphics Crimson, Apple Macintosh Quadra 900

Software:

In-house rendering and simulation software by Gavin Miller and Michael Kass, modeling software by Ned Greene

Copyright:

1993 Apple Computer

Contact:

Gavin Miller
Apple Computer, Inc.
MS 301-3J
1 Infinite Loop
Cupertino, CA 95014
408.974.0186
408.862.5520 fax
gspm@apple.com

23. The Dangers of Glitziness and Other Visualization Faux Pas

Time: 00:01:07

Producer:
Wayne Lytle

Summary:
In "The Dangers of Glitziness and other Visualization Faux Pas," or "What's wrong with this visualization?" we take a light-hearted look at various pitfalls of scientific visualization. From over-used "glitziness" to unintelligible narration, from data enhancement to erroneous interpolation: VIS-O-MATIC does it all automatically.

Hardware:
IBM RISC System 6000/560

Software:
Motion: in-house choreographer; Object generation: in-house and Wavefront; Rendering: Wavefront

Copyright:
1993 Wayne Lytle, Cornell Theory Center

Contact:
Wayne Lytle
Cornell Theory Center
621 Theory Center Bldg.
Cornell University
Ithaca, NY 14853
607.254.8793
607.254.8888 fax
wayne@tc.cornell.edu

24. Legacy

Time: 00:01:51

Producer:
Darrin Butts

Summary:
"Legacy" is about continuation and connection—continuation of artistic forms and cultural forms, and a connection between the past and present, between us and our ancestors. "Legacy" is about storytelling and is a recognition that all current social forms are rooted in the past.

Hardware:
Silicon Graphics workstation

Software:
SOFTIMAGE Creative Environment

Copyright:
1992 Darrin Butts

Contact:
Darrin Butts
6200 Franklin, Apt. 403
Hollywood, CA 90028
213.851.6500
213.851.5505 fax
darrin@rhythm.com

25. Dr. Scratch

Time: 00:00:36

Producer:
Ted Hamilton

Summary:
Dr. Scratch is a god of destruction, tearing down the rain forest and leaving deserts in his wake.

Contributors:
Director: Chris Walker; Voice

Talent: Ice-T; Lyrics, Music: Kirk Cameron; Chief Science Officer: Frank F. Little; Art Direction: Sharon Compton; Animation: Geoff Fennell, Pietro Bonomi; Special Effects Animation: Habib Zargarpour; Modeling: Kit Percy, Ken Cope, Geoff Fennell, Pietro Bonomi, Steph Greenberg; Original Model Provided by Viewpoint; Hi-tech Guru: Macky Beheshti; Assistant Director: Aaron Slavin; Lip Sync: Chris Walker

Software:
Proprietary, Pixar's RenderMan

Contact:
Chris Walker
Mr. Film
228 Main Street, Suite 12
Venice, CA 90291
310.396.0146
310.396.5065 fax

26. JuJu Shampoo

Time: 00:00:38

Producer:
MetroLight Studios

Summary:
In today's busy world, even a shrunken head has a hard time keeping her hair shiny and clean.

Contributors:
Director: Steve Martino;
Producer: Jim Wheelock;
Technical Director/Modeler:
Alan Ridenour; Technical
Director/Animator: Jeff Hayes;
Animator/Technical Director:
Jerry Weil; Illustrator: Cliff Iwai;
Hair Software: Rob Rosenblum,

Caroline Allen; Paint Box:
Jennifer Law; Production
Manager: Jini Dayaneni; Post-
production Supervisor: Ken
Wiatrak; Music: Roy Ravio;
Voice-over: Gerry McIntyre;
Sound Design: Thomas Bitz;
Music Mix: 3rd Street Sound

Hardware:
Solbourne 5-604s; Silicon
Graphics 4D workstation;
Abekas A60 and A66

Software:
MetroLight proprietary software,
Wavefront Preview

Copyright:
MetroLight Studios

Contact:
Dobbie G. Schiff
MetroLight Studios
5724 West 3rd Street,
Suite 400
Los Angeles, CA 90036
213.932.0400
213.932.8440 fax

27. PDI "Toys" Visual Effects

Time: 00:03:29

Producer:
Pacific Data Images

Summary:
A variety of computer-generated images, effects, and characters created with digital compositing and PDI's performance animation for film.

Contributors:
Executive Producers: Carl
Rosendahl, John Swallow;
Producer: Julie Gibson; Visual

Effects Supervisor: Jamie Dixon; Technical Director: Graham Walters; Animator: Andrew Adamson; Production Manager: Barbara McCullough; Effects Editor: Kelly Tartan

Hardware:

Silicon Graphics Personal IRIS

Software:

Proprietary

Copyright:

1992 20th Century
Fox/Baltimore Pictures/Barry Levinson Films

Contact:

Monica Corbin
Pacific Data Images
650 North Bronson Avenue
Suite 400W
Los Angeles, CA 90004
213.960.4042
213.960.4051 fax

28. CAA-Coca-Cola Polar Bears

Time: 00:00:30

Producers:

Producer: Teresa Cheng;
Executive Producer: Lois Anderson; Assistant Producer: Jean Tom

Summary:

A group of animated polar bears are sitting watching the Aurora Borealis, drinking Coca-Cola because Coke is "ALWAYS cool."

Contributors:

Animation Director: Henry Anderson; Head Technical Director: Kevin Barnhill;

Technical Directors: Peter Farson, Suponwich Somsaman, Pauline Ts'o; Animators: Raffaella Filipponi, Nancy Kato, Todd Shifflett, Larry Weinberg; Modeling Manager: Keith Hunter; Modelers: Erica Cassetti, Howard Gersh; Production Manager: Maria Rodriguez; Editor: Rick Ross; Assistant Editor: Joe Yanuzzi; Software Support: Keith Goldfarb, Steve Gray, Richard Moster, Paul Newell, Harold Zatz; Production Company: Sierra Hotel Productions; Agency: Creative Artists Agency, Inc.; Client: Coca-Cola

Hardware:

Silicon Graphics

Software:

Proprietary

Copyright:

Rhythm & Hues

Contact:

Suzanne Datz
Rhythm & Hues Studios
910 N. Sycamore Avenue
Hollywood, CA 90038
213.851.6500
213.851.5505 fax
suze@rhythm.com

29. Gas Planet

Time: 00:02:27

Producer:

Pacific Data Images,
Sunnyvale, CA

Contributors:

Produced with the support of the Character Animation Group;

Executive Producer: Carl Rosendahl; Director: Eric Darnell; Art/Technical Director: Michael T. Collery; Sound: Eric Darnell, Tim Johnson; Sound Editing: Noel McGuinn, Mark Sorensen; Editorial: Kelly Tartan; Film Recording: Tom Martinek; Digital Opticals: Les Dittert

Hardware:
Silicon Graphics Personal IRIS

Software:
Proprietary

Copyright:
1992 PDI

Contact:
Monica Corbin
Pacific Data Images
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Contributors:
Hanging Gardens of Babylon:
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Sponsor:
G7 Project

Hardware:
Silicon Graphics (Indigo 4000, Reality Engine), HDTV Recording

Software:
TDI Explore

Copyright:
G7 Project

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30. GOKU

Time: 00:04:00

Producers:
Hirofumi Ito, Jean Kim

Summary:
This pilot is an experiment in real-time puppet animation and detailed background settings. Designed for the HDTV medium, "GOKU" depicts the future of computer-generated backgrounds for the simulation ride industry in addition to real-time characters for the broadcast industry. Proprietary translators were written to fully utilize the most efficient elements of several software packages.