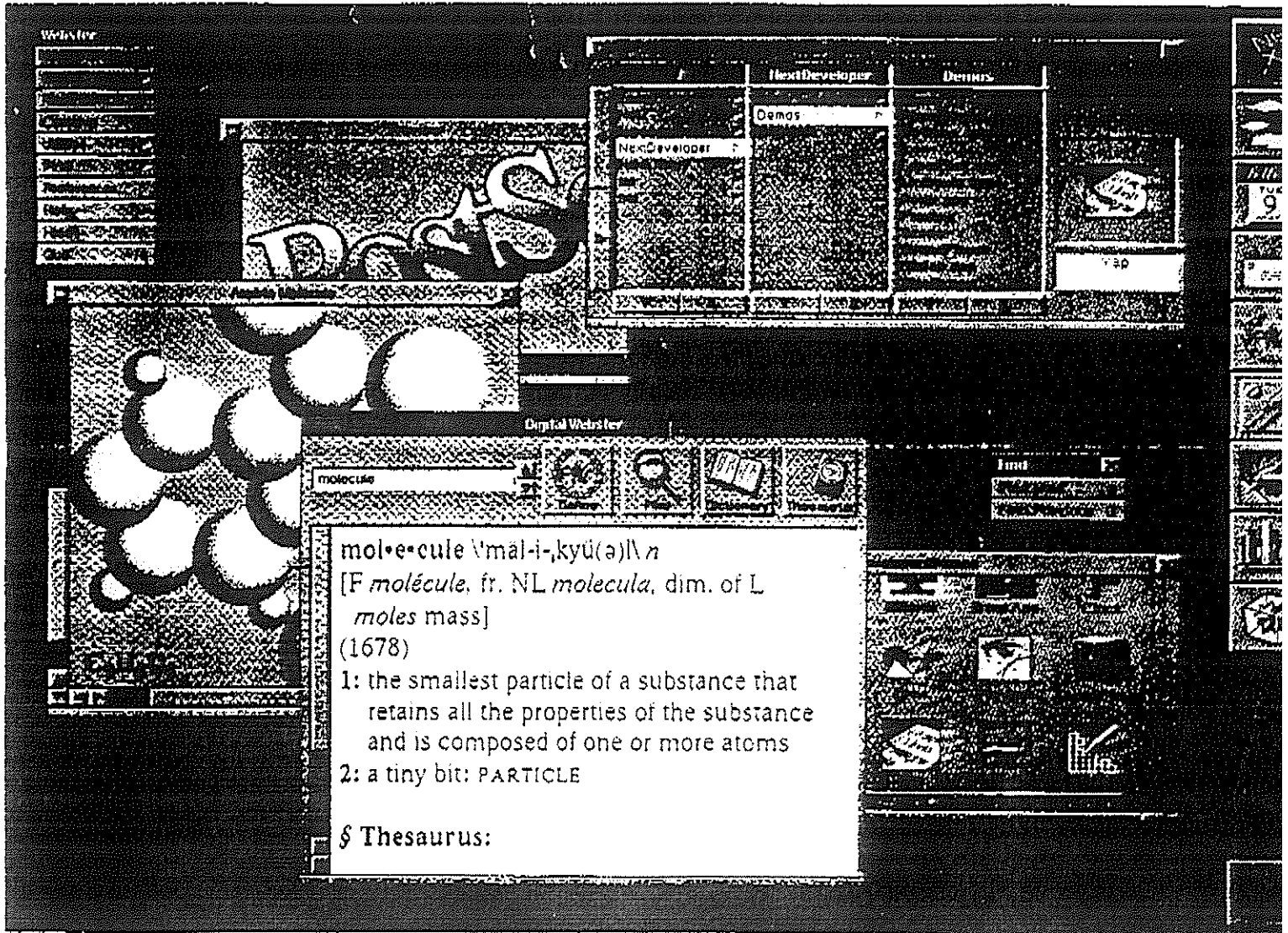# DIMENSION
The Newsletter For L. A. SIGGRAPH

ACM's Special Interest Group on Computer Graphics
P.O. Box 90698 World Way Postal Center, Los Angeles, CA 90009

MARCH 1990

mol•e•cule \'mäl-i-ˌkyü(ə)l\ *n*
[F *molécule*, fr. NL *molecula*, dim. of L
 moles mass]
(1678)
1: the smallest particle of a substance that
    retains all the properties of the substance
    and is composed of one or more atoms
2: a tiny bit: PARTICLE

§ Thesaurus:

NeXT: FUTURE DIRECTIONS AND HANDS-ON DEMO
Hosts: CSULA and NeXT Inc.

Tuesday March 13th 6:30 pm

CAL STATE LOS ANGELES TO HOST THE "NeXT" MEETING

MEDIA LOGIC TO DEMO TOPDRAW

Cal State Los Angeles will be hosting the March 13th Siggraph meeting, featuring NeXT and Media Logic. The speakers will be Tony Longson, Professor of Art at Cal State Los Angeles, Jim Diamond, NeXT's district sales manager, and Rob Batchelder, with Media Logic Corp. in Santa Monica, CA. Tony will speak about the University program and the department. Jim will brief us on NeXT's past, present and future and Rob will demo the TopDraw Postscript graphics program. Four NeXT computers will be made available by Cal State Los Angeles for hands on use.

Standard features of the NeXT computer include Ethernet, a 256-Mbyte optical drive, a digital signal processor (DSP) and several bundled software applications. A 330-Mbyte hard disk is optional.

According to Steven Jobs, NeXT will introduce a color version of NeXT's MegaPixel display sometime this year. NeXT is developing a custom chip and an accelerator for manipulating 24-bit color images.

MEDIA LOGIC

TopDraw offers object oriented drawing tools, including rectangles, ellipses, polygons, Bezier curves and an autotrace tool that converts bit-mapped images into objects.

Special effects can be created by rotating, scaling reflecting and skewing objects as well as by filling objects with shades, patterns and fills. These effects can also be applied to text.

TopDraw supports NeXT's standard postscript fonts and provides users with the ability to fill and outline any font with controllable line thickness, shades of gray or patterns. TopDraw

DIRECTIONS

From the 10 fwy exit the Eastern Ave. offramp. Go due north. Eastern Ave. will lead into the campus. Follow campus signs to the visitor registration booth. Parking attendants will provide a map and a parking permit. Tell the attendant you are there for the Siggraph meeting. The booth will close at 7 PM so get there early or follow the signs. The Lab phone is 213-343-4034 in case you get lost.

Refreshments will be served in the art department's 1st floor art gallery from 6:30 to 7:30. Our meeting will begin at 7:30 and end around 9:30 in the art department's computer graphics lab in Room 225.

The cost of the meeting will be $3.00 for members and $5.00 for non-members.

SYMBOLICS DESKTOP MACIVORY

Symbolics is now shipping 'its' MacIntosh IIx based desktop MacIvory Graphics System. The system uses Symbolics own Ivory microprocessor chip. The Ivory microprocessor with supporting hardware, called MacIvory, is used to modify a MacIntosh IIx chassis to run Symbolics software in a desktop package. Color hardware provides full 24 bit color with a seperate 8 bit matte channel as well as real time full color frame grabbing. Both display and capture are NTSC and PAL compatible.

The Symbolics desktop 3D system is an integrated system of hardware and software that allows the user to produce advanced 3D and 2D animations and illustrations. The system consists of four highly sophisticated software modules.

S-Paint controls a wide variety of

From The High Chair

Last month TRW and Wavefront put on a very informative and well attended meeting. This month's meeting at Cal State LA. which will feature Next and Media Logic, is expected to be as great.

Julian Gomez, Silicon Valley Siggraph Group Chair, and a long time friend is interested in keeping us informed about their current and future activities in the Bay area. Last month DeGraf-Wahrman were the featured speakers up there. We will be sure to let Julian know what we are doing so their members will have the option to attend our exciting events when they happen to be down our way.

The April meeting will have IBM showing their new RISC-based Unix workstation.

Chair, Greg Panos

resolution independent. The system allows the user to quickly create textures for 3D objects and provide multi-layer 2D moving backgrounds for animations.

S-Geometry is a 3D modeler that supports interactive design and sculpturing of 3D shapes to be composited into illustrations or animated sequences. It provides support to build flexible objects for displacement animation.

S-Dynamics provides for the design and contol of very complex animation. It gives the user control over virtually anything that changes over time, appearance, shape or motion, which can then be modified in a very flexibe way using Symbolics scripting technology.

S-Render converts 3D shapes and dynamics control information into

CALLS FOR PARTICIPATION

Artistic & Entertaining Computer Animation Needed
for the sequel to the award winning video,
"STATE OF THE ART OF COMPUTER ANIMATION."

$1,000 per minute will be paid for selected work.

Call Steve Churchill at 619/452-6800 or meet Steve at the March L.A. SIGGRAPH meeting.

Los Angeles ACM/SIGGRAPH will present a fall 1990 meeting featuring an art exhibition and panel discussions.

We seek proposals for works of art created exclusively, or in part, with computer graphics techniques. Works will be judged for Artistic Merit and Use Of Media And Technology in the following categories:

Commercial, Science/Engineering, Non-Commercial and Student.

Proposed panel discussions include:

Computer Graphics As An Art Medium
Advanced Computer Graphics In Commercial Graphics/Advertising
Scientific And Engineering Visualization Techniques
Future Directions In CGI For Entertainment Applications

The purpose of the show will be to:

Offer a forum for the exhibit of work by local computer graphic artists, exchange information between local graphics professionals and introduce local artists, designers, architects, engineers and the media to the available uses of computer graphics techniques.

If you would like to participate with the contribution of artwork, a proposal for a paper or panel discussion, or would like to help in the organization of this event, please send a brief backgrounder, along with a description of your proposed participation, to the address below. Deadline for proposal consideration is June 1, 1990. Final artwork or papers are due July 15, 1990. The event will be scheduled for late September or October of 1990, dependant upon site availability.

L.A. ACM/SIGGRAPH EDITOR
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