

D I M E N S I O N

September 1996 The Los Angeles Chapter of ACM/SIGGRAPH Newsletter

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L.A. SIGGRAPH presents:

DISNEY'S DIGITAL DIRECTIONS

TUESDAY, SEPTEMBER 10TH, 1996

ACADEMY OF MOTION PICTURE ARTS AND SCIENCES
8949 WILSHIRE BOULEVARD, BEVERLY HILLS, CA 90211

6:30 ~ 7:30 PM BUFFET & REFRESHMENTS

SIGGRAPH '96 ELECTRONIC THEATRE VIDEO REVIEW

7:30 ~ 9:00 PM PRESENTATION

9:00 ~ 10:00 PM DESSERT & COFFEE

PLEASE BRING THE ENCLOSED TICKET FOR YOUR ADMISSION TO THE EVENT
FOR ADDITIONAL TICKETS, FILL OUT THE ENCLOSED FORM AND MAIL TODAY
TICKETS WILL BE AVAILABLE AT WILL CALL AT THE ACADEMY

Join L.A. SIGGRAPH and The Walt Disney Company on September 10th for an evening of food, fun, and presentations of Disney's current and upcoming CG projects. Presenting work in photo-realism, computer generated animation and interactive will be digital artists from the Academy Award®-winning Dream Quest Images, Walt Disney Feature Animation's *Dinosaur* film project and Disney Interactive.

force behind Dream Quest Images' Academy Award®-winning visual effects. He has contributed to the conception, design, supervision and production of innovative special effects for more than 100 motion picture, television, and commercial projects.

Dan DeLeeuw, Digital Effects Supervisor, has been instrumental in the writing and development of proprietary computer graphics software programs, as well as the design and creation of Dream Quest's top digital effects and animation.



WALT DISNEY FEATURE ANIMATION

In 1928 a group of young, inspired artists found a new way to bring a mouse to life... a pencil, some paper, a camera — the hottest technology of their day, bound together with hard work and creativity. In the last ten years, a new generation of artists has harnessed the hottest technology of our day to bring a magic carpet to life, create a thundering stampede of wildebeests, and paint the streets of Paris with a teeming crowd. Walt Disney Feature Animation has a rich tradition of discovering new and better ways to tell stories.

DREAM QUEST IMAGES

Dream Quest Images is the feature film visual effects division of The Walt Disney Company. Among the digital effects they have created for feature films are the Academy Award®-winning visual effects from *The Abyss* and *Total Recall*, as well as effects for *Crimson Tide*, *The Mask*, and *The Crow*. Dream Quest provides feature film digital visual effects through a variety of techniques — computer animation, CGI, live action and miniature design and construction, film scanning and recording, as well as conceptual design and art direction. As part of the evening's events, Hoyt Yeatman and Dan DeLeeuw will present an overview of Dream Quest's work and discuss the live-action and motion control photography, CGI and digital techniques behind the visual effects for *The Rock* and *Honey, We Shrunk Ourselves*.

Hoyt Yeatman, Senior Visual Effects Supervisor, is the dynamic



Today, digital technology holds the potential to unleash even greater creative possibilities. Disney's goal is to bring together the best creative and technical talent to reinvent the art of animated movies.

Dinosaur will be Feature Animation's first project from the new Digital Animation Studio and will combine Disney storytelling magic with advanced digital technology to bring the audience into the lives of the mighty dinosaurs as their reign on earth is challenged. It's a new kind of film made with Disney's traditional attention to story and visual detail. A unique and startlingly real vision of a lost era, **Dinosaur** promises adventure and discovery. A new world awaits as the majesty and power of these prehistoric giants is encountered. At Walt Disney Feature Animation, the journey continues. At the September 10th Chapter Meeting the filmmakers will present a special look into the art of this film.

DISNEY INTERACTIVE

Disney Interactive is divided into several different business entities: **Edutainment** is the number one market leader in children's software creating innovative and challenging CD-ROM and Online applications. **Entertainment** creates software that redefines the words "interactive entertainment" including 3D, multiple player and Internet products for CD-ROM and Next Generation products. **Educational Publishing** is a new division creating and producing an innovative family of children's educational multimedia products for use at both home and in the school. **Disney Online** is Disney Interactive's newest business segment, dedicated to expanding The Walt Disney Company's presence on the Internet and developing a variety of online products for families.

Isaac Kerlow, Vice President of Creative Resources for Disney Interactive and author of "The Art of 3D Computer Animation & Imaging," will discuss the creative direction for 3D CGI and demonstrate examples of work-in-progress. He will also cover the general structure of Interactive's Art Group,

his responsibilities for the creative resources department, the development of 3D graphics and animation capabilities and Disney's outreach programs. Before and after the presentation, there will be a number of interactive kiosks throughout the lobby showcasing their work.

Program Coordinators:

Dennis Kuba and Ronda Szymanski

Special Thanks:

Bob Lambert, Dan Adler, Paul Yanover, Adbi Sami, Mary Reardon, Jon Carroll and Isaac Kerlow



Announcements:

Walt Disney Feature Animation is actively seeking the following professionals: Software Project Engineer, Principal Software Engineer, Audio/Video Project Engineer, Senior Software Systems Engineer, Software Development Engineers (3D Graphics, Image Processing, Technical Support, User Interface, 2D Animation, Configuration Management), Administrators (Technical: computer operations, Database: SQL & Informix, Unix Systems, Network, Macintosh Systems), Hardware Technician, Technical Writer, Editorial Technical Support. If you are qualified and interested in pursuing any of these opportunities, forward your resume to: Walt Disney Feature Animation, Job Code:Waconf, 500 S. Buena Vista St., Burbank, CA 91521-8072 or email to: resumes@fa.disney.com or fax to (818)544-5400. NO TELEPHONE CALLS PLEASE.

UCLA Extension and Sony Pictures Imageworks present Advanced High-End Production with 3D Studio MAX - PC based systems are increasingly used by major studios and visual effects facilities for high-end image production. See firsthand how Frank Foster, VP of Multimedia and his team at Sony Pictures Imageworks uses 3D Studio MAX, the revolutionary NT animation package from Kinetix, and the PC to continue to break new ground in the field of PC-based visual effects. The workshop will be held October 5th and 6th, 10 am to 5 pm, at Sony Pictures Imagework's new production headquarters in Culver City. Key topics will include; creating digital visual effects with 3D Studio MAX, previsualization, title design, digitizing moving images and outputting Film, Video, and CD-ROM. For admission requirements and enrollment information you can email UCLA Extension at espa@unex.ucla.edu or call them directly at (310)825-9064.

FOR SALE: SGI IRIS Indigo R4000, 32RAM, (2) 420/HD, DAT, External CD, Keyboard, Mouse, Photron IND24 Frame Buffer Board, IRIX 5.3, \$3500 obo. Serious only, ThreeG3d@aol.com.

**UCLA
EXTENSION**

Four Short Courses in Computers and Information Systems

FALL 1996

➔ **C++ for the Programmer: Using the Language Efficiently and Confidently**
September 17-20, with **STANLEY B. LIPPMAN**

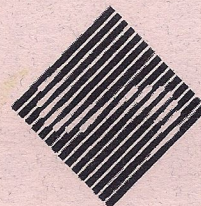
➔ **User-Centered Interface Design and Prototyping**
October 9-11, with **PENNY BAUERSFELD, KATHLEEN GOMOLL and LAURIE VERTELNEY**

➔ **Designing Visual Interfaces**
October 12, with **KEVIN MULLET**
(These two courses can be taken together for a reduced fee.)

➔ **Intelligent Software Agents**
October 23-25, with **CINDY MASON, JEFFREY M. BRADSHAW, HENRY LIEBERMAN, and TED SELKER**

For more information, call Marc at (310) 825-1047; fax (310) 206-2815; e-mail mhenness@unex.ucla.edu Web site: <http://www.unex.ucla.edu/shortcourses/>

Los Angeles Chapter SIGGRAPH
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Marina del Rey, CA 90295



Upcoming Meetings:

Tuesday, September 17th, 1996 -7:30 - 9 pm: L.A. SIGGRAPH Executive Council meeting. If you would like to attend please call (310) 288-1148. Location to be announced.

Tuesday, October 8th, 1996: L.A. SIGGRAPH presents "The Visual Effects of *Independence Day*". A panel discussion from the visual effects creators of this summer blockbuster.

DONATIONS!!! L.A. SIGGRAPH needs the following items: FAX machine (any model), portable laptop computer, laser printers, b/w scanner (Mac), Quark XPress (PowerMac), Adobe Photoshop 3.0 (Mac/PowerMac). We will gladly accept or buy your old equipment. Donations are tax deductible. We will provide a receipt and tax i.d. number. Please call (310)288-1148 and leave a message.

To place an announcement in **DIMENSION**, fax or email your name, phone/fax number, billing address, email address, and announcement to (310) 578-7369. Please indicate if you have camera ready art or Mac/PC diskette. \$5 per line of copy or \$50 per quarter page. **Announcements due the first of the month, for next month's issue.**

L.A. SIGGRAPH 1996/97 Executive Council

- Aliza Corson - Chair
- Genny Yee - Vice Chair
- Michael Seales - Treasurer
- Claudia Sumner - Secretary
- Ed Viser - Membership Chair
- Steve Hwan - Membership Secretary
- Chris Allen - Website Coordinator
- Brad Jorgensen, Leslie Mais - Program Coordinators
- Diane Holland - Advertising Coordinator
- Larry Carroll - Council Member
- Betsy Asber Hall - Newsletter Editor
- Joan Collins - Chair Emeritus
- Jane Stephan - Data Transfer Liaison

Los Angeles ACM/ SIGGRAPH is a non-profit organization.

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http://siggraph.allen.com

L . A . SIGGRAPH MEMBERSHIP INFORMATION

Please check one: new member renewal address change Date: _____

Announcements will be sent to your home address, if you wish them sent to your business address, check here

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Membership is tax deductible and includes our monthly newsletter and free admission to meetings. Please make your \$25.00 check payable to "Treasurer LA SIGGRAPH" and mail to: LA Chapter ACM/SIGGRAPH, P.O. Box 9399, Marina del Rey, CA 90295. Please allow 2-4 weeks for your membership to be processed.

For L.A. SIGGRAPH use only:

CASH _____ CHECK _____ INITIALS _____