

The Program

6:30-7:30 Social Hour

7:30-9:00 Program

The Location

UCLA Freud Playhouse Theater
MacGowan Hall UCLA Campus,
Westwood 20

Directions

From the 405, exit Sunset Blvd East. Right at Hilgard. Right at Charring Cross.

Parking

Parking in Structure 3 (\$5 per car). Follow pedestrian signs to Freud Playhouse or MacGowan Hall. 20

Fees/Registration

This event is free to L.A. Chapter SIGGRAPH members and \$10 for non-members. New members who sign up on-site and pay the \$25 annual membership fee (checks or cash only) do not have to pay the \$10 registration fee. Members only will be given priority entrance from 6:30-7:00 PM. After 7:00 PM it's first come first served. We strongly urge that members arrive early to assure their admittance.

**Special Thanks to
Jacki Morie, Andy Kopra
and Di Piepol**

LA Chapter SIGGRAPH Presents

CGI Innovators: Past, Present, and Future Directions.

Tuesday March 9th

The Event

Lance Williams, Thad Beier, Michael Wahrman, and Jeff Kleiser have all distinguished themselves in the world of computer graphics. Each in their own right paved the way through research and development which ultimately led to the technology that has become the foundation of the CGI world.

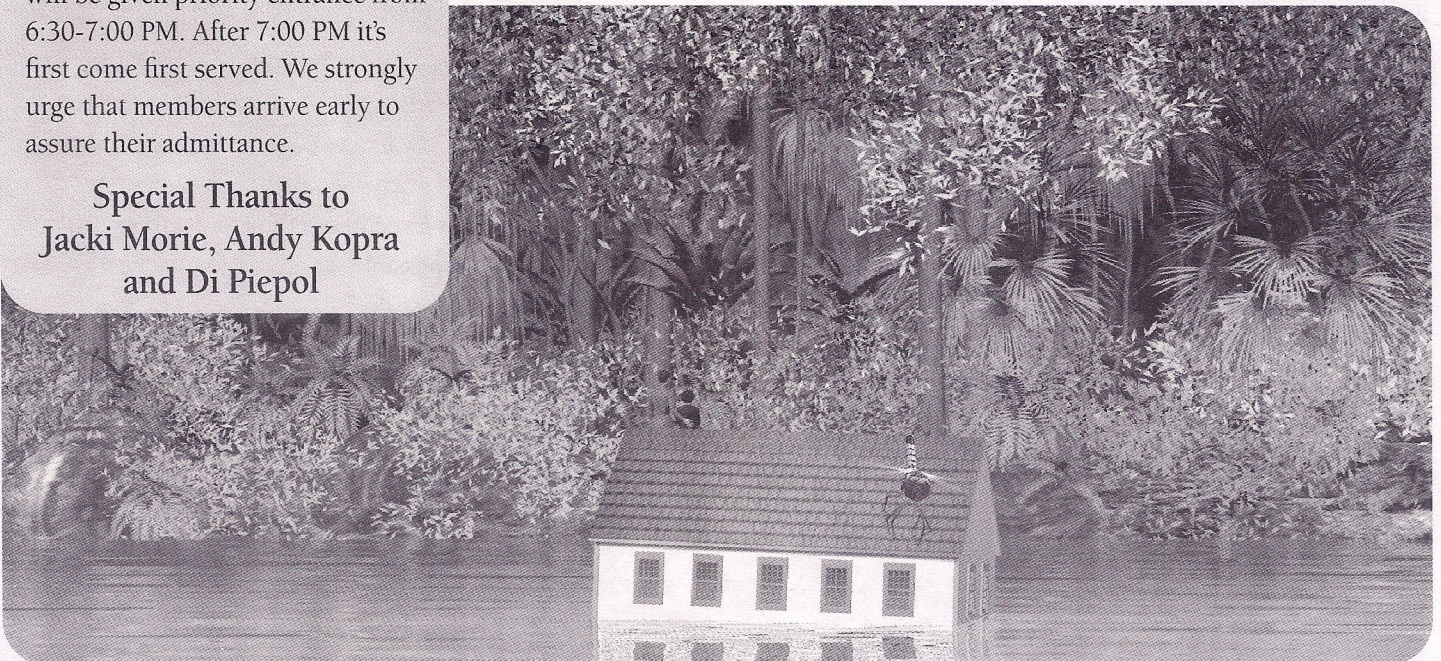
Almost three decades ago these CGI innovators began to explore this strange new frontier and today continue to break new ground as we move into the next phase of our industry's history. They will be sharing their current achievements as well as where their future directions may take them.

The technical challenges are no longer as austere as those faced in the beginning, however, we constantly raise the bar as we push the limits of technology to accomplish the impossible.

These pioneers forged the road for our present day research & developers, artists and animators. Yes, we now have a history and a technology that has grown at a rate unimaginable just a decade ago. Please join us for a journey through an incredible past, present, and future to gain an appreciation and respect for the industry which is so much a part of our lives.

Kleiser, Wahrman, Beier and Williams can each speak of the past and lend us

Continued on page 3



Continued from page 1

their experienced conjectures on what new directions lie ahead for us all.

JEFF KLEISER BIO

Jeff Kleiser's career has spanned the history of computer animation beginning in 1974, when he combined his interest in filmmaking with computer graphics at Colgate University to make numerous animated shorts. Following stints as a holographer and Scanimate artist, Kleiser was a founding partner and president of Digital Effect, NYC's first computer animation company, Kleiser supervised animation for Disney's "Tron", "The Blue Lagoon" and numerous commercial projects. As Director of the Motion Picture Special Effects Division for Omnibus Computer Graphics, in 1985, Kleiser supervised the first "morphing" in feature films for Disney's "Flight of the Navigator". Kleiser teamed up with artist Diana Walczak to form Kleiser-Walczak Construction Company (KWCC) in 1987, and their credits include the PBS series "The Astronomers", Kevin Costner's "500 Nations", Doug

Trumbull's "Luxor Trilogy", Disney's "Honey I Blew Up the Kid", "Stargate", "Judge Dredd", "Mortal Kombat Annihilation", "Clear and Present Danger", Universal's theme park attraction "The Amazing Adventures of Spiderman", the Robert Wilson/Philip Glass opera "Monsters of Grace", and "Carrie II: The Rage". The company currently maintains production studios in Hollywood, New York, and at the Massachusetts Museum of Contemporary Art (MASS MoCA), a new, multi-disciplinary "Supercollider for the Arts" in North Adams, MA. The three studios are active in feature film, commercial, and location-based projects. Kleiser teaches computer animation at Williams College, and has presented papers at many international events including SIGGRAPH, IMAGINA, NAB, and VIRTUAL HUMANS.

LANCE WILLIAMS BIO

Lance Williams was part of the University of Utah computer graphics group when Ivan Sutherland and David Evans spearheaded the historic

research undertaken there. Later, he worked with Ed Catmull, Jim Blinn, Jim Clark, and Alvy Ray Smith at the New York Institute of Technology Computer Graphics Lab. Here he published algorithms on shadow mapping and "mip" texture mapping, and

wrote the script for "The Works," intended to be the subject of a CG feature animation.

After leaving NYIT/CGL in 1986, Williams consulted for Henson Associates in New York and GLOBO television in Rio de Janeiro. In 1988, he joined Apple Computer's Advanced Technology Group, where he worked for eight years. During his stint at Apple, Williams worked with Pete Litwinowicz on the "InkWell" interactive 2½-D animation system, contributed to the software product "QuickTime VR," which supports interactive panoramas, and worked with its principal architect, Eric Chen, to publish "Image Synthesis by View Interpolation," promoting image-based rendering.

In 1996, Williams worked on special effects for a live-action feature, "Habitat," before joining DreamWorks SKG as head of long-term software development for feature animation. Two years ago, he transferred to the role of lead graphics software designer for "The Road to El Dorado," an animated feature now in production. At this time, Williams is engaged in visual software development for a future film.

THAD BEIER BIO

Thad Beier is a partner in Hammerhead Productions, a small digital film company. His roles include both software tool design and implementation, and visual effects production. He was the Visual Effects Supervisor for Shadowbuilder, and has supervised Hammerhead's work on various films including "Paulie: A Parrot's Tale". He has been working in the computer graphics field since 1978, first at the New York Institute of Technology, then Lucasfilm, Pacific



THE ADVENTURES OF SPIDER-MAN © 1999 MCA/Universal Studios
Images courtesy of Kleiser-Walczak Construction Co.

Continued on page 6

Video & Film Process
Graphics Projection
Plasma Screens
LED & Videowalls
Kiosks & Booths
HDTV & 16:9
Trade Shows
Staging
Audio & Lighting
General Sessions
Satellite Conferencing
Broadcast Production Systems
Custom System Design

The Truman Show
 Starship Troopers
 Independence Day
 True Lies
 Apollo 13
 Executive Decision
 Volcano
 Up Close and Personal
 Comic Relief
 Garth Brooks Central Park
 Israel's 50th Anniversary
 ILM
 Godzilla

Sweetwater Video

A Division of AVTS Inc.

7030 Hayvenhurst Avenue • Van Nuys, California 91406 • 818.464.7500 • Fax 818.464.7502 • www.avesco.com

Boston ~ Chicago ~ Los Angeles ~ San Francisco ~ London

Continued from page 3

Data Images and Silicon Graphics, before founding Hammerhead. He is the author of a SIGGRAPH 1992 paper titled "Feature Based Image Metamorphosis", and has also presented SIGGRAPH courses on implicit surfaces in 1992, and on morphing in 1997.

At New York Tech, Thad participated in early computer graphics research and production, working on projects such as "The Works", and numerous commercial and broadcast productions. At Pacific Data Images, he was the second employee, and stayed with the company for 10 years; working as an animator, programmer, animator manager, and finally R&D manager. At PDI, he worked with his future Hammerhead partners in the very beginning of the digital film effects revolution in the early 90's.

Thad just won a Scientific and

CGI Innovators

Technical Achievement Award from the Academy of Motion Picture Arts and Sciences for his work on the design and implementation of *ras_track*, a system for 2D tracking, stabilization, and 3D camera and object tracking. He has also won a Bay Area Emmy award in 1985 and shared a national Emmy in 1982.

MICHAEL WAHRMAN BIO

Michael Wahrman has worked in computer animation research and production since 1982. Starting before there were established techniques and programs for computer animation, he has contributed to the planning, design and production of motion picture, theme park and special venue, and interactive computer animation. His recent motion picture credits include "Starship Troopers", Event Horizon, *What Dreams May Come*, and the Dream Pictures Studio

full-length animated feature film "Hopper". He has pioneered production technology in computer animation and visual effects for film and in real time computer generated characters (performance animation). He is currently senior visual effects advisor on the rebuild of the Hayden Planetarium and to the Digital Galaxy Project of NASA. Mr. Wahrman is also serving his second term on the board of the New York Chapter of ACM Siggraph, his fourth year on the jury of PRIX Ars Electronica of Linz, Austria, and is a consultant to Viacom International in the technology office in the areas of computer animation and for motion picture and interactive entertainment.

Mr. Wahrman was recently awarded an Academy Award for Scientific and Technical Merit for his contributions to the Wavefront Animation System.