The Newsletter of the Los Angeles Chapter of ACM/SIGGRAPH April 1998

Upcoming Meetings

- Tuesday, April14, 1998 The Big Screen: A presentation and screening from Imax at the IMAX 3D Theatre.
- Tuesday, May 12, 1998
 Integrating Computer Generated
 Imagery with Live Action
- Call the SIGPHONE, 310-288-1148 For recorded information on the time and location of our next meeting.

Announcements

• Dimension Advertising Specs:

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Accepted Media and Formats: Floppy, Zip, Jaz, Quark, FreeHand, Illustrator, Word, Photoshop, TIFF, and PICT. Make sure to include all linked images and fonts. Macintosh format preferred. If sending media, include a self-addressed, stampled envelope for media return.

Send your ad and check (payable to *Treasurer L.A. SIGGRAPH*) to:

Grant Loel, *Advertising Coordinator* Call (310) 379-5905 or e-mail DimensionAds@siggraph.org for Grant's direct mailing address.

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Include a web-ready jpeg or gif and/or html with your paid ad and we'll try to post it on our website with our newsletter for free!

- The ad submission deadline for May's issue is April 1st!
- 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, Tuesday, April 14th The Big Screen: IMAX 3D

Location

IMAX 3D Theatre California Science Center 700 State Drive Los Angeles, CA 90037

Program

7:30 PM Registration8:00 PM Presentation/Screening9:00 PM Repeat Presentation/ScreeningNote: No social hour. Concessions will be sold.

Directions

Heading North on the Harbor Fwy (110), exit Exposition Blvd. Turn left to Flower St., left on Flower to Figueroa St., enter parking lot 1/2 block on the right. *Heading South* on the Harbor Fwy (110), exit Exposition Blvd. Turn left at bottom of ramp on Flower St., turn left on Figueroa St. Enter parking lot 1/2 block on the right. Parking is \$5 per car.

Fees/Registration

This meeting is open to members (no charge) and guests (\$10 each) of the L.A. Chapter ACM/SIGGRAPH. The presentation will run twice, at 8:00 PM and again at 9:00 PM. Tickets to both screenings will be distributed on a first-come first-served basis until 5 minutes prior to each screening. There are 400 seats in the IMAX 3D Theatre and we do not anticipate a sell-out. Note: If you sign up as a new member at the event (\$25 annual membership fee) you are admitted at no extra charge to the event.

CAREER BOOT CAMP

by Pamela Thompson

Los Angeles Chapter ACM/SIGGRAPH's first Career Boot Camp, WHAT WE WISH WE KNEW WHEN WE WERE NEW, was a success with attendees participating in sessions that lasted from 9 am to 5:30 pm on Saturday February 7, 1998. The Omni Hotel at 930 Wilhsire Blvd was a terrific setting for a gathering of computer animation hope fuls and industry professionals. Aliza Corson, L.A. SIGGRAPH's Chair and Pamela Thompson, Coordinator of the Boot Camp, gave a rousing welcome to the estimated 534 attendees. Pamela coached everyone in their first exercise at boot camp to network since there was too much to do and no one could go to every session.

The Event

The April L.A. SIGGRAPH Chapter Meeting will take place at the IMAX 3D Theatre, located at the newly expanded and renamed California Science Center. This Theatre is a seven story high and 90-foot wide screen and six-channel surround sound system.

Imax Corporation's Senior Vice President Andy Gellis will present a reel comprised of trailers of current and



Image produced by ExMachina for L5: First City In Space. ©MCMXCVI Cosmic City Productions Inc.

upcoming IMAX(r) 3D and 2D films, as well as demonstrations of various types of computer imaging and animation for the IMAX 3D-format. The reel includes the following trailers:

IMAX Films

The IMAX Nutcracker; Wings of Courage; Across the Sea of Time; L5: First City in Space; Mission to MIR; Rolling Stones At The Max.

IMAX 3D Animation Demonstrations

Tale of the Seahorse; Flying Geese; Dragons; Paint Misbehavin'.

The last two pieces were created using the IMAX@ 3D process SANDDETM (Stereo Animation Drawing Device) which permits animators to draw and color 3D images freehand in space as if they were putting pencil to paper. Using a freehold 'wand' to draw or sculpt the characters in the air, the animator's work is translated from the imagination to real time 3D. The ground-breaking work is based upon the premise that animators prefer to draw without the interference of a keyboard or a mouse in the creative process.

Program Coordinator Diana Lee

Special Thanks Al Newman, Imax Corporation