

DESKTOP COMPUTER ANIMATION

COURSE # 3

CO-CHAIRS:

Patricia Harrison
School of the Art Institute of Chicago

Daniel Sadowski
MacroMind, Inc.

SPEAKERS:

Tom DeFanti
University of Illinois at Chicago

Dan Sandin
University of Illinois at Chicago

Stuart Sharpe
MacroMind, Inc.

John Schlag
MacroMind, Inc.



ACM SIGGRAPH

89

Boston, Massachusetts
31 July - 4 August 1989

DeskTop Computer Animation



SIGGRAPH '89 Course #3

Abstract

Creating rich, animated visuals is no longer the exclusive domain of those with access to high-end workstations. **DeskTop Computer Animation** presents the economic alternative of developing motion graphics on a personal computer with an explanation of the terminology, techniques and technology of 2D and 3D animation.

Remember: the workstations of yesterday are the desktops of today, and the desktops of tomorrow are the workstations of today, and ...

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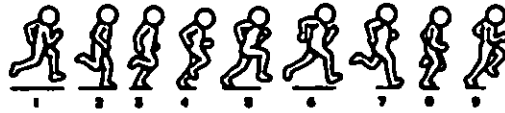
Monday
31 July, 1989

ACM SIGGRAPH 1989

16th Annual Conference on Computer Graphics and Interactive Techniques
Boston, Massachusetts



DeskTop Computer Animation



Agenda

Introduction..... Patricia Harrison & Daniel Sadowski
8:30 - 9:00

Techniques Patricia Harrison & Daniel Sadowski
9:00 - 9:45

Technology..... Patricia Harrison & Daniel Sadowski
9:45 - 10:45

10:45 - 11:00.....**BREAK**

2D Animation Stuart Sharpe
11:00 - 12:00

12:00 - 1:30..... **LUNCH**

3D Animation John Schlag
1:30 - 2:30

DeskTop Video Tom DeFanti & Dan Sandin
2:30 - 3:15

3:15 - 3:30.....**BREAK**

Interactive Installations..... Tom DeFanti & Dan Sandin
3:30 - 4:00

Future Trends Tom DeFanti & Dan Sandin
4:00 - 4:30

4:30 - 5:00.....**Questions and Answers**

DeskTop Computer Animation



Course Speaker Biographies

Patricia D. Harrison
co-chair

Patricia has been teaching Computer Video for the last 5 years at the School of the Art Institute of Chicago. She has also taught Special Effects and Animation at Northwestern University. In addition to consulting in the field, she presents workshops and seminars on computer graphics. Patricia served on the SIGGRAPH '88 Art Show committee and Interactive Art Show Jury, was a SIGGRAPH '85 course speaker and was a member of the A/V crew giving technical support at SIGGRAPH conferences from 1979 through 1986.

Daniel R. Sadowski
co-chair

Daniel is a software engineer, who has been consulting for MacroMind, Inc. for the past 5 years. He is a principle author of VideoWorks II and MacroMind Director, popular animation programs for Macintosh Computers. With a M.S. degree in Information Engineering: Electronic Visualization, Dan has been a consultant since 1980, specializing in custom animation software. He was one of the principle designers of RT/1, an interactive computer graphics language. Dan served on the SIGGRAPH '88 Art Show Jury and worked with the A/V crew from SIGGRAPH '78 through SIGGRAPH '86.

Stuart A. Sharpe

Stuart has worked for MacroMind for the past 3 years, creating animations and soundtracks for marketing demos, software training, entertainment and trade show presentations. Clients include BellSouth, Apple, Microsoft, Aldus, and others. He designs user interfaces for computer animation packages. Previous work includes Videotext screen design for AT&T Information Systems and NBC Teletext. He has created several animated music videos, including *Ab-Vie* which was shown in the 1986 SIGGRAPH Film and Video show in Dallas.

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Course Speaker Biographies

John F. Schlag

John is a senior software designer for MacroMind, Inc. He received a BSEE from the University of Delaware, where he worked on software for real-time digital signal processing and digital typography. John earned an MSEE from Carnegie-Mellon University, working on automatic focusing and industrial inspection algorithms for computer vision. His work at NYIT Computer Graphics Laboratory covered many areas, including interactive 3D modeling, animation, rendering and compositing. He later worked on software for painting and drawing systems at Island Graphics, Inc. Currently, he is developing 3DWorks, MacroMind's new 3D animation system.

Thomas A. DeFanti

Tom is a Professor of Electrical Engineering and Computer Science in the College of Engineering at the University of Illinois-Chicago (UIC). He is also an Adjunct Professor at the National Center for Supercomputing Applications (NCSA). He is a Co-director of the Electronic Visualization Laboratory (EVL) at UIC. Tom is an international lecturer and author in the computer graphics field and has had many interactive installations in museums and conferences worldwide. Tom is Past Chair of SIGGRAPH and Editor-in-Chief of the *SIGGRAPH Video Review*. He was Co-editor of the National Science Foundation report *Visualization in Scientific Computing*.

Daniel J. Sandin

Dan is a Professor of Art in the School of Art and Design at UIC. He also is an Adjunct Professor at NCSA, a Co-director of EVL and the Director of Computer Graphics at (Art)ⁿ Laboratory. Dan is responsible for pioneering work in video synthesizers and is currently researching the field of 3D phscology. His computer/video art has been exhibited worldwide and has received many awards. He has received grants and fellowships from organizations including the Rockefeller Foundation, the Guggenheim Foundation and the National Endowment for the Arts. He has work included in the inaugural collection of video art at the Museum of Modern Art in New York.



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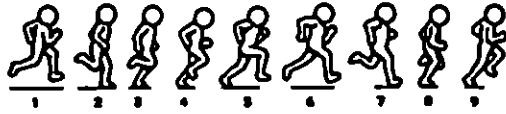


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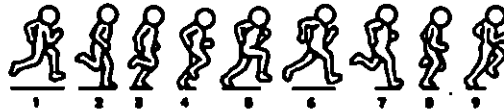


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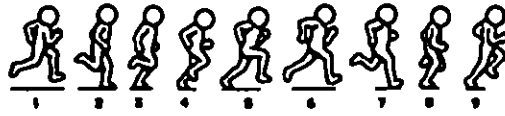
Running Bubble Head
Mark Stephen Pierce

Companion Disk:

MacRT/1

Patricia Harrison
William Opdyke
Maxwell Robertson
Daniel Sadowski

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