

# SIGGRAPH 98 Technical Slide Set Credits

*Edited by Michael J. Bailey*

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## 1. Vortex Structures in Fluid Turbulence

Steven Anderson, Wayne Peterson, David Porter  
Wayne Peterson  
Laboratory for Computational Science and Engineering  
University of Minnesota  
356 Physics  
116 Church Street  
Minneapolis, MN 55455  
wayne@lcse.umn.edu

## 2. Surface Simplification Enables Distribution of Complex Geometry

Lloyd Treinish, Andre Guezic, IBM T.J. Watson Research Center

## 3. A Visual Production of an El Niño-Induced Storm

Lloyd Treinish, IBM T.J. Watson Research

## 4. Task-Specific Visualization Design for Weather Forecasting

Lloyd Treinish, IBM T.J. Watson Research Center

Lloyd Treinish  
IBM T.J. Watson Research Center  
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Yorktown Heights, NY 10598  
lloyd@us.ibm.com

## 5. Multiple Scattering for Snow Modeled by Metaballs

Tomoyuki Nishita

## 6. Multiple Scattering for Snow Modeled by Metaballs

Tomoyuki Nishita

## 7. Multiple Scattering of Light due to Snow on a Car

Tomoyuki Nishita

## 8. Light Scattering for Smoke Modeled by Metaballs

Tomoyuki Nishita

## 9. Clouds Generated from a Photograph

Yoshinori Dobashi, Tomoyuki Nishita

## 10. Clouds Generated from a Photograph

Yoshinori Dobashi, Tomoyuki Nishita

## 11. Clouds Generated from a Satellite Image

Yoshinori Dobashi, Tomoyuki Nishita

## 12. Clouds Generated from a Satellite Image

Yoshinori Dobashi, Tomoyuki Nishita

## 13. Clouds Generated from a Satellite Image

Yoshinori Dobashi, Tomoyuki Nishita

Tomoyuki Nishita  
Fukuyama University  
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Higashimura-cho Fukuyama

729-0292, Japan

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## 14. Ascension

Kerry Mitchell, Arizona Science Center

## 15. ASC Fractal #2

Kerry Mitchell, Arizona Science Center

## 16. ASC Fractal #3

Kerry Mitchell, Arizona Science Center

## 17. Planetarium Dome and Audience

Meryl Poticha, Arizona Science Center; Michael Norton

## 18. "All About You" Entrance Mural, Detail

Meryl Poticha, Arizona Science Center; Dave Schmidt; Robert Hancock; Keith Kasnot; Brad Perkinson

## 19. Virus and Bacteria Exhibit Area

Kye Hyun Chun, Arizona Science Center; Tony Stone

Kerry Mitchell

Arizona Science Center

600 East Washington Street

Phoenix, AZ 85004

mitchell@azscience.org

## 20. The Visible Human Male: In Bits and Parts

R. Mullick, Centre for Information-enhanced Medicine; H.T. Nguyen, Intel Corporation, Microcomputer

## 21. The Visible Humans: Inside Outside

R. Mullick, Centre for Information-enhanced Medicine; H.T. Nguyen, Intel Corporation, Microcomputer

## 22. Matter in Your Hands

R. Mullick, Centre for Information-enhanced Medicine; H.T. Nguyen, Intel Corporation, Microcomputer

## 23. Multimodal Visualization of the Visible Human

R. Mullick, Centre for Information-enhanced Medicine; H.T. Nguyen, Intel Corporation, Microcomputer

H.T. Nguyen

Intel Corporation

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220 Mission College Blvd.

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htnguye4@gomez.sc.intel.com

## 24. Mouse Spinal Cord Diffusion Tensor Visualization Using Concepts from Painting

David Laidlaw, David Kremers, Eric Ahrens, Russ Jacobs, Matthew Avalos

## 25. Visualization of 2D Velocity, Vorticity, and Deformation Rate Tensor

David Laidlaw, David Kremers, Eric Ahrens, Russ Jacobs, Matthew Avalos

## 26. 6-Valued MR Image Data Portrayed with Concepts from Painting

David Laidlaw, David Kremers, Eric Ahrens, Russ Jacobs, Matthew Avalos

David Laidlaw

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## 27. Playground Scene with Secondary Motion

J. O'Brien, J. Hodgins, V. Zordan, Georgia Institute of Technology

## 28. Animating Sand, Mud, and Snow

B. Sumner, J. O'Brien, J. Hodgins, Georgia Institute of Technology

## 29. Comparison of Real and Simulated Basketball Net

J. O'Brien, J. Hodgins, V. Zordan, Georgia Institute of Technology

## 30. Gymnast on a Trampoline

J. O'Brien, J. Hodgins, V. Zordan, Georgia Institute of Technology

Jessica Hodgins

Georgia Institute of Technology

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## 31. GenShade Graphical User Interface

Aladin M. Ibrahim, Donald H. House

## 32. Abstract Painting

Aladin M. Ibrahim, Donald H. House

## 33. Sims' Image

Aladin M. Ibrahim, Donald H. House

## 34. Forest Floor

Aladin M. Ibrahim, Donald H. House

## 35. Tree Bark

Aladin M. Ibrahim, Donald H. House

## 36. Different Resolutions

Aladin M. Ibrahim, Donald H. House

## 37. Gothic Cathedral

Aladin M. Ibrahim, Kevin Thomason

Aladin Ibrahim

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College Station, TX 77843

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## 38. "Mitologies:" A Church After Leonardo DaVinci

Hisham Bizri, Maria Roussos, Alan Cruz, David Pape, Joe Alexander, Tomoko Imai, Alan Millman

**39. "Las Meninas:" Seeing and Being Seen**

Hisham Bizri, Andrew Johnson, Christina Vasilakis  
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**40. Offset Surfaces from Distance Volumes**

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David Breen  
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**41. Procedural Grass**

Lee A. Butler, U.S. Army Research Laboratory

**42. Grass & Rusty Nails**

Lee A. Butler, U.S. Army Research Laboratory  
Lee A. Butler  
U.S. Army Research Laboratory  
AMSRL-SL-BV  
Aberdeen Proving Ground, MD 21005-5068  
butler@arl.mil

**43. Interactive Sculpting**

Claudio Gatti, Vittorio Accomazzi, Robert Chann, ISG Technologies, Inc.

**44. Interactive Sculpting**

Claudio Gatti, Vittorio Accomazzi, Robert Chann, ISG Technologies, Inc.

**45. Interactive Sculpting**

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**46. Polar Parameterization of Light Fields**

S. Ghali and E. Fiume, Dept. of C.S., Univ. of Toronto

**47. 3/2 DNA**

S. Ghali and E. Fiume, Dept. of C.S., Univ. of Toronto  
Sherif Ghali  
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**48. Multiple Stereogram**

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Alda Media PL 3  
Palokunnanpuisto 1B  
FIN-02731 ESP00 Finland  
markku.metsamaki@aldamedia.com

**49. The Eruption of Yellow Camera I**

Yoshiki Nishimura

**50. The Eruption of Yellow Camera II**

Yoshiki Nishimura

Yoshiki Nishimura

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Yamagata City 990 Japan

eggman@cg.tuad.ac.jp

**51. Virtual Woodcut Print: A Gate**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**52. Virtual Woodcut Print: A Fish**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**53. Virtual Woodcut Print: A Flower**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**54. 3D Solid Texture by Fractal: A Wood Cube**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**55. 3D Solid Texture by Fractal: Slices of a Wood Cube**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**56. 3D Solid Texture by Fractal:**

**Variations of a Wood Cube**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**57. 3D Solid Texture by Fractal: A Wood Tri-Torus**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**58. 3D Solid Texture by Fractal: A**

**Marble Cube**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

**59. 3D Solid Texture by Fractal: Slices of a Marble Cube**

Minoru Okada, Toshio Okouchi, Shinji Mizuno, Jun'ichiro Toriwaki

Minoru Okada

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**60. Impossible House**

Sachiko Tsuruno

**61. Impossible House**

Sachiko Tsuruno

**62. Impossible House**

Sachiko Tsuruno

**63. Impossible House**

Sachiko Tsuruno

**64. Impossible House**

Sachiko Tsuruno

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Kinki University

11-6 Kayanomori Iizuka

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**65. After Hours**

Dave Vallone, Adrian Iler

David Vallone

Sony Pictures Imageworks

9050 West Washington Blvd.

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davev@spimageworks.com

**66. Time Series Visualization of the Evolution of Simulated Ozone Depleted Filaments from the Stratospheric Polar Vortex**

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g.c.watson@ed.ac.uk

**67. Image-Based Attic**

Tien-Tsin Wong, Chi-Wing Fu and Pheng-Ann Heng

**68. Attic Under Directional Lights**

Tien-Tsin Wong, Chi-Wing Fu and Pheng-Ann Heng

**69. Attic Under Spotlights**

Tien-Tsin Wong, Chi-Wing Fu and Pheng-Ann Heng

**70. Disco**

Tien-Tsin Wong, Chi-Wing Fu and Pheng-Ann Heng

**71. Skull**

Tien-Tsin Wong, Tim Poston and Pheng-Ann Heng

**72. Knot**

Tien-Tsin Wong, Tim Poston and Pheng-Ann Heng

Tien-Tsin Wong

The Chinese University of Hong Kong

Dept. of Computer Science and Engineering

Shatin, Hong Kong

ttwong@acm.org

**73. Earthquake Fault in Death Valley**

Mike Bailey, SDSC; Eric Frost, Mitra Fattahipour, SDSU

**74. Earthquake Fault in Death Valley**

Mike Bailey, SDSC; Eric Frost, Mitra Fattahipour, SDSU

**75. Island of Oahu**

Dru Clark, Mike Bailey, Mike Gannis, John Helly, SCSC/UCSD

**76. Interfering 2D Sine Waves**

Kobie Crawford, Mike Bailey, SDSC/UCSD

**77. Ozone Hole over Antarctica**

Mike Bailey, SCSC/UCSD; Lloyd Treinish, IBM T. J. Watson Research Center  
Mike Bailey  
San Diego Supercomputer Center  
P.O. Box 85608  
San Diego, CA 92186  
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# SIGGRAPH 98 Technical Slides

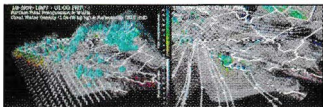
The SIGGRAPH 98 technical slide set credits can be found in this issue beginning on page 84.



1. Vortex Structures in Fluid Turbulence



2. Surface Simplification Enables Distribution of Complex Geometry



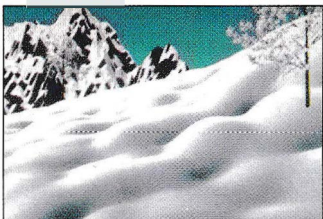
3. A Visual Production of an El Nino-Induced Storm



4. Task-Specific Visualization Design for Weather Forecasting



5. Multiple Scattering for Snow Modeled by Metaballs



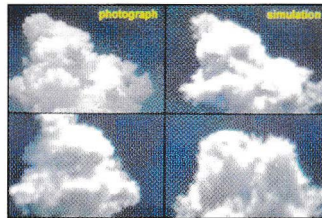
6. Multiple Scattering for Snow Modeled by Metaballs



7. Multiple Scattering of Light due to Snow on a Car



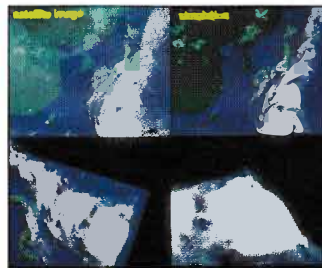
8. Light Scattering for Smoke Modeled by Metaballs



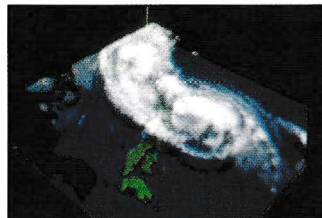
9. Clouds Generated from a Photograph



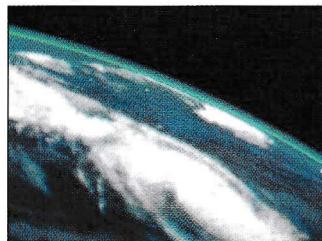
10. Clouds Generated from a Photograph



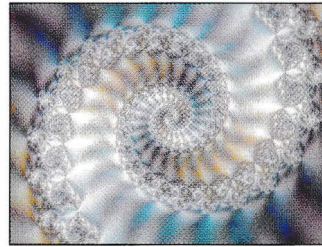
11. Clouds Generated from a Satellite Image



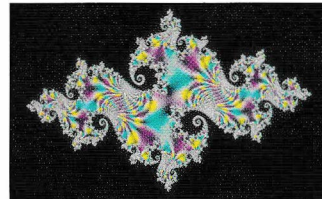
12. Clouds Generated from a Satellite Image



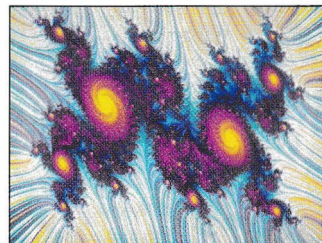
13. Clouds Generated from a Satellite Image



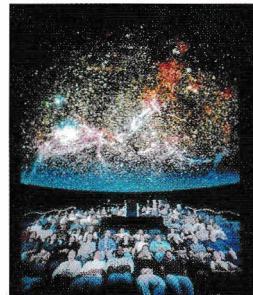
14. Ascension



15. ASC Fractal #2



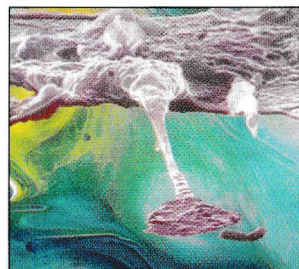
16. ASC Fractal #2



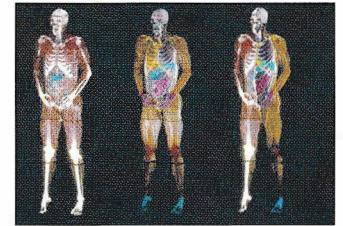
17. Planetarium Dome and Audience



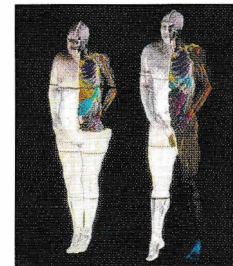
18. "All About You" Entrance Mural, Detail



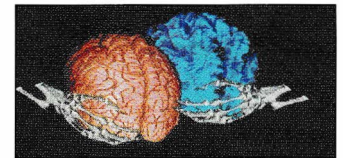
19. Virus and Bacteria Exhibit Area



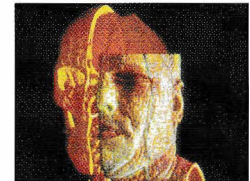
20. The Visible Human Male: In Bits and Parts



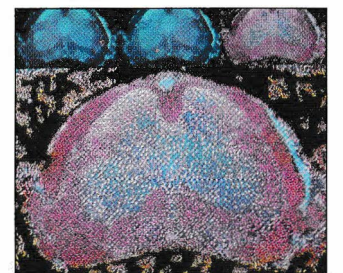
21. The Visible Humans: Inside Outside



22. Matter in Your Hands



23. Multimodal Visualization of the Visible Human

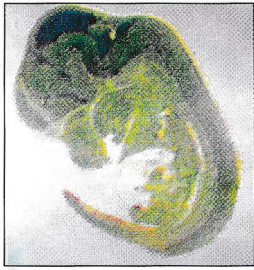


24. Mouse Spinal Cord Diffusion Tensor Visualization Using Concepts from Painting

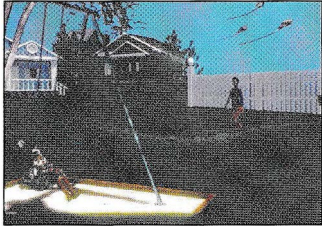


25. Visualization of 2D Velocity, Vorticity, and Deformation Rate Tensor

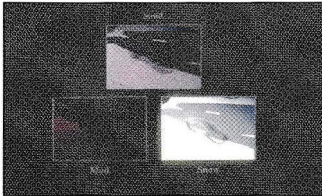




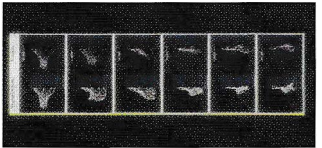
26. 6-Valued MR Image Data Portrayed with Concepts from Painting



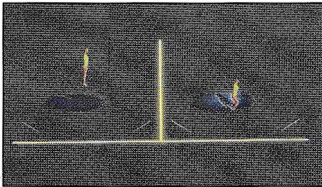
27. Playground Scene with Secondary Motion



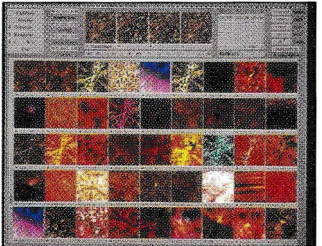
28. Animating Sand, Mud, and Snow



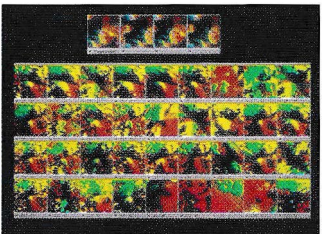
29. Comparison of Real and Simulated Basketball Net



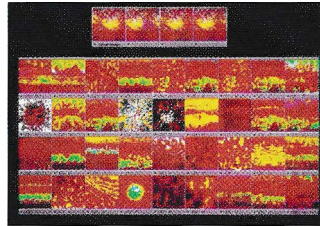
30. Gymnast on a Trampoline



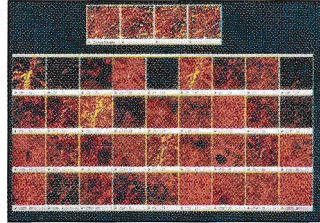
31. GenShade Graphical User Interface



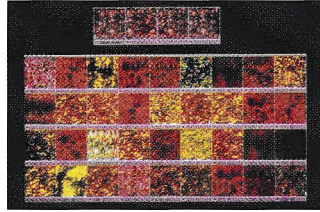
32. Abstract Painting



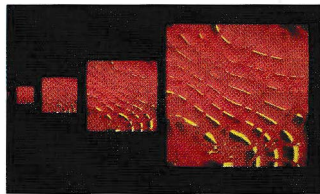
33. Sims' Image



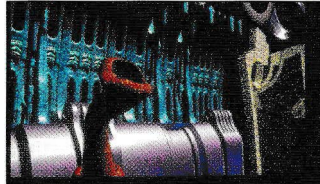
34. Forest Floor



35. Tree Bark



36. Different Resolutions



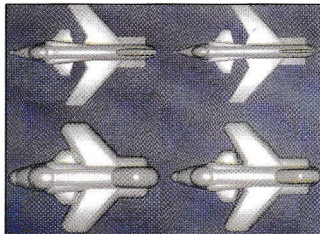
37. Gothic Cathedral



38. "Mitologies:" A Church After Leonardo Da Vinci



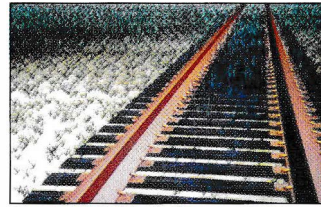
39. "Las Meninas:" Seeing and Being Seen



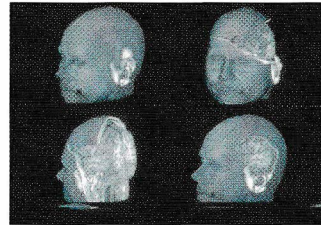
40. Offset Surfaces from Distance Volumes



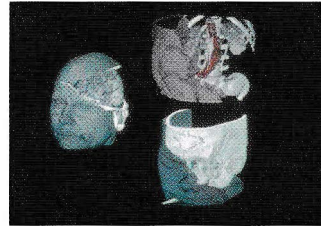
41. Procedural Grass



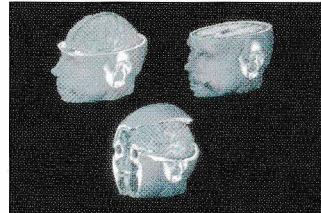
42. Grass & Rusty Nails



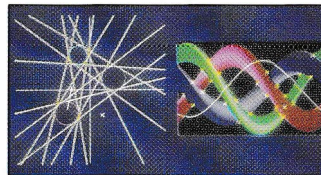
43. Interactive Sculpting



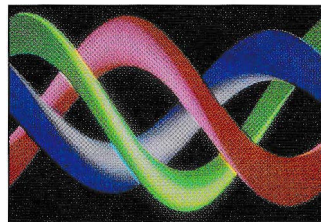
44. Interactive Sculpting



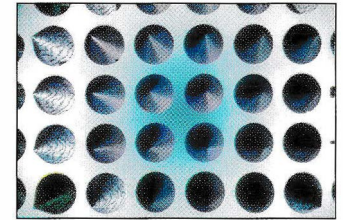
45. Interactive Sculpting



46. Polar Parameterization of Light Fields



47. 3/2 DNA



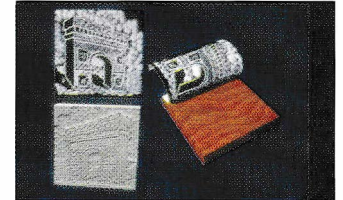
48. Multiple Stereogram



49. The Eruption of Yellow Camera I



50. The Eruption of Yellow Camera II



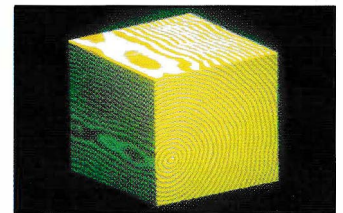
51. Virtual Woodcut Print: A Gate



52. Virtual Woodcut Print: A Fish

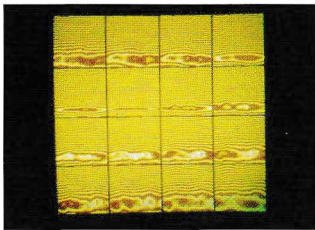


53. Virtual Woodcut Print: A Flower

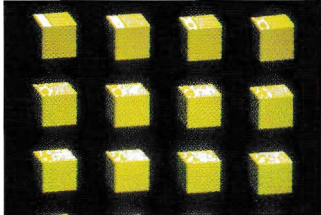


54. 3D Solid Texture by Fractal: A Wood Cube

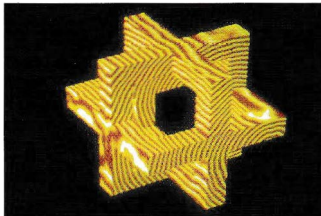




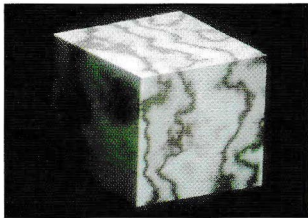
55. 3D Solid Texture by Fractal: Slices of a Wood Cube



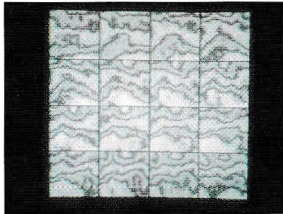
56. 3D Solid Texture by Fractal: Variations of a Wood Cube



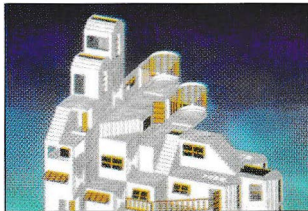
57. 3D Solid Texture by Fractal: A Wood Tri-Torus



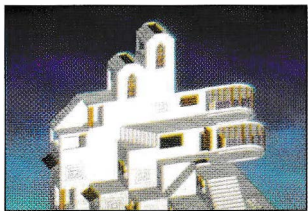
58. 3D Solid Texture by Fractal: A Marble Cube



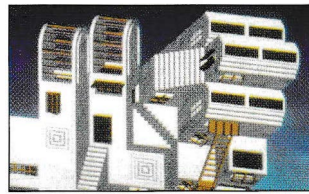
59. 3D Solid Texture by Fractal: Slices of a Marble Cube



60. Impossible House



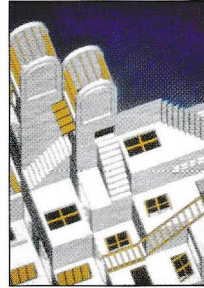
61. Impossible House



62. Impossible House



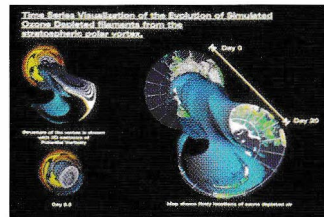
63. Impossible House



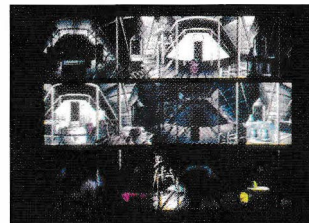
64. Impossible House



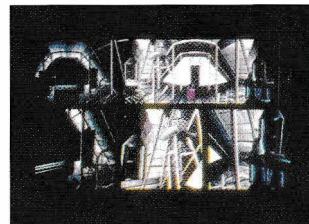
65. After Hours



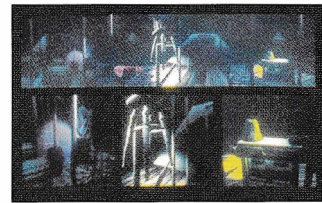
66. Time Series Visualization of the Evolution of Simulated Ozone Depleted Filaments from the Stratospheric Polar Vortex



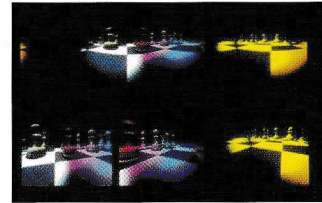
67. Image-Based Attic



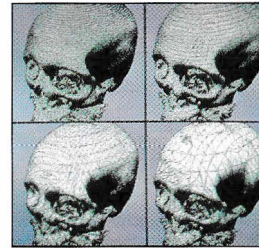
68. Attic Under Directional Lights



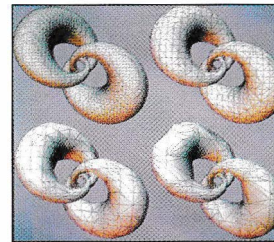
69. Attic Under Spotlights



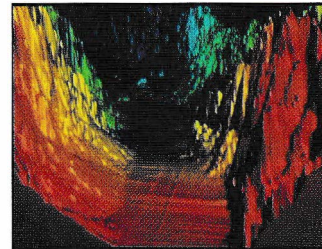
70. Disco



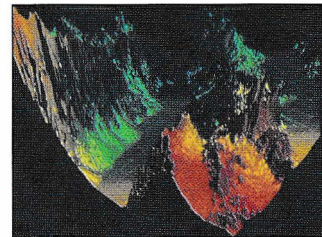
71. Skull



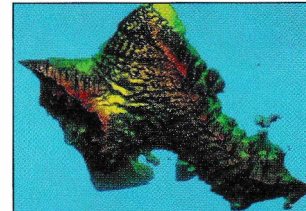
72. Knot



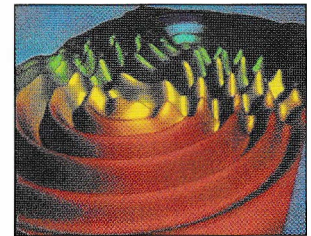
73. Earthquake Fault in Death Valley



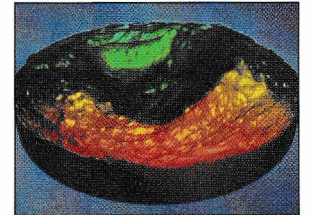
74. Earthquake Fault in Death Valley



75. Island of Oahu



76. Interfering 2D Sine Waves



77. Ozone Hole over Antarctica