L.A. Chapter SIGGRAPH Presents
Tuesday May 11th

Motion Capture: New Challenges, New Tools

The Program
6:30-7:30 Social Hour
7:30-9:00 Program

The Location
Ackerman Union Grand Ballroom
2nd Floor UCLA Campus, Westwood

Directions
From the 405, exit Wilshire Blvd East. Turn left on Westwood Blvd (North) on the left by the Medical Center, there is a kiosk. Ask parking attendant for directions to Ackerman Union.

Parking
Parking in Lot 6 ($5 per car) Ackerman Union is across from Lot 6. Follow signs to SIGGRAPH event.

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.

The Event
Video-games, commercials and films are all using computer graphics to reach new levels of creativity and realism. One of the ways animators are achieving these results is through the natural movements provided by the technique of motion capture.

Motion capture had it's first applications in sports biomechanics, the study of medicine, and government research. Today the evolution continues as it becomes a new tool in the creation of video-games, animation, and virtual reality. Even choreographers have created virtual stages for their dancers as real-world performance art converges with interactive digital entertainment. To some extent, motion capture is still in its infancy. However, as other forms of computer graphics rapidly evolve, motion capture is also meeting new challenges as a digital-imaging tool.

Join us as our guests Darnell Williams of ElektraShock, and Barnabas Takacs and Jeffrey Lotman of Virtual Celebrity Productions, present the latest developments in both facial and body capture.

Darnell Williams
President ElektraShock

Mr. Williams has been a leading force in the realm of character animation in computer graphics for the past ten years. His obsession with the development of realistic movement in computer generated characters has led toward numerous software and hardware developments and applications.

His ability to continually absorb new technologies and merge them with creative applications has taken Mr. Williams to major...
Upcoming Meetings

May 11th, 1999 Tuesday Motion Capture: New Challenges, New Tools
June 7th, 1999 Monday DATE CHANGE The Inside Story: Digital Spoofs Out-takes from Recent Shows Leonard H. Goldenson Theater, Academy of Television Arts & Sciences
Call the SIGPHONE, 310-288-1148
For recorded information on the time and location of our next meeting.

Dimension Advertising Specs:
$5 per line (~70 char/line)
1/4 Page (3.75" x 4.75") $100
1/2 Page Horiz. (7.5" x 4.75") $200
1/2 Page Vert. (3.75" x 9.75") $200
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Accepted Media and Formats:
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Make sure to include all linked images and fonts. Macintosh format. For Media, include a self addressed, stamped envelope for return.

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Ad submission deadlines are six weeks before date of issue.

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SIGGRAPH-Art Meetings
We started SIGGRAPH-Art meetings for visual artists.

More up-to-date information can be found on the LA Chapter SIGGRAPH web page. To sign up for announcements of SIGGRAPH-Art meetings, e-mail majordomo@allen.com with the line: “subscribe siggraph-art” in the body. For comments and meeting suggestions e-mail: los_angeles_chapter@siggraph.org

SIGGRAPH-Tech Meetings
We have started SIGGRAPH-Tech meetings for programmers and other technical folks. More up-to-date information can be found on the LA Chapter SIGGRAPH web page. www.siggraph.org/chapters/los_angeles To sign up for announcements of SIGGRAPH-Tech meetings, email majordomo@allen.com with the line: “subscribe siggraph-tech” in the body. For comments and meeting suggestions, email callen@allen.com

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entertainment companies around the world. These include SONY HD in New York, Fantasy 2 in Los Angeles, B-Sketch in Florence, Italy; RGB in Milan, Italy; Whitney Demos in Los Angeles, CBS, ABC and others.

At the advent of motion capture systems, Mr. Williams was asked to develop interactive character systems and production methodologies for Softimage in Los Angeles. There he became involved in the preliminary tests for the movie, “Casper”, which utilized captured facial data, as well as a real-time capture system for Universal Studios’ “Jurassic Park”. Since that time, Mr. Williams has helped further the development of motion capture systems for companies involved in all aspects of electronic entertainment. He developed techniques for the EPCOT Center “Aladdin Magic Carpet” ride (Walt Disney Imagineering). At Digital Domain, he developed and managed their motion capture department while working as Creative Director on Activision’s “MECHWARRIOR” CD-ROM and the real-time virtual dancing puppet “Viper”.

In 1997, Mr. Williams founded ElektraShock, a small CG production facility that focuses on character animation. What originally united the partners of ElektraShock was their fascination and expertise in computer animation. ElektraShock is one of the few companies that has achieved the seamless integration of motion capture technology into 3D animation and produces computer animated projects from conception through final render.