It's a Two Meeting Month!

L.A. ACM/SIGGRAPH Presents
Tuesday, March 14, 2000

Webworks

"Real Time 3D, Navigable Worlds and Characters Come to Life on the Internet" with speakers from *Brilliant Digital Entertainment, Nucleus Interactive Inc., Atomic 3D, and Spectrum Studios*

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). Enter Campus 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. ACM- SIGGRAPH Chapter 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

This month's LA-SIGGRAPH monthly meeting will highlight the latest in 3D, real-time, live streaming performance animation, interactive navigable worlds and other exciting developments on the Internet. Join us for exciting demos, enlightening comments from industry leaders and the most innovative and stimulating

Special Thanks: Leslie Mais and Greg Panos

L.A. ACM/SIGGRAPH Presents
Wednesday, March 22, 2000

The Story of Computer Graphics

Screening will be projected in High Definition format. If you missed it at SIGGRAPH '99 come see it with us and see how CGI got to where it is now!

The Program

7:00 Doors Open   7:30-9:00 Screening

The Location

Leonard H. Goldenson Theater Academy of Television Arts & Sciences. 5220 Lankershim Blvd. North Hollywood, CA 91601

Directions

The Academy is located in No. Hollywood two blocks east of the 170 Freeway (Magnolia Avenue exit) in the complex on the northeast corner of Lankershim and Magnolia. *Note: There is no transition from the eastbound 101 to the northbound 170. Exit at Tujunga and follow it north to Magnolia.

Parking

$2 fee in the Academy parking structure.

No Fees or Registration

This event is free to all. We urge that members arrive early to assure their admittance.

The Event

ACM SIGGRAPH's documentary, which premiered at the Los Angeles Shrine Auditorium, on August 8, 1999, "The Story of Computer Graphics" chronicles the history of the industry, its impact on society, and the excitements of future possibilities. As an official SIGGRAPH history project, great care was taken to produce a lasting document that will inform and inspire generations to

Special Thanks: Joan Collins-Carey, Marketing Specialists and Panasonic

Tuesday, April 11, 2000. Muscle Tech. See what CGI has contributed to the visualization of muscles in both film and medical worlds

Tuesday, May 9, 2000. Animation Presents "High Definition Issues for Visual Effects" CBS will provide an overview of factors affecting the digital effects production pipeline within those new standards. The time is here. The broadcast community is actively in the midst of shifting to accommodate hi-def broadcast standards.

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
Full Page (7.5"x 9.75")	$400

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Accepted Media and Formats:

Zip, Jazz, Quark, FreeHand, Illustrator, Photoshop, TIFF, and EPS. 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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Lynn Kaplan Dimension Art Director. Ads under 10MB can be accepted via e-mail at: lynn180@earthlink.net Ads over 10MB, please mail to: ONEighty 1119 Colorado Ave Suite 103 Santa Monica, Ca 90401

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Ad submission deadlines are six weeks before date of Issue.

"Webworks"

advancements evolving on the Internet today. Presenters will include Kevin Bermeister from Brilliant Digital Entertainment, Larry Kohl from Nucleus Interactive Inc. and Atomic 3D and Spectrum Studios.

Kevin Bermeister:

Brilliant Digital Entertainment (http://www.multipathmovies.com)

Brilliant Digital Entertainment is the production studio responsible for creating Multipath Movies, a new generation of digital entertainment to be distributed over the Internet and on CD-ROM as television programming and for home video. Multipath Movies are developed using proprietary, technologically advanced software tools that produce three-dimensional, digitally animated stories, each with multiple user-influenced plot alternatives or paths that lead to a variety of distinct conclusions.

Brilliant Digital has formed alliances with DVD EXPRESS, Kesmai's GameStorm, @Home, The Learning Company and SlingShot to distribute its Multipath Movies in varying venues including the Internet's World Wide Web, CD-ROM and DVD and has acquired the exclusive worldwide interactive rights to Bantam Doubleday Dell books for Young Readers for the Choose Your Own adventure series of interactive books. Brilliant has also signed content license agreements for the following properties: Ace Venture (Morgan Creek Productions), the legendary rock group KISS, Popeye (King Features), Superman (DC Comics) and Xena (Universal Studios). The company is headquartered in Los Angels, CA with offices in Bondi Junction and Double Bay, Australia and Middlesex, England.

Kevin Bermeister, along with his partner, Mark Dyne, has developed substantial businesses in the computer and multimedia areas. Mr. Bermeister and Mr. Dyne established Ozisoft Pty. Ltd. In 1982 based in Sydney, Australia, which was one of the first interactive multimedia companies. In 1987, Ozisoft began representing Sega Enterprises Japan in Australia and New Zealand. This marked the beginning of a long and successful partnership with Sega Enterprises Japan. By 1990 Ozisoft was Australia's largest international software distributor.

In 1992, Bermeister and Dyne engineered a management buyout, together with Sega Enterprises and Nishow Iwai , to form a new company, Sega Ozioft Pty Limited. Under the direction of Mr. Bermeister and Mr. Dyne, the Sega Ozisoft franchise is one of the most successful in the multimedia area. Sega Ozisoft has represented exclusively the world's largest and most foremost publishers including, among others, Virgin, Sierra, Viacom, Ocean, Accolade, Time Warner, Acclaim, Micropose and Starwave.

During 1996, Messrs. Bermeister and Dyne launched Brilliant Digital →

Entertainment into the US public capital markets. During 1998, the team combined with management to execute a management buyout of Virgin Interactive plc, the European development and distribution arm of Virgin Interactive, which was a subsidiary of Viacom, Inc.

One of Kevin Bermeister and Mark Dyne's most recent projects is the establishment of a $70 million interactive theme park in Darling Harbor in Sydney, Australia. This park is one of the leading interactive attractions in the world combining the latest in multimedia entertainment and destination attraction events.

Larry Kohl;

Nucleus Interactive Inc. and Atomic3D

Nucleus Interactive Inc. was the first company to develop an interactive real-time 3D animation production and 3D streaming system for the Internet. Nucleus is currently focused as a production company providing services to the entertainment industry; and also produces original content through partnerships with other creative groups and individuals. Atomic 3D technology gives Nucleus Interactive the ability to produce fully lip-synched 2D/3D animation and content nearly 4 to 10 times faster than conventional methods. Atomic3D also provides the means to broadcast and view 3D Animation and audio content simultaneously in real time over the Internet at 28.8 modem speeds, in full screen at thirty frames per second. Atomic3D animation can also be rendered for traditional video delivery of any kind.

Founded in 1995 by Larry Kohl, Nucleus first developed Atomic3D technology as a tool and then evolved the company into an original content producer utilizing the technology. Our "Filthy 3d Jokeman Show" is already syndicated as a regular segment on "CBS Howard Stern Radio Show'' seen on CBS on Saturday nights in its second season. It is based on material performed by Jackie "The Joke Man" Martling and is also available at www.jokeland.com . We animate the web show "In The Dirty World" featured on the Film Roman site www.level13.net and we produced multiple episodes of "Rock Week" for rollingstone.com. We animated Kevin & Bean for KROQ Web site; www.kroq.com in the "KROQ commissary. Our own site www.atomic3d.com features " Slick Willy" based on the

Clinton impeachment hearings, original animated music videos and other original shows. Most of the material on our site is edgy and intended for an adult audience.

Larry Kohl, the President and CEO of Nucleus Interactive has a strong technical background in the interactive multimedia computer industry and a solid foundation in business management and investment analysis. As an associate at Enterprise Partners/Ocean Park Ventures from December 1992-July 1994, he was responsible for formulating the firm's strategy for potential investments in interactive multimedia companies. Kohl conducted market, technical and financial analysis as well as extensive negotiations of complex financial issues regarding investments, from term sheet to final legal documentation.

Spectrum Studios

Spectrum Studios is a multi-faceted production environment. With mediums ranging from film to broadcast, from internet to interactive games and attractions. Spectrum blends the artistic and the technical to create character animation and visual effects. Spectrum Studios is dedicated to the advancement of animation production and to support the entertainment community in all aspects.

Spectrum's experience spans from real time character animation for live broadcast to theme park immersive attractions. They have created characters and animation for feature films, video games and the internet.

Spectrum's facility provides both real time optical and magnetic motion capture systems. The company has developed visual camera technology that allows them to integrate live actors and virtual characters for both pre-visualization and production. The core spectrum team places the best in the industry together with the resources and access to move each and every project through with creativity and confidence.

From sketch to screen, Spectrum Studios creates unique characters and environments for a variety of mediums and applications. Drawing upon the resources of our satellite production studio, ImagineAsia, they provide creative solutions and content for any size production. Their credits include the film Heavy Metal F.A.K.K.II, and the broadcast episodic Ramayana.

"Computer Graphics"

Martin Newell

J. Turner Whitted

Dr. Donald Greenberg

Nick England

Lou Doctor

Richard Shoup

Alvy Ray Smith

David Em

Yoichiro Kawaguchi

Cynthia Goodman

Isaac Victor Kerlow

Phil Mittelman

Robert Abel

William Kovacs

Tim McGovern

John Whitney Jr.

Gary Demos

Art Durinski

Richard Taylor II

Larry Elin

Jeff Kleiser

John Hughes

Douglas Engelbart

John Warnock

Jim Clark

Craig Barrett

Eric DeJong

Donna Cox

Holly Rushmeier

Dr. Arthur J. Olson

Norman Badler

Michael Girard

George Lucas

Dennis Muren

Jim Morris

Carl Rosendahl

Dan Sandin

Mark Bolas

Michael Capps

John Romero

FILM FOOTAGE FEATURED:

Toy Story and TRON, courtesy of Buena Vista Home Entertainment

Star Trek II: The Wrath of Khan, courtesy of Paramount Pictures

Willow, courtesy of Lucasfilm Ltd.

Terminator 2: Judgement Day, used by permission of Canal+ Distributors

Antz Behind the Scenes, by Pacific Data Images, courtesy Amblin Entertainment

CG CLIPS FEATURED:

TRON Excerpts

Jurassic Park Behind the Scenes Footage

Dinosaur Test Footage - Tippett Studio

Computer Aided Airfoil Design

Jim Clark in early headtracking gear

Social Virtual Reality

Diamond Park & Spline

Live Demonstration at Fall Comdex '95

MERL - A Mitsubishi Electric Research Laboratory

Brilliance (Sexy Robot) Television Commercial

Trade Secrets of the Violin Masters

Boeing Photos & Historical Archives

IBM Archives Photos

Lincoln Laboratory Photos

DAC1

"Sketchpad"-1963

SAGE footage - Provided by MIT

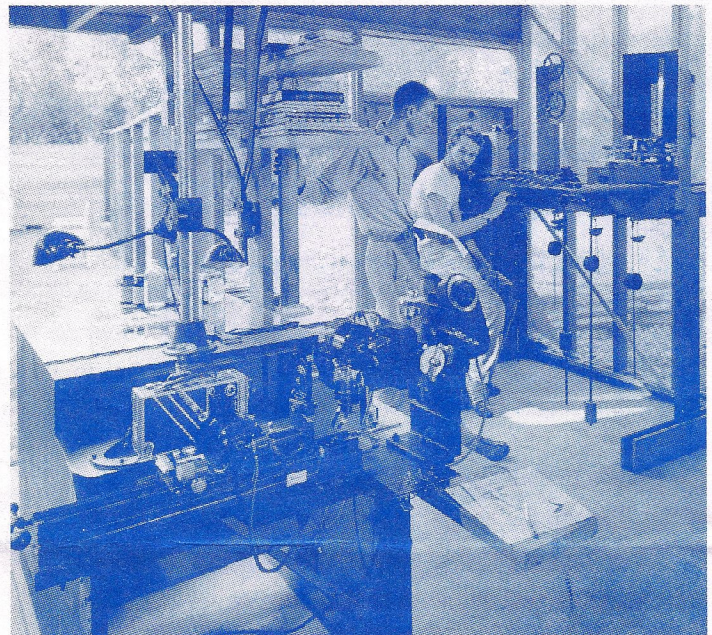"Counterbalance"-1954 - Provided by MIT

Sun Stone - Ed Emshwiller

Renault footage

Cornell in Perspective

Metamorphosis, UFO, Computer and the Artist

Ascent of Man

The brothers' James and John Whitney Sr., began making experimental mechanical analog computer films back in the 1940's. By the 1960's, John Sr. was continuing the quest, using digital computers, as an artist in residence, at IBM.

A Simple Method for Extracting the Natural Beauty of Hair

Poliovirus - Provided by Dr. Arthur J. Olson, Ph.D. Dept. of Molecular Biology, The Scripps Research Institute

Virtual Vietnam - Provided by Michael Capps

Sketchpad, LDS-1 Carrier Landing Simulator, Smithsonian Awards Bio,

Virtual Archives:30 Year Retrospective, Evans & Sutherland UITA Tribute

Luxo Jr., and Tin Toy, by Pixar

The Visible Human

The University of Colorado Center for Human

→

Simulation and The National
Center for Atmospheric Research

Nude

TRON Storyboards, Magi Stills & Demo Footage

The Scripps Research Institute Campus Footage

Looking into HIV

Fire Simulations

Experiments from NIST/ National Institute of
Standard Technology

Fiat Lux - Paul DeBevec, UC Berkeley

The Skeleton Animation Systems- David Zeltzer,
Sarnoff Corporation

Voyager I & II, Venus and The Sun HD footage - JPL