

# D I M E N S I O N

The Newsletter of the Los Angeles Chapter of ACM/SIGGRAPH March 1997

## Upcoming Meetings

- ◆ Call the SIGPHONE, 310-288-1148  
For recorded information on the time and location of our next meeting.
- ◆ Tuesday, April 8, 1997  
L.A. SIGGRAPH presents a panel discussion: "Where is the Talent to Power Our Industry's Future?" Presenters from educational institutions and production companies discuss the strengths and weaknesses of incoming computer animators and how they can better prepare for the demands of the production world.

## Announcements

- ◆ Donations Wanted!  
L.A. SIGGRAPH needs Apple or Apple Power Macintosh compatible laser printers, b/w scanners, QuarkXPress 3.32, and Adobe Photoshop 4.0. Donations are tax deductible. We will provide a receipt and tax i.d. number.

### ◆ Dimension Advertising Specs:

\$5 per line (~70 char/line)	
1/4 Page (3.5" x 4.75")	\$50
1/2 Page (7" x 4.75")	\$100
Full Page (7" x 9.5")	\$200

Formats: Mac format floppy or Zip/e-mail/Quark/Photoshop/EPS

E-mail: Los\_Angeles\_Chapter@siggraph.org

Fax: 310-578-7369

### Mail:

L.A. SIGGRAPH  
Attn: Hans Ku  
P.O. Box 9399  
Marina del Rey, CA 90295

### Fedex or messenger:

Hans Ku  
Walt Disney Feature Animation  
500 South Buena Vista Street  
Burbank, CA 91521-4870

- ◆ The ad submission deadline for April's issue is March 10th.

## L.A. SIGGRAPH PRESENTS AN EVENING WITH

# VIEWPOINT DATALABS

AND

# HOUSE OF MOVES

TUESDAY, MAR. 11TH

### THE PROGRAM

6:30 - 7:30 PM	Social Hour
7:30 - 8:00 PM	Overview Presentation
8:00 - 9:00 PM	Breakout Groups

### THE LOCATION

Peterson Automotive Museum  
6060 Wilshire Blvd.  
Los Angeles, CA 90036

### DIRECTIONS

Take the 10 East. Exit Fairfax heading North. Take Fairfax to Wilshire. The Museum is on the corner of Fairfax and Wilshire. Parking is on Fairfax just before the corner of Wilshire.

Parking will cost \$4.00.

### THE PRESENTATION

Hosted by Viewpoint Datalabs and hOuse of mOves, L.A. SIGGRAPH's March meeting focuses on the latest technical and artistic developments in 3D geometric modeling and motion capture. The meeting will be held at the Peterson Automotive Museum, in the museum district of Los Angeles. The evening's festivities will include the cyberware facial scanning system operated by Viewpoint Datalabs and demonstrations of integrating motion capture data into leading 3D software packages.

Viewpoint Datalabs Int'l, Inc. will be presenting on the current industry needs & standards for 3D geometry both technically, and artistically. This presentation will focus on the specific technical attributes of a quality model. This includes different model types such as NURBS (continuity, blends & trims, and interpenetrating geometry), polygons (joints, flex areas, smoothing groups, layout), and raw scan data.

Celebrating its one year anniversary, the hOuse of mOves is dedicated to providing motion capture services for the entertainment industry. The brief presentation will include discussion on the expertise and background of the company and will focus on the use of cutting edge technology and its application in motion capture. A reel will be shown of the latest projects at the hOuse of mOves including the new Andre Agassi/Nike commercial and the Bjork music video.

After the overview, breakout sessions will be hosted by specialists from each company (see below).

### - HOUSE OF MOVES -

Specialists from the hOuse of mOves include president Tom Tolles who has been active in high-end 3D animation for more than 10 years and co-founder Brett Gassaway who has motion captured and scanned some of Hollywood's biggest names. Additional experts involved in motion capture data integration will also be on hand.

### - VIEWPOINT DATALABS-

**DAVID MOOY.** David Mooy was born in Salt Lake City, Utah, and graduated from Brigham Young University with a B.S. in Manufacturing Engineering and Technology. His contributions include work for Batman and Robin, Ants, Candyman II, Con Air, Toys, Fifth Element, True Lies, Paramount's Voyager, Viper, and countless car commercials. His emphasis has been in highly accurate complex contoured models. He works regularly with polygons and NURBS.

**JASON TURNER.** Jason Turner graduated from Brigham Young University with a degree in Industrial Design. As a senior modeler at Viewpoint, Jason is responsible for the quality assurance of models created by Viewpoint's modeling team, specializing in



**MODELS and MOTION, from page one**

**NURBS models.** He has worked on many feature films for Viewpoint including *The Arrival*, *Mortal Kombat*, *Batman*, and *Broken Arrow* as well as numerous commercials, games and educational projects.

**STEVE KEELE.** Senior modeler Steve Keele holds a Bachelor of Art and Design degree from Brigham Young University. He has been especially interested in characters and has created the 3-D models for *The X-men*, *Wario*, the Pirate at the Treasure Island Casino in Las Vegas, the Skull on *Crypt Keepers*, *Bruno the Kid*, the Purba Indian knife used in *The Shadow*, as well as numerous characters for games, commercials, and movies. In addition, he has also created morph targets in order for many of these characters to express themselves.

**WALTER NOOT.** Originally from the Netherlands, with a B.S. in mechanical engineering from Brigham Young University, Walter has been at Viewpoint for more than 4 years. He heads up modeling services at Viewpoint which includes a team of desktop modelers creating models for VRML & Direct X, a team of modelers creating datasets for features, TV spots, games, and other commercial applications, and a Vis-sim team creating real time databases & datasets for military simulators, flight simulators and game applications.

**SPECIAL THANKS**

*Erin M. Killackey  
Bradford Jorgenson*

# Get Involved!

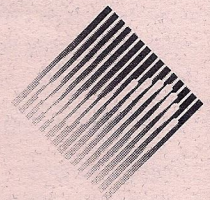
## Vote in the Upcoming June Elections for the 97-98 Executive Council

**Elected Positions:**

- Chair
- Vice Chair
- Secretary
- Treasurer

**Appointed Positions:**

- Membership Chair
- Membership Secretary
- Advertising Coordinator
- Newsletter Editor
- Newsletter Assistant Editor
- Program Coordinators
- Webmaster



# Rhythm & Hues

**Rhythm & Hues**, the Academy Award-winning 3-D special effects and computer animation studio, has immediate openings! If you are energetic, and want to apply your "can-do" attitude at a leading-edge studio that shows appreciation and respect for its people, check out our new openings, and fax your resumes to (310) 448-7600, Attn: Recruitment. We have positions available for people with skills in the following areas:

**SCANNING/FILMING MANAGER**

We are looking for a highly organized manager with GREAT people skills, to oversee all aspects of the department, and work closely with our Production and Editorial departments. Your command of color film processing, and engineering/computer skills are a BIG plus.

**INTERACTIVE, Game Ranger**

- Requirements
- C/C++ or scripting
- enthusiasm for games
- UNIX experience helpful
- Scope of Responsibilities
- Author game levels
- Learn 3D Graphics/Animation production
- Learn visual effects

**QUALITY CONTROL MANAGER**

- Requirements
- Enthusiasm for games
- Degree/experience in Psychology preferred
- Quality Control exp. preferred but not essential
- Scope Of Responsibilities
- Perform focus testing
- Assist in establishing testing process
- Recruit testers
- Schedule testers
- Maintain testing stations
- Document and track bugs in game

**SOFTWARE DEVELOPMENT**

- Requirements
- Unix, C, C++ (preferred)
- Masters Degree (or equivalent exp.)
- Scope Of Responsibilities
- Develop in-house proprietary tools for modeling, animation, rendering, and games:
- GUI Motif User Interfaces
- 3D Animation Tools
- Rendering Tools
- 2D Image Tools

**ART & DESIGN**

- Requirements
- Three Years Industry Experience
- Strong Drawing Skills
- Understanding of 3-D Space
- Story boarding Skills
- Breadth of Style
- Scope Of Responsibilities
- Video Game Design
- Interactive Content Design
- Animation Direction
- Director of Computer Graphics

**3-D ANIMATION PRODUCTION**

- Requirements
- UNIX Familiarity
- Two Years Experience with Wavefront, Alias, PRISMs, and/or Softimage
- Strong Demo Reel/Portfolio
- Scope Of Responsibilities
- Modeling
- Character Animation
- Digital Cinematography
- Effects Animation