

# I M M E N S I O N

November 1996 The Los Angeles Chapter of ACM/SIGGRAPH Newsletter

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## L.A. SIGGRAPH PRESENTS: AN EVENING WITH *Rhythm & Hues*

5404 JANDY PLACE - TUESDAY, NOVEMBER 12TH  
6:30 - 7:30 SOCIAL HOUR, 7:30 PRESENTATION

**Fees:** Non-members/\$5; Members/\$1. Note: Members who paid the now annual rate of \$25 will be admitted free of charge. Please bring your membership card or labeled newsletter as proof of membership.

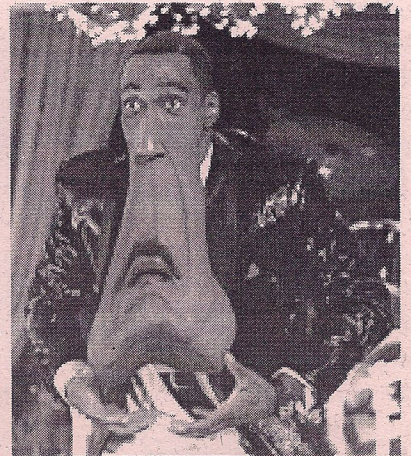
**Directions:** 405 Fwy, exit Jefferson west, turn right on Westlawn, left on Beatrice, right on Jandy - Free parking.

On November 12th L.A. SIGGRAPH's chapter meeting will be hosted by Rhythm & Hues at the company's new facility located in Marina Del Rey. The evening's program will encompass a look inside all of the divisions of this multi-award winning animation and effects studio. Since 1986, Rhythm & Hues has been an acknowledged pioneer in the production of high quality imagery for four distinct markets: Commercials (live action and computer generated imagery-CGI), feature film effects, theme park rides and interactive games.



The company's roots are in the commercial world where it has met with great success in both live action and CGI spots for clients such as Coca Cola, IBM, AT&T, Discover Card, JC Penney, Honda and Mazda to name a few. This highly respected division has spawned a rapid rise in revenues, growth and evolution of the company over the past decade. At this meeting R&H will highlight some of its recent commercial accomplishments including the spot named in Animation Magazine's Sept. issue as one of the year's ten best commercials -- Kraft's "Dancing Chicken" and the latest episode of the *Coca Cola Bears* which introduces a new character to the Bear family. The presenters will be **Sylvia Wong**, Lead Animator, and **Dan Quarnstrom**, Director/Designer. Dan's experience ranges from illustra-

tion and production design to computer animation. He has won numerous awards including Imagina (Monte Carlo) as well as having been the Co-Director for the CircleVision film *Le Visionarium* at Euro-DisneyLand. Some of Dan's commercial work includes spots for Coca-Cola, Reebok and Kodak. Sylvia is



an alumni of Sheridan College's computer animation program and has worked at Vidmax, the Canadian Broadcast Corp, Arcca Inc., SideEffects Co. and was a pioneer user for Prisms Software. She also spent over two years in Japan at Omnibus as CG Supervisor on *Fujikyu*, a 70MM themed motion based ride. She joined R&H in 1993 and has been involved in many projects including Babe, Seafari, MatchLight, Coca Cola Polar Bears and Kraft.





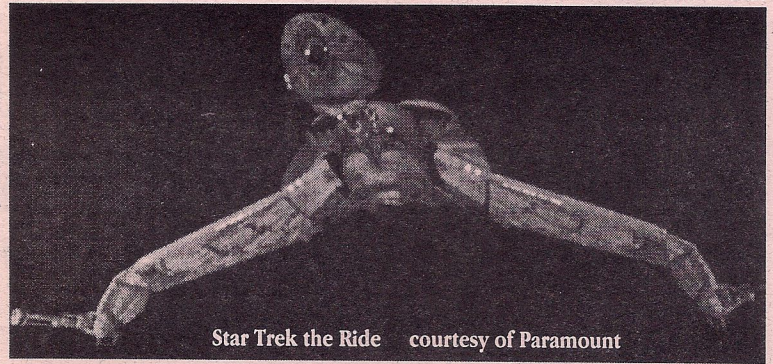
The Theme Park division at R&H has emerged as a consistent "A" player in the production of Ride Films and theme park attractions for clients such as Disney, MCA Universal, MGM, and Paramount. R&H is currently in production on *Star Trek the Ride* for Paramount and *Race to Atlantis* for IMAX/ITT.

**Mario Kamberg**, Director/Designer, and **Kenny Mirman**, Director/Designer, will be presenting. Mario began his career at Robert Abel & Assoc. He has designed high profile computer animation for national TV commercial client, Universal Pictures *Buck Rogers*, and both CBS and HBO television. Most recently he has been in the forefront of creating images for theme park rides, including *Seafari*, and designed and directed *The Funtastic World of Hanna-Barbera*. He is currently Director/Designer on *Star Trek the Ride*. Kenny's films have garnered awards in film festivals throughout the world, including five Clio Awards. Kenny has directed music videos for artists Toni Braxton, Babyface, Johnny Gill, Jermaine Jackson, and Al Green. He was Senior Designer on R & H's 3D IMAX film *Race to Atlantis*.

R&H's Feature division was given a real boost with the Academy Award® for *Babe* this year. That honor, as well as the success of its recent effects work showcased in the Eddie Murphy hit *The Nutty Professor* and *Kazaam* have managed to propel R&H to the forefront of the competitive field of feature effects houses. This month a great coup was realized when Spielberg's Amblin' Entertainment in association with Dreamworks SKG awarded *Mousehunt* to Rhythm & Hues. R&H is now faced with the challenge of creating a photorealistic cgi mouse and cat for integration with live action in this Gore Verbinski feature film due for release in late 97.

Since the inception of Rhythm & Hues, the goals have remained the same: to provide an excellent working environment, to do high quality work on all projects, and to eventually produce a cgi animated feature film. The strategy is that the feature film effects business will help attract and keep the best people, and provide the creative and technical opportunities that will allow R&H to meet their short and long term goals.

The Feature division of the company will focus its presentation on the challenges faced in the creation of the visual effects work on both *The Nutty Professor* and *Kazaam*. Visual Effects Supervisor, **Bruno George**, and Technical Directors, **Karl Maples** and **Olivier Barbeau** will be presenting. Bruno brings over 20 years of visual effects experience to R&H, where he



Star Trek the Ride courtesy of Paramount

recently completed work on *The Nutty Professor* for Universal Pictures. Starting at Van der Veer Photo Effects in 1976, he worked on such films as *King Kong*, *Star Wars*, *Silver Streak* and *The Fury*. Prior to joining Rhythm and Hues, Bruno was Creative Director of Cinesite where his work included *In the Line of Fire*, *Coneheads*, and *Cliffhanger* as well as supervising the digital restoration of the Disney's *Snow White*. Karl joined R&H over a year ago and has worked on such projects as *Fruit-A-Burst*, *NTT*, *Kazaam* and *Race to Atlantis*. He is currently working on his M.S. in the Visualization Department at Texas A&M University. Olivier has degrees in cartoon animation and computer graphics animation. He worked for Cameleon and Alias | Wavefront Paris before joining R&H last year. He has worked on *Energy*, *Kazaam* and *Intel*.

The newest division of the company is its Interactive Game group. Last year R&H invested in the development of an original game called *Eggs of Steel*. The prototype of this game will get its world premiere at the meeting and will be presented by **Adam Spindell**. Adam has spent the past 12 years developing interactive multimedia. Shortly after graduating from Dartmouth College in 1982 with a degree in Film studies, Adam worked for several Fortune 500 companies developing multimedia courseware. Adam's clients include Northwest Airlines, Fireman's Fund Insurance, Northern Telecom and Blue Cross/Blue Shield. The A320 Flight Crew course which he developed at Northwest Airlines is currently being used as a pilot training standard by airlines on five continents. At Rhythm & Hues, Adam is currently writing, producing and directing development of *Eggs of Steel*, a multi-million dollar state of the art platform game for the Sony Playstation.

Join us for an in-depth look at the most recent achievements from the people who make up this multi-faceted company called Rhythm & Hues.

**Special Thanks to this meeting's Program Coordinator**

**Rose Duignan - Marketing Director, R&H**

## Upcoming Meetings

**Tuesday, November 19th, 1996 - 7:30 - 9 pm:** L.A. SIGGRAPH Executive Council meeting. To attend please call (310) 288-1148. Location to be announced.

**Tuesday, December 10th, 1996:** L.A. SIGGRAPH presents: "An Evening with Warner Digital". Take a sneak preview of this company's latest work.