

L.A. SIGGRAPH

Los Angeles ACM / Special Interest Group on Computer Graphics

DECEMBER

1984



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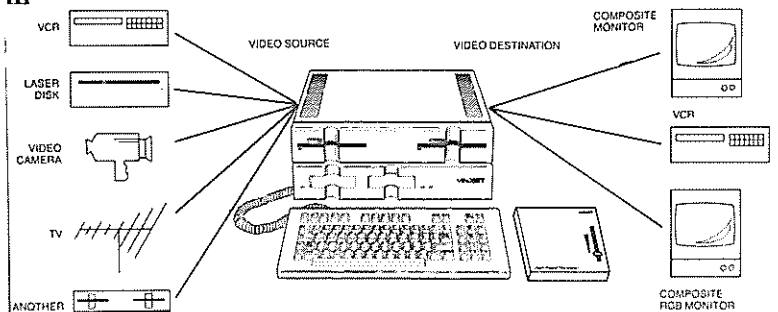
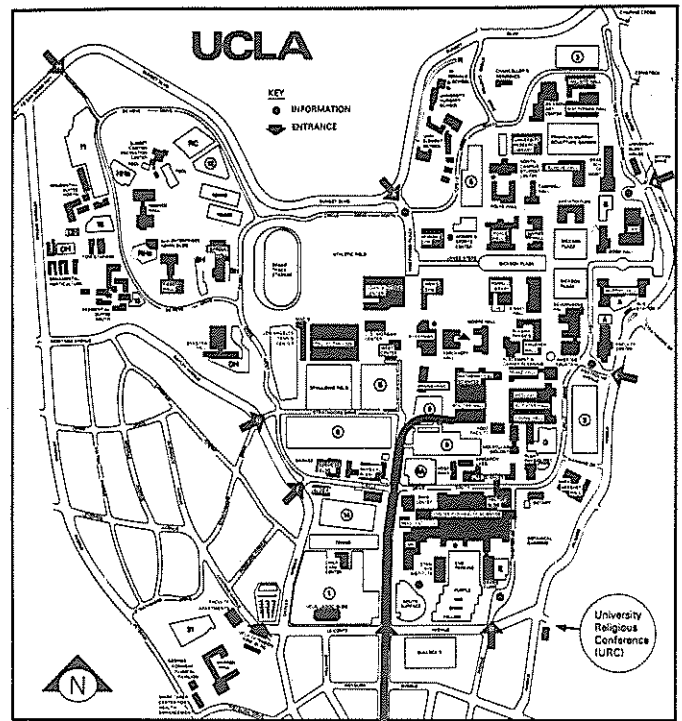
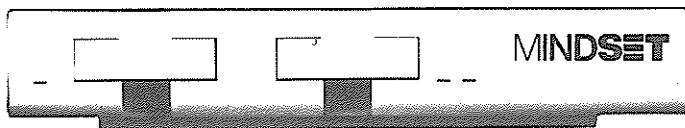
P.O. Box 90698, Worldway Postal Center, Los Angeles, CA 90009

HOLIDAY MEETING

Our holiday meeting will feature a demonstration of the Mindset computer and will be held on December 11, 1984 at U.C.L.A. The location will be Boelter Hall, room 3400. U.C.L.A. is just east of the San Diego Freeway, between Wilshire Blvd. and Sunset Blvd. The social hour will start at 6:30 pm, with the meeting commencing at 7:30. Members are asked to contribute \$1.00 and non-members \$3.00 toward the cost of refreshments. This is our annual year end party, so come early to mix it up with all your SIGGRAPH friends! If you would like to show off your latest holiday recipe, all contributions are welcome. Please call Nancy Collier at (818) 242-6653 or Ernie Sasaki at (818) 577-2643 to let us know.

The evening's program will be presented by Linda Schwartz of Computer Solutions International with technical support from Mindset Corporation. On the agenda will be the demonstration of graphics software, including a pre-release version of the latest Lumena program from Time Arts Inc. Joe Sohm, who has created the last two Omni magazine covers on the Mindset, will also be present to inform us of his experience using the computer to develop fine art, for sale as photography. CAD software will also be demonstrated.

Mindset combines two custom VLSI chips, for graphics coprocessing and graphics display, with a 80186 microprocessor to provide a micro with many of the attributes of an expensive dedicated graphics mini-computer. The new Mindset Video Production System will also be described. This hardware enhancement allows the Mindset to integrate an incoming composite video signal with the graphics generated on the Mindset. Availability of other Mindset hardware, such as a hard disk, will also be addressed.



The PALACE

YOU CAN WATCH MUSIC VIDEOS ON TELEVISION TODAY, BUT YOU WILL HAVE TO BE AT THE PALACE ON FEBRUARY 12 TO SEE WHERE MULTIMEDIA WILL BE GOING TOMORROW.

On February 12, 1985, at The Palace in Hollywood, the senses will come alive with an extraordinary showcase of the latest in high-tech entertainment wizardry. Music will be seen, chromatically displayed on large screen video, as well as heard. Computer graphics and animated lasers will provide a vivid backdrop to both the music and to live dancers. Text and pictures will also make a statement in this powerful live showcase of mixed media.

Sponsorship of this event is a collaboration between L. A. SIGGRAPH, the Independent Composers Association (I.C.A.) and the Visual Music Alliance (V.M.A.). Further support comes from Joan Collins and Lasermedia, a pioneer and leading innovator in animated laser production. These participants share a wealth of experience in the production of events of this kind.

YOU can share in this experience. We are inviting all of our members to come forward with contributions which will enrich this February meeting and showcase their work. Five elements are needed to produce a successful showcase:

- I. Artistic contributions
- II. Technical contributions
- III. Material donations
- IV. Time, information & marketing
- V. Financial participation

I. ARTISTIC CONTRIBUTIONS:

The theme of our event is "Transfiguration." According to Random House, "the act of changing in outward form or appearance. Also to change so as to glorify, exalt or idealize." This theme will allow laser and video grids, star fields and other galactic events of change to act as segues between acts. With computer graphics, transfiguration can also suggest metamorphosis. One person can transform into another. Leonardo da Vinci can become Jules Verne who can become the Space Shuttle.... the possibilities are endless. Modern technology suggests a new Renaissance. Digitized images of great minds of the past will be useful to several proposed performances. Our thanks go to Ted Peterson and Nancy Collier who submitted exciting proposals which led to our present theme concept.

"Together at last" will be a major thrust of this event. Computer graphics, video, music, dance and lasers will all be displayed, but no one media will have to stand alone. Each will be combined with other elements to produce a synergy of expression. When proposing your contribution, keep in mind that your work can be backed up by other media and give us your suggestions.

If you have produced computer images and own the rights, or can acquire a release, - we want you! Don't feel that your work is "out" if it is not fascinating hi-res animation. We have the good fortune to have many film and video people who can transform still images or limited animation into wonderful large screen displays. Even mundane geometric grids or backgrounds can become dramatic

material. The elements of the showcase are to be decided in the next few weeks. If you have an idea and wish to participate, please let us know immediately and submit a brief written proposal by December 20th.

Your final work can be submitted on video tape or photographed off the screen (slides please) and transferred to tape. Flat art and text may also be displayed in the upstairs exhibit space. Animation can be fed live as composite video.

Describe what you have or propose, what equipment it runs on, whether you have access to the equipment and what extra equipment and technical help you might need. Indicate if you would be able to contribute equipment. Inform us of your timeline requirements if your work or equipment is not available now.

II. TECHNICAL CONTRIBUTIONS:

If you are knowledgeable in the areas of hardware interfacing, film recording of computer images, video production, stage management, lighting direction and set design we can use your input and contacts. Get in touch, come to a meeting and get involved.

III. MATERIAL CONTRIBUTIONS:

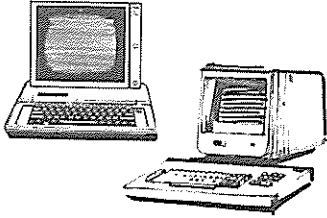
The following needs are anticipated:

1. Computer graphics: display equipment, printers, plotters and recording media for use at the rehearsals and the event or time-available on systems to record previously produced material.
2. Video equipment: tape stock, remote facility truck, cameras, recorders, monitors and distribution equipment, time code generation and time base correction, effects switcher with keys, time code editing system, film to tape transfer, tape to video disk transfer and program-able playback.
3. Large screen video projector and operator.
4. Audio equipment: tape stock, playback, eq., signal processing and rerecording, mixing and distribution.
5. Communications equipment: multichannel radio headsets, hard wire and radio mics.
6. Facilities: space is needed for committee meetings, dance rehearsals and production rehearsals.
7. Transportation: cars, trucks or vans.
8. Services: printing, silk screening, promotional clothing, food and food preparation, etc.

IV. TIME, INFORMATION AND MARKETING:

You don't have to have a library of computer images to make use of your talents. Do you have several years of experience in the industry and lots of contacts? You may know a vendor we can use as a source of funds or equipment. Or are you a student with lots of energy who wants to make contacts? Let us know and come to a resource meeting! If you have professional skills in marketing or sales, you can be of great help. We will also need lots of busy fingers on the telephones and word processors. In addition: bodies, bodies, bodies for gofers,

WANTED



* **COMPUTER ARTISTS WANTED** * I am assembling a panel of speakers which would include graphic designers, illustrators and artists who have used computers in their work. Preferred experience would include creative applications where the artist deals with concepts. If you have experience of this type, I would appreciate an opportunity to talk with you. Please write to me at 2924 Ladoga Avenue, Long Beach, California 90815 or call (213) 421-0124. CHRISTA SCHUBERT.

* **PROGRAMERS AND ANIMATORS WANTED** * Omnibus Computer Graphics has indicated that they anticipate openings for programers and animators. Interested parties should send a written resume to Rick Balabuck, for programers, or Art Durinski, for animators. OMNIBUS COMPUTER GRAPHICS, Paramount Pictures, Studio G, 5555 Melrose Ave. Los Angeles, CA 90038.

V. FINANCIAL PARTICIPATION:

Corporations and individuals who wish to gain industry exposure should be aware of the following:

1. We are fortunate to already have the donation of professional marketing services to insure press coverage and interviews with the media.
2. M-TV and many other broadcasters have expressed an interest in coverage of this showcase meeting.
3. Posters, tickets, a program guide, tee shirts, event jackets and other printed material provide an opportunity for exposure.
4. A video record of the event, and a contributor's participation, may be provided.

TO PARTICIPATE IN THIS EVENT:

Please fill out the questionnaire on the back of this newsletter and return to the address below. To let us know of your interest as soon as possible, please call Nancy Collier, Publicity, (818) 242-6653 or Ed Kramer, Graphics, (213) 392-4301 & (213) 931-1821 or Randy Randall, Editor, (213) 394-7408. Questionnaires and written proposals may be addressed to Randy at The Picture Business, 320 Wilshire Blvd., Santa Monica, CA, 90401.

COMDEX

The recent COMDEX offered few major announcements, however two may be worth mentioning here:

After months of speculative news releases, an optical laser disk was finally introduced for digital data storage. Similar in concept to the video disk or compact digital audio disk, this product is a write once - read only device. The example shown has the capability to write as well as read disks, stores 500 million bytes of program or data information and will cost \$600.00. A controller interface will have to be provided for any specific hardware with which you might wish to use the device. Permanent memory storage / retrieval for \$1.20 per mega-byte should give many of our members some ideas.

A different type of computer product was the Chocolate Chip, with intergrated circuits of pure Belgian chocolate. Unlike the optically read disk above, this device uses waistline memory to record inputs. 64 kilo-calories may be stored. Clock speed is user dependant, however benchmark tests have recorded rates as high as 90 nibbles per minute. A vanilla coprocessor is rumored to be on the way. With the availability of this product and the chocolate disk, another competitor, it would seem

NOVEMBER REVIEW

Peter Sorensen's presentation on the "History of Computer Animation" is becoming an annual event for us. Last month at CalTech he featured a broad selection of classic computer graphics on video tape, ranging from clips of John Whitney Sr's early work to Lucasfilm's "Andre and Wally Bee." His collection of classic graphics was augmented with excerpts from two recent TV programs on computer generated imagery, one made for PBS and the other for The Disney Channel. (The former was produced by Michelle Serra and Phillip Di Marino at Dusty Roads Productions, Las Vegas, and the latter by Giovanna Nigro-Chacon at Horizontal Editing, Burbank). Unfortunately, his attempt to demonstrate Sketchpad with a Vectrex system and a light pen became a comedy of errors when the system developed a bug and refused to function properly.

Among the interesting points he had to make about the early days of scene simulation was the observation that MAGI/Synthavision is frequently omitted from it's proper place in historical retrospectives (as the first company to produce shaded raster graphics). "Their method of making shapes with combinatorial geometry rather than polygons or patches like everybody else, was so out of the mainstream that even SIGGRAPH tended to sweep them under the rug a lot of the time." Later, during the question and answer session, he said he thought that in the long run ray-tracing might turn out to be the method of choice for film and video scene simulation. "Using parallel processors with one for each raster line, ray traced realities will fulfill the promise of Tron, having a greater impact on show biz than the talkies," he told this reporter. "Soon after that everyone will have protien based computers as powerful as a Clay on their wrist.

Sorensen is "almost finished" with Merlin's Camera, his book on the evolution of computer graphics, which should be published late in 1985.

***** SEMINARS FOR PRESENTATIONS *****

A series of new seminars for 1985 will be conducted by INFORMATION AGE COMPUTER GRAPHICS. This program is designed for those persons learning about and evaluating computerized graphics systems for presentations, i.e. slide systems and video-graphics. It would be especially appropriate for those involved in the graphic arts. This will be an unbiased and objective seminar since it is not sponsored by any manufacturing vendor.

The first seminar will be a pre-COMMTEX session presented on Jan. 8th in LA, Jan. 10th in Orange County. For more information write to: Information Age Computer Graphics, P.O. Box 233 Hermosa Beach, CA 90254 or call (213) 376-7514. For those unable to attend a seminar, there is also a handbook

SIGGRAPH QUESTIONNAIRE

To better serve the members of L.A. SIGGRAPH, we would like for you to take a few minutes to answer the following questions about your interest in computer graphics. Your answers will help us plan future events and project the level of participation in upcoming activities. In particular, we would ask you to indicate your area of interest in the February showcase at The Palace.

The following information is confidential and will not be distributed beyond L.A. SIGGRAPH and, if it is applicable, to the February Palace Event Committee. Feel free to skip any questions you do not wish to answer, but please give us as much information as possible. Enclose extra sheets if there is insufficient room or you wish to add comments. THANK YOU!

WHAT IS YOUR PRIMARY OCCUPATION?

Artist/Designer Hardware Engineer
 Programmer Marketing / Sales
 Film/Video Prod. Manager
 Architect/Eng. Designer Student
 Other... _____

(Left col. below) IN WHAT AREA OF COMPUTER GRAPHICS ARE YOU MOST QUALIFIED?

.....Animation.....
Business Graphics.....
Electronic Publishing.....
Modeling / Design.....
Military Image Processing....
Research.....
Other.....

(Right col. above) IN WHAT AREA OF COMPUTER GRAPHICS ARE YOU INTERESTED?

WHAT AREAS OF CONTRIBUTION TO SIGGRAPH DO YOU FEEL WOULD BEST SUIT YOUR TALENTS?

Membership Special Events
 Technical Reviews Education
 Marketing Newsletter
 Hospitality Social Activities

CONTRIBUTIONS & PARTICIPATION IN THE FEBRUARY SHOWCASE AT THE PALACE:

YES, I will help with this event: _____

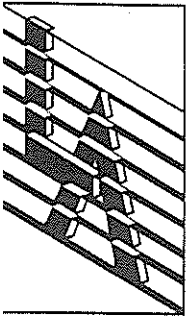
1. Artistic Contribution _____
- 2A. Technical Skills _____
- 2B. Technical Equipment _____
3. Material Donations _____
- 4A. Artistic or Equipment Resource Contacts _____
- 4B. Donation of Time _____
- 4C. Marketing / Copy Writing / Ad Layout _____
5. Financial Participation _____

MY CONTRIBUTION WOULD BE:

_____ PERSONAL.....CORPORATE _____

A DESCRIPTION OF MY PLANNED ART WORK OR CONTRIBUTION IS ENCLOSED _____

A BRIEF DESCRIPTION OF MY PLANNED ART FOLLOWS:



S I G G R A P H

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Los Angeles Association for Computing Machinery Special Interest Group on Computer Graphics