

SIGGRAPH 96 Technical Slide Set Credits

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The technical slide set represents the state of the art in computer-generated images. This year's set has 59 slides. Each slide is printed here in black and white and is accompanied by contact information. The full color 35mm slide set can be ordered by calling ACM Member Services +1-800-342-6626 in the U.S. and Canada, and +1-212-626-0500 for the greater New York area and all other countries. The ACM order number of the technical slide set is 428967 (ISBN 0-89791-856-8) and the price is \$33 for ACM SIGGRAPH members and \$44 for non-members. For further information about the slides, see <http://www.siggraph.org/publications/slide-set>.



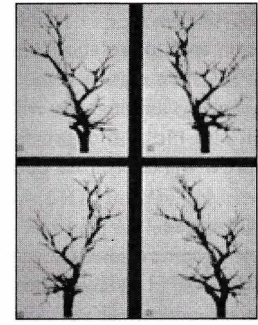
1. Introductory slide



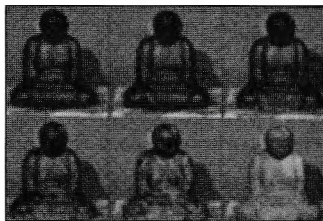
6. Volumetric Implicit Cumulus Cloud



11. Horse Chestnut (2)



15. Suibokuga



2. A Sense of Time



7. Cumulonimbus in Sunset



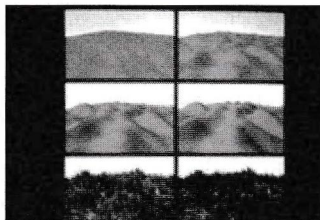
12. A climbing plant



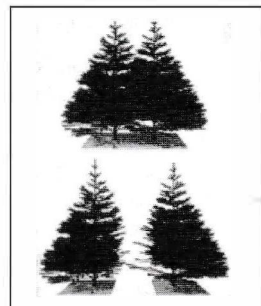
16. Painterly Rendering Haystack Example



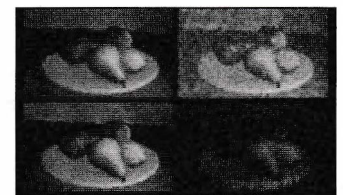
3. Tarnished Beethoven



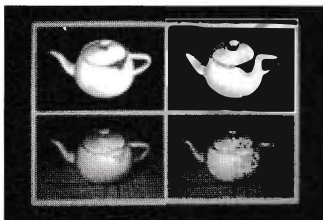
8. Simulated Erosion Process



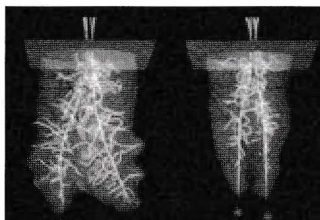
13. Coniferous trees



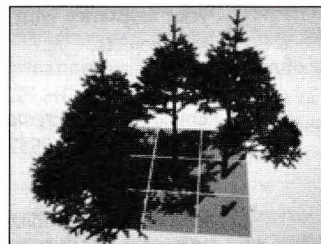
17. Painterly Rendering Fruit Examples



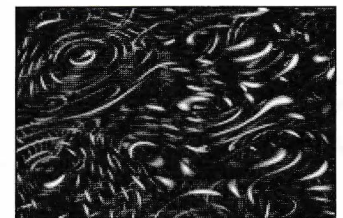
4. Growth of Scratches



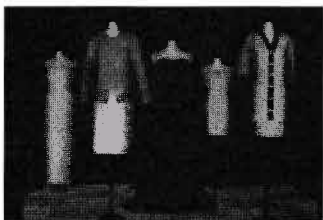
9. Root systems



14. A tree stand



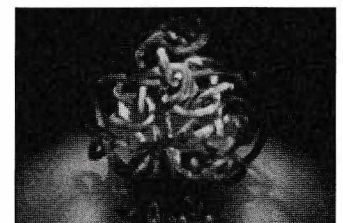
18. Depth Study



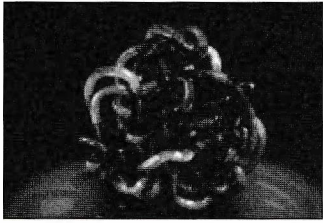
5. Ladies' Wear



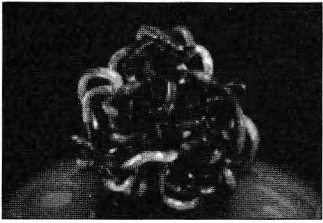
10. Horse Chestnut (1)



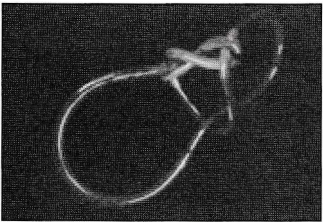
19. Ochiai Unknot Energy I



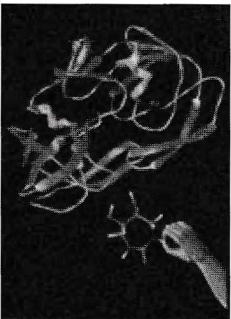
20. Ochiai Unknot Energy 2 -l



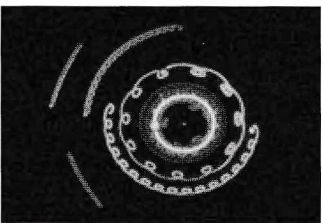
21. Ochiai Unknot Energy 2 -r



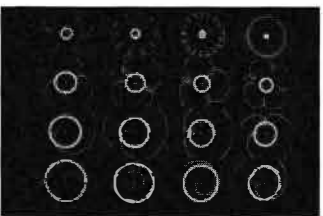
22. Chain Stitch Knot Energy



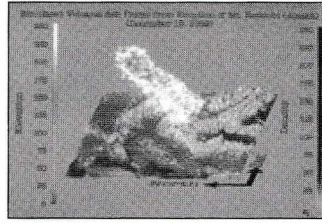
23. Interactive Molecular Modeling 2



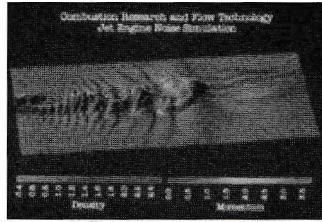
24. Geocentrism



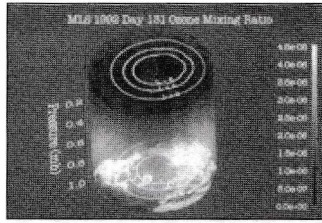
25. From Geocentrism to Heliocentrism



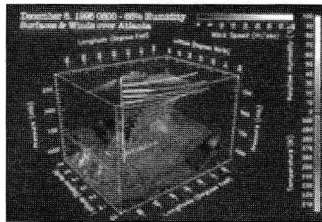
26. Ash Plume over Mt. Redoubt



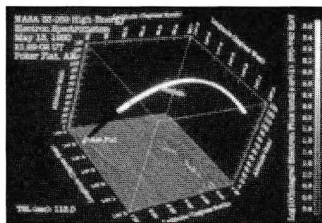
27. Jet Engine Noise



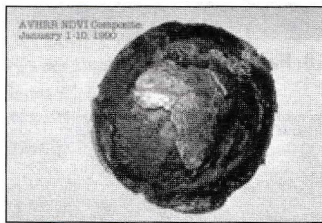
28. Mesospheric Ozone over the Northern Hemisphere



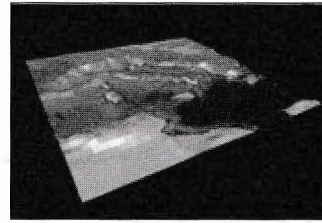
29. Weather Forecast over Atlanta



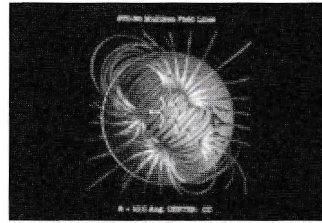
30. Sounding Rocket Measurements



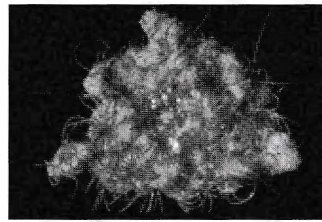
31. Global Vegetation and Topography



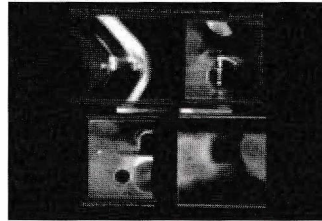
32. Topographic VRML



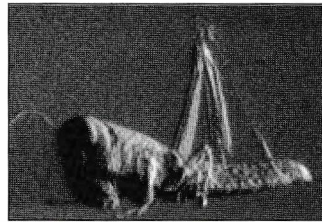
33. Mulliken field lines



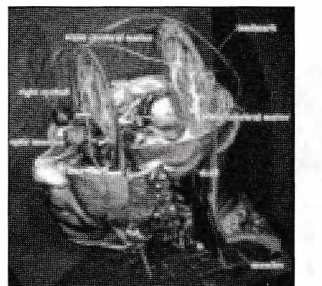
34. Pasta Molecular



35. Space Shuttle



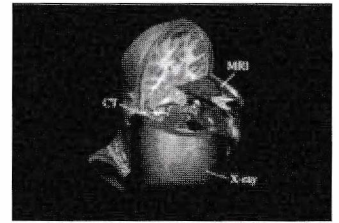
36. Volume Rendered Locust



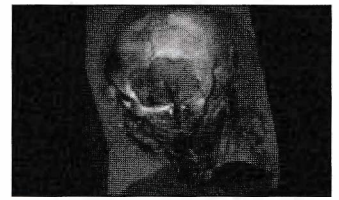
37. Visible Human 2



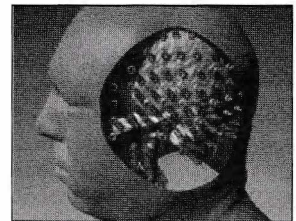
38. Visible Human I



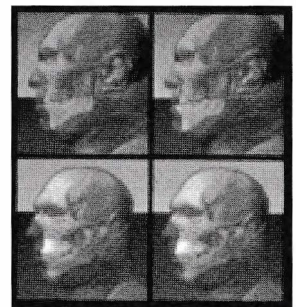
39. Visible Human 3



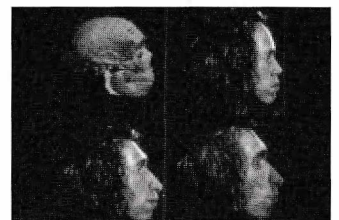
40. Visible Human 4



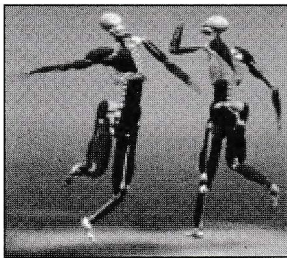
41. The Visible Man I



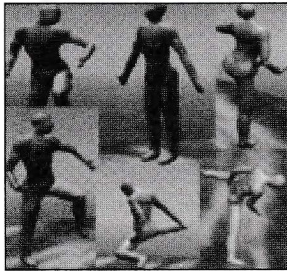
42. The Visible Man II



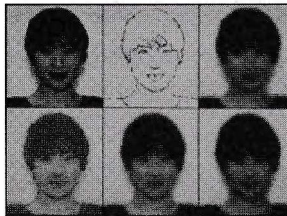
43. Virtual Neandertal



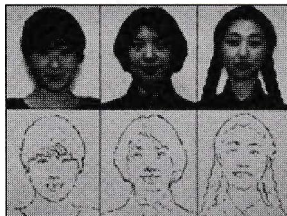
44. Modeling with Muscles



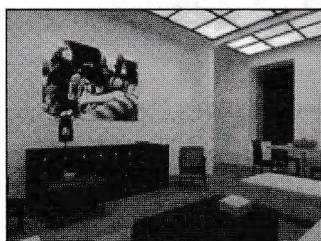
45. Human Skin Extracted by Underlying Muscles



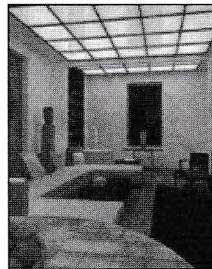
46. Non-Photorealistic Image Representation 2



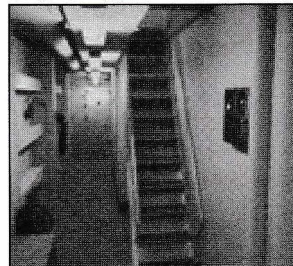
47. Non-Photorealistic Image Representation 1



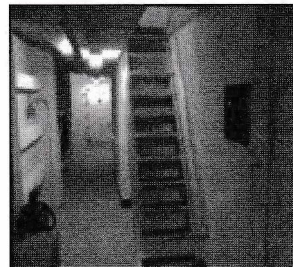
48. Apartment 4



49. Apartment 2



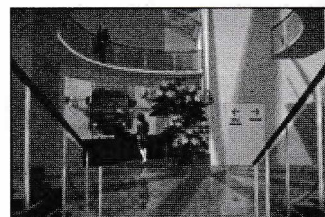
50. Cruiser Lower Deck



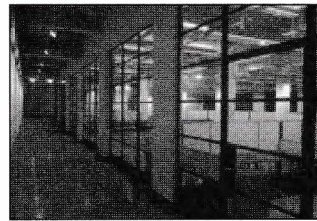
51. Cruiser Lower Deck, Emergency Lighting



52. Brightness mapping comparison



53. Depurator



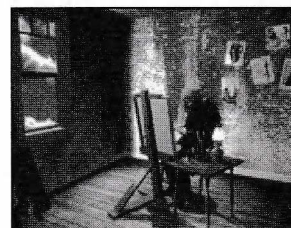
54. MIT Design Studio Simulation



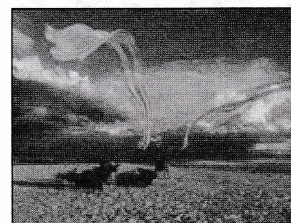
55. Tavern from The Tales of Hoffman



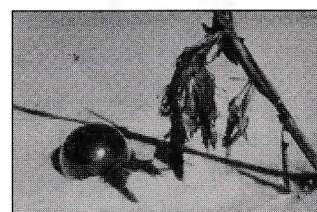
56. Exterior of cask of Amontillado from the CD-ROM, The Dark Eye



57. Interior of Malevolence House from the CD-ROM, The Dark Eye



58. Fabric I.



59. Metal II.

1. Introductory slide

2. A Sense of Time

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3. Tarnished Beethoven

4. Growth of Scratches

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5. Ladies' Wear

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6. Volumetric Implicit Cumulus Cloud

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7. Cumulonimbus in Sunset

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8. Simulated Erosion Process

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9. Root systems

10. Horse Chestnut (1)

11. Horse Chestnut (2)

12. A climbing plant

13. Coniferous trees

14. A tree stand

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15. Suibokuga

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16. Painterly Rendering Haystack Example

17. Painterly Rendering Fruit Examples

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18. Depth Study

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19. Ochiai Unknot Energy 1

20. Ochiai Unknot Energy 2 -1

21. Ochiai Unknot Energy 2 -r

22. Chain Stitch Knot Energy

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23. Interactive Molecular Modeling 2

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24. Geocentrism

25. From Geocentrism to Heliocentrism

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26. Ash Plume over Mt. Redoubt

27. Jet Engine Noise

28. Mesospheric Ozone over the Northern Hemisphere

29. Weather Forecast over Atlanta

30. Sounding Rocket Measurements

31. Global Vegetation and Topography

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32. Topographic VRML

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33. Mulliken field lines

34. Pasta Molecular

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35. Space Shuttle

44. Modeling with Muscles

45. Human Skin Extracted by Underlying Muscles

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36. Volume Rendered Locust

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37. Visible Human 2

38. Visible Human 1

39. Visible Human 3

40. Visible Human 4

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41. The Visible Man I

42. The Visible Man II

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43. Virtual Neandertal

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46. Non-Photorealistic Image Representation 2

47. Non-Photorealistic Image Representation 1

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48. Apartment 4

49. Apartment 2

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50. Cruiser Lower Deck

51. Cruiser Lower Deck, Emergency Lighting

52. Brightness mapping comparison

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53. Depurator

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54. MIT Design Studio Simulation

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55. Tavern from The Tales of Hoffman

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56. Exterior of cask of

Amontillado from the CD-ROM, The Dark Eye

57. Interior of Malevolence House from the CD-ROM, The Dark Eye

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58. Fabric I.

59. Metal II.

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