The Newsleffer of the Los Angeles Chapter of ACM/SIGGRAPH FEDERATION

Upcoming Meetings

- Saturday, February 7, 1998
 L.A.SIGGRAPH Chapter meeting: Career Boot Camp: How to put together your reel and resume for your dream job in computer animation and special effects.
- Tuesday, March 10, 1998 JPL/NASA present images from Mars
- Tuesday, April 14, 1998
 The Big Screen: A look at the process of creating imagery for large format screens.
- Call the SIGPHONE, 310-288-1148
 For recorded information on the time and location of our next meeting.

Announcements

Dimension Advertising Specs:

\$5 per line (~70 char/line)	
1/4 Page (3.75" x 4.75")	\$50
1/2 Page (7.5" x 4.75")	\$100
Full Page (7.5" x 9.75")	\$200

Accepted Media and Formats: Floppy, e-mail (<10MB), Zip, Jaz, Quark, PageMaker, FreeHand, Illustrator, Word, Photoshop, TIFF, and PICT. Make sure to include all linked images and fonts. Macintosh format preferred.

Send your ad and check, made payable to *Treasurer LA.SIGGRAPH*, via FedEx or messenger to:

Hans Ku

c/o Walt Disney Feature Animation 2100 Riverside Drive Burbank, CA 91506 Ads can be accepted via e-mail at Hans@fa.disney.com

 The ad submission deadline for March's issue is February 10th.

 Contact us! SIGPHONE: 310-288-1148 SIGFAX: 310-578-7369 Los_Angeles_Chapter@siggraph.org www.siggraph.org/chapters/los_angeles/

L.A. SIGGRAPH Presents, Saturday, February 7th: CAREER BOOT CAMP

8 AM - 5 PM Saturday, February 7

Omni Hotel 930 Wilshire Blvd Downtown Los Angeles



Hotel Parking \$7.00 with validation.

The Program

8:00-9:00 AM Registration/Check-in

On-site registration: \$25 L.A. SIGGRAPH members; \$50 Non-members; \$15 Students (with proper ID). Become a member at the event (\$25 annual fee) and pay the member rate. Checks or cash only. "The Future of the Industry" session is open to all members and guests of L.A. SIGGRAPH at no charge.

8:30 AM Exhibition Hall Opens Wilsbire Room

Take a break from the sessions and visit the exhibition hall. Universities, training centers, and educational facilities will be available to answer your questions, and provide information about their courses and programs.

9:00-9:15 AM Welcome Pacific Ballroom

9:15-10:15 AM Opening Session: Job Descriptions Pacific Ballroom

Pauline Ts'o, V.P., Rhythm and Hues will present an overview of the computer animation industry and talk about the variety of jobs available.

10:30-11:45 AM Demo Reels/Portfolios *Pacific Ballroom*

What makes an outstanding demo reel? Come and see! Take part in a brief networking exercise too.

Moderator: Pamela Thompson, Independent Recruiter

Panelists: Glenn Campbell, Area 51; John Follmer, Metrolight; Jacquelyn Ford Morie, Blue Sky/VIFX; Doug Nichols, Walt Disney Feature Animation; Caleb Owens, Square USA; Beth Sasseen, Industrial Light and Magic

10:30-11:45 AM Internships

Golden State Ballroom

You can gain experience on the job through an internship. How can you get one? What can you expect?

Moderator: Laurie Burrus, Pasadena City College

Panelists: Rick Apostol; Novocom; David Bawel, Video Symphony; Bryan Goyette, California Division of Labor, Division of Apprenticeship Standards; Diana Miao, Blue Sky/VIFX; Jill Smolin, Cinesite

12:00-1:00 PM Demo Reel Nuts and Bolts *Pacific Ballroom*

Kathy Peaslee of Encore Video and R Scott Miller of Aerodrome Pictures will guide you in the steps to take to put together your own demo reel in Nuts and Bolts of Demo Reels.

12:00-1:00 PM Networking Golden State Ballroom

Networking is a skill you need no matter what your career goal. Find out what you need to know about networking and then be prepared to eat lunch with someone new.

Moderator: Joan Collins, ACM/SIGGRAPH and Sony Pictures Imageworks

Panelists: Ted Alexandre, Sony Pictures Imageworks; Blaze Callahan, Silicon Studio; Jamie Dixon, Hammerhead; Joe Salazar, Buena Vista Imaging

1:30-2:15 PM Digital Careers in the 21st Century Pacific Ballroom

Spend lunch with Isaac Kerlow, Director of Digital