

L.A. SIGGRAPH

Los Angeles ACM / Special Interest Group on Computer GRAPHics

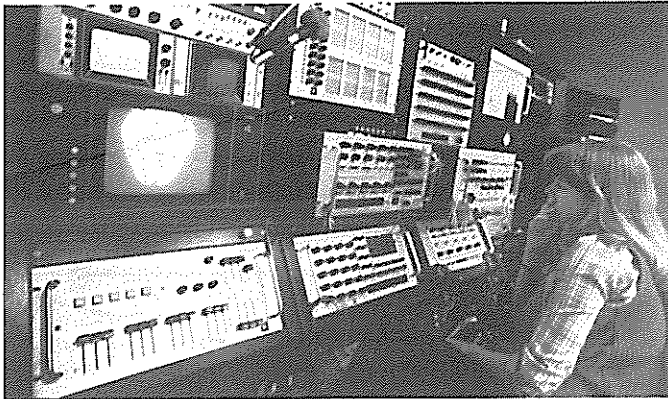
MAY

1985

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Vice-Chairman - DEREK LEE - (714) 752-5081
Secretary - ERNIE SASAKI - (818) 577-2643
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Education Editor - PATRIC PRINCE - (818) 797-7674

P. O. Box 90698, World Way Postal Center, Los Angeles, CA 90009

MAY 14th MEETING



GREG PASSMORE

Operator at Caesar IV hybrid computer.

For our May 14th meeting, we will again return to Baxter Lecture Hall, room 3400, at the California Institute of Technology. We will feature GREG PASSMORE, an active software contractor in Computer Graphics. For the last seven years, Greg has worked with several graphic manufacturers and a variety of end users in the Oil, CAD, Defense and Animation industries. He is currently involved in assisting businesses make sense of this fast moving field. His office is in Torrance.

Caltech is located at 1201 East California Blvd. in Pasadena. If you are coming to Pasadena on the 210 Freeway, take the Hill Ave. exit south to Del Mar Blvd. If you are coming up on the Pasadena Freeway, stay with it as it becomes Arroyo Parkway and go north about a mile, to Del Mar Blvd., where you should make a right. Caltech is about 2 miles east. The best parking lot to use is directly south of the intersection of Del Mar and Chester Ave. Use the south entrance of the Baxter Hall of Humanities, which is located on the east side of the lawn, which is directly south of the Beckman Auditorium (a big, white, round building). SEE THE MAP ON THE LAST PAGE.

Baxter Lecture Hall is at the top of the flight of stairs, just inside the entrance. LA SIGGRAPH would, once again, like to thank Drs. Jim Kajiya and Al Barr, of Caltech's Computer Science Department, for making this facility available.

A social hour will begin at 6:30 pm, and the program starts at 7:30 pm. There will be a \$1.00 fee for members, and \$3.00 for non-members, payable at the door. Please bring correct change as we have a hard time making change for large bills.

This month's talk, will be a quick-paced informal discussion on the Computer Graphics industry and its products specifically dealing with visual simulation. This includes animation and industrial applications requiring a high degree of visual quality. The discussion is intended to provide some perspective in one of this country's most turbulent business arenas. Individuals planning products or services should expect to gain an appreciation for the problems associated with the Computer Graphics marketplace. Artists and new engineers should expect to better understand industry directions as required for career decision-making.

We will begin with a study of what makes up a visual simulation system. A discussion on components and problem areas will cover model entry, data structures, rendering and motion control. This will lead into a survey of available products and a competitive analysis of current hardware and software vendors. The relationship between service bureaus and manufacturers will be examined. Specific emphasis is planned on understanding current manufacturers' assumptions about the industry based on perceived buying patterns. Key questions include who shapes the industry opinions, where is the money really spent, who makes the largest profits, who takes the greatest risks, what is market fragmentation and how can one avoid it?

We will close, by examining the role of SIGGRAPH and other professional societies to determine their contribution to trend formation and talent generation. GREG PASSMORE.

KODAK DATA BOOKS



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ANNOUNCEMENTS

* * * NEWSLETTER "HELP-KEY" * * *

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For further SIGGRAPH '85 information: contact the Chairman, MOLLY MORGAN at (213) 320-5700 or ACM SIGGRAPH '85, Conference Services Office, 111 East Wacker Drive #600, Chicago, IL 60601, (312) 644-6610.

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ED KRAMER, our 84-85 Treasurer and one of our most active and talented members, has moved to New York City to take a position with Editel, New York. He will be greatly missed (who will be the new trivia champ?). However, DEBBY WINSBERG has stepped in, checkbook in hand, as our acting Treasurer. Debby is currently working at Laser Media as Animation Digitizer. Debby helped to organize our screening of "The Last Starfighter" last year, the SIGGRAPH Picnic and presented a piece with computer graphics and dancers in the recent "On The Threshold" show.

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A round of applause is in order for the individuals who have come forward to add their talents and time to your newsletter. ERNIE SASAKI has folded, stapled and mailed each month, often late into the night. MIKE AMRON has helped with art, copy-writing & paste-up since March. NANCY COLLIER has written needed material on many occasions (see "Volunteers Unite!" and "Computergraphia" in this issue). PATRIC PRINCE is our new Contributing Education Editor. Others who have joined us with this issue include: ED HARRISON, KRIS KASAI, LEE LUNDAY, DOROTHY SAVAY and CAROL STIEGLITZ.

* * * NEXT EXECUTIVE COUNCIL MEETING, MAY 19 * * *

Contact MOLLY MORGAN at (213) 320-5700 if you have something you wish to bring to the attention of the board, and would like to attend.

* COMPUTER GRAPHICS SEMINAR * MAY 9, 1985 *

INFORMATION AGE COMPUTER GRAPHICS will host a demonstration and seminar on the Artronics/3M system at a Hollywood location. I.A.C.G. provides a continuing series of seminars. The demos are one hour and the seminars are a full day. These programs are usually held at the user's facility so you get first hand installation experience, not just a vendor's sales pitch. For information contact RANDY HARABIN, Information Age Computer Graphics, P.O. Box 84513, Los Angeles, CA 90073, (213) 826-4336.

* L.A. PROFESSIONAL VIDEO SHOW, MAY 21, 1985 *
Long Beach Convention Center, Long Beach, CA:
(Anehiem was erroneously announced in April)

The L.A. PROFESSIONAL VIDEO SHOW is one of the major conferences of video technology for entertainment, business, industry and education. The show will feature the use of computers, in conjunction with video, to produce more exciting & informative results within these fields. Seminars directly related to computer graphics include: "Animation Through Video," "Special Effects for Video Production," (both chaired by our former member ED KRAMER) and "Computer Graphics for the Creation of Video." Other events held in Long Beach during the Videoshow will be a Media Arts Expo, a SIGGRAPH presentation on computer graphics and the Long Beach Independent Video Festival. MIKE AMRON.

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CONFERENCES & C.G. ADVERTISING

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Santa Monica Civic Auditorium, Santa Monica:

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* * Computer Graphics Image Contest * *

Cosponsored by RASTER TECHNOLOGIES INC. and THE COMPUTER MUSEUM. Two Categories, pro and student. Each has a \$1000 first, \$500 2nd & \$200 3rd place prize. Submissions must be 2 identical copies of 35mm slides. Slides must have no identifying info on the image and a letter must be enclosed describing what kind of system was used. Judging will be "on the bases of creativity, use of color, visual impact, and unique applications of computer graphics." Prize winners will also receive a framed blow-up of their picture, be exhibited in the museum and be displayed at Raster Tech's booth at SIGGRAPH. Entry forms will be at our May meeting. MOLLY MORGAN.

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Moscone Center, San Francisco:

Frame Buffer Show: The entry deadline is May 17, 1985. For information, contact TONY LONGSON, West Coast University, (213) 487-4433.

SIGGRAPH '85 overview brochure: This should have reached you by early April. It describes the exhibition, technical programs, panels, courses, art show and film and video show.

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L.A. SIGGRAPH EXPLAINED

From the Secretary:

With our elections coming up in June, this is a good time to again describe LA SIGGRAPH's membership types, the other organizations whose concurrent memberships are used to define those types (LA ACM, National ACM, and National SIGGRAPH), and the procedures that will be followed for voting.

LA SIGGRAPH Membership Types

LA SIGGRAPH has three types of members:

1) A local member is a member of LA SIGGRAPH, receives a copy of our monthly newsletter, and is able to attend monthly chapter meetings (held on the second Tuesday of the month) for a reduced fee. Membership is open to anyone with an active interest in computer graphics. The current dues are \$10/year.

2) A local voting member is a member of LA SIGGRAPH and also a voting or non-voting member of Los Angeles Chapter of the Association for Computing Machinery (LA ACM). Local voting members receive the same benefits as local members and are eligible to vote in LA SIGGRAPH elections. The combined dues are \$15/year.

3) A full member is a member of LA SIGGRAPH, a voting member of LA ACM, a voting member of National ACM (this currently requires a Bachelor's Degree or academic equivalent, or four years full time experience in information processing), and a member of National SIGGRAPH. Full members receive all of the above benefits and are able to run for chapter office. Of course being a member of each of these other organizations has its own advantages -- these will be discussed next. The combined dues for full members are \$83/year.

About LA ACM

LA SIGGRAPH is officially the "special interest group on computer graphics" of the Los Angeles Chapter of the Association for Computing Machinery (LA ACM). LA ACM publishes a newsletter called Data-Link which describes the topic of their monthly meeting (typically held the first Wednesday of the month in the LAX Airport area). It also has information about the meetings of LA ACM's other special interest groups (on Ada, Business Data Processing, Numerical Analysis, Programming Languages, and Software Engineering). The application form you filled out to join LA SIGGRAPH also allows you to join LA ACM and these other groups.

The topics for LA ACM's last few meetings included: "Local Area Networks, An Overview and How to Methodology", "Real-time Distributed Systems", and "Program Sizing and Cost Control".

Dues are currently \$5/year (LA ACM is currently discussing raising their dues to \$10). Contact Ken Wong, (818-577-9923) for more information.

About National ACM

The Association for Computing Machinery is one of the major professional societies for people in the computing industry (the other being the IEEE Computer Society). LA ACM is a local chapter of this international organization.

Included with membership is a subscription to Communications of the ACM, the "most easy-to-read computing journal". It has articles on a wide range of computing topics, from "The Legal Protection of Computer Software" to "Efficient Nesting of Congruent Convex Figures".

Special member rates apply when you order any of ACM's other 11 publications, such as the Transactions on Graphics (members \$24/non-members \$65). You also get sizable discounts when joining one of the 32 Special Interest Groups (SIGs) that are a part of ACM. The SIGs most likely to interest LA SIGGRAPH members cover Computer Graphics (\$18/\$45) and Computer and Human Interaction (SIGCHI, \$15/\$30).

Member discounts also apply when you attend one of the conferences (over 40 annually) sponsored by National ACM or its SIGs. Last year, for example, you could have saved up to \$105 off the cost of attending SIGGRAPH '84 by being a member of National ACM.

In addition, ACM has a group insurance program through which you have access to rates that are lower than those available to individuals. This is especially valuable if you are self-employed or "between jobs".

Dues are \$50/year (there is a special rate of \$15 for full-time students). Call (212) 869-7440 for more information.

About National SIGGRAPH

National SIGGRAPH is one of the Special Interest Groups of National ACM. LA SIGGRAPH has no official ties to National SIGGRAPH -- we report to the local ACM chapter. In practice, however, there is close cooperation between National SIGGRAPH and the local SIGGRAPH groups (including LA SIGGRAPH, there are currently 15 local groups operating).

Each year in July, National SIGGRAPH sponsors THE conference to attend on the latest developments in computer graphics. It consists of technical paper presentations, vendor equipment exhibits, tutorials on various CG topics, an Art exhibit, and a really amazing Film and Video Show. This year's conference will be held July 22-26 in San Francisco. Next year's will be in Dallas.

Members of National SIGGRAPH receive the quarterly publication Computer Graphics, one issue of which is the Proceedings of the yearly conference (typically about 300 pages long with a number of color plates -- last year's
(continued on last page)

THE LIBRARY: COMPUTERGRAPHIA

At last! Amid the deluge of recently published computer graphic coffee table books, there is a rich collection of new images accompanied by refreshingly concise captions. This book is Computergraphia.

The third Coast Computer Graphics Group, founded in Houston, Texas by Greg Passmore, has spent 2 years compiling this gallery of imagery from many fields.

Divided into four sections, Computergraphia represents the foremost applications of computer graphics today - earth and life sciences, engineering and design, art and animation, and biological and medical R. & D.

The book is written in straightforward style, with language which is easily comprehended by beginners, yet is substantive enough to hold a veteran's interest.

The first section, entitled "Earth," cites the advantage that computers have in processing vast amounts of data, to afford a better understanding of our earth. It gives a brief overview of seismic exploration followed by discussion of various computer applications to the field. Multi-spectrum imaging, weather forecasting, Landsat image enhancement, spectrum signatures, microwaves and radio waves are all touched upon in this section. The images are often shown with the screen menu or other such environmental elements often absent in similar volumes. This allows a rare look at the actual environment in which computer graphics are created.

In "Life," the second section, computer graphics applications to biological and medical sciences are discussed. Readers learn of the worldwide cooperation involved in the integration and advancement of medical technology on an international scale. Striking images show computerized tomography, used for reconstructive surgery, X-ray enhancement and analysis of anatomical structures. Emission Magnetic Resonance (nuclear Medicine) and molecular modeling are shown both aesthetically and practically. These and other computerized medical techniques aid in both diagnosis and treatment.

Section three, entitled "Invention," deals with industrial applications of computer graphics. Pronouncing man the "inventor," Computergraphia describes modern methods for designing inventions. A brief overview of early CAD systems is followed by a description of modern CAD and CAM applications. Vector representations of products evolve into realistic 3-D models used in auto manufacture, architecture and flight simulations. Intricacies of circuit board design accompany pre-production studies for mechanical devices. Super-real images used in training challenge the viewer to discern the simulated objects from reality.

The last section, "Imagination," catches late night programmers engaged in pure indulgence.

Each page speaks of worlds beyond our own, traveled by dedicated programmers, willing to stay after hours and play with their incredible toys. Though many of the images are mathematically derived, imagination has transformed that rigid world into fine art. The book clearly seeks to reassure non-computer folks that computer graphics will not phase out the artist, but merely offer another means of expression. The book reveals that "new techniques and visual styles are only beginning to be explored." Some of the artistic tools common to many graphic systems are examined - from paint systems to video effects to 3-D geometric modeling. The section ends with an examination of how artistic style has been influenced by computers and possible future directions of the medium. This section serves to plant seeds in the reader's mind about the use of the computer as an efficient, artistic tool and as an "extension of the mind."

Computergraphia is excellent in most respects, though at this point I am obligated to mention the glossary. Although it mentions many of the words one might not understand when reading the text, it's scope and breadth are sorely lacking. A more extensive and informative glossary would have been the finishing touch to an otherwise excellent publication.

The most valuable and interesting part of this book is it's images. Along with simple explanations of the techniques used in creating the visuals, the book gives credit to the creators of the images, who might otherwise remain unappreciated in their cold computer caves. NANCY COLLIER.

***** EXPORT UPDATE MAY *****

According to the Los Angeles Times, the Commerce Department may liberalize regulations on sales of some types of U.S. made computers to the Soviet Union and other Communist countries. Controls would be lifted if similar goods are being sold to Communist countries "in quantities that controlling them would no longer improve the United States' national security." The proposals will not take effect until public comments are reviewed. On the local front, export rules will be discussed at the May 22nd meeting of the IEEE. RANDY RANDALL.

***** INTERACTIVE VIDEO DISK SOFTWARE *****

For those interested in interactive video disk technology, the next meeting of the L.A. Chapter of IICS (International Interactive Communications Society) is presenting MARK DILLON from INTERAC, producers of software for interactive video disk based systems. He will speak on "Integration of Authoring Relational Database Architecture into Touch Screen Video Disk Based Systems." The meeting is at USC on May 13, 1985. Refreshments will be served at 7:00 pm with the meeting starting at 7:30 pm. For details, contact JIM GRIFFITH or MITCH AIKEN, Media Learning Systems, (818) 449-0006.

THE LIBRARY: COMPUTERGRAPHIA

At last! Amid the deluge of recently published computer graphic coffee table books, there is a rich collection of new images accompanied by refreshingly concise captions. This book is Computergraphia.

The third Coast Computer Graphics Group, founded in Houston, Texas by Greg Passmore, has spent 2 years compiling this gallery of imagery from many fields.

Divided into four sections, Computergraphia represents the foremost applications of computer graphics today - earth and life sciences, engineering and design, art and animation, and biological and medical R. & D.

The book is written in straightforward style, with language which is easily comprehended by beginners, yet is substantive enough to hold a veteran's interest.

The first section, entitled "Earth," cites the advantage that computers have in processing vast amounts of data, to afford a better understanding of our earth. It gives a brief overview of seismic exploration followed by discussion of various computer applications to the field. Multi-spectrum imaging, weather forecasting, Landsat image enhancement, spectrum signatures, microwaves and radio waves are all touched upon in this section. The images are often shown with the screen menu or other such environmental elements often absent in similar volumes. This allows a rare look at the actual environment in which computer graphics are created.

In "Life," the second section, computer graphics applications to biological and medical sciences are discussed. Readers learn of the worldwide cooperation involved in the integration and advancement of medical technology on an international scale. Striking images show computerized tomography, used for reconstructive surgery, X-ray enhancement and analysis of anatomical structures. Emission Magnetic Resonance (nuclear medicine) and molecular modeling are shown both aesthetically and practically. These and other computerized medical techniques aid in both diagnosis and treatment.

Section three, entitled "Invention," deals with industrial applications of computer graphics. Pronouncing man the "inventor," Computergraphia describes modern methods for designing inventions. A brief overview of early CAD systems is followed by a description of modern CAD and CAM applications. Vector representations of products evolve into realistic 3-D models used in auto manufacture, architecture and flight simulations. Intricacies of circuit board design accompany pre-production studies for mechanical devices. Super-real images used in training challenge the viewer to discern the simulated objects from reality.

The last section, "Imagination," catches late night programmers engaged in pure indulgence.

Each page speaks of worlds beyond our own, traveled by dedicated programmers, willing to stay after hours and play with their incredible toys. Though many of the images are mathematically derived, imagination has transformed that rigid world into fine art. The book clearly seeks to reassure non-computer folks that computer graphics will not phase out the artist, but merely offer another means of expression. The book reveals that "new techniques and visual styles are only beginning to be explored." Some of the artistic tools common to many graphic systems are examined - from paint systems to video effects to 3-D geometric modeling. The section ends with an examination of how artistic style has been influenced by computers and possible future directions of the medium. This section serves to plant seeds in the reader's mind about the use of the computer as an efficient, artistic tool and as an "extension of the mind."

Computergraphia is excellent in most respects, though at this point I am obligated to mention the glossary. Although it mentions many of the words one might not understand when reading the text, it's scope and breadth are sorely lacking. A more extensive and informative glossary would have been the finishing touch to an otherwise excellent publication.

The most valuable and interesting part of this book is its images. Along with simple explanations of the techniques used in creating the visuals, the book gives credit to the creators of the images, who might otherwise remain unappreciated in their cold computer caves. NANCY COLLIER.

***** EXPORT UPDATE MAY *****

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LA SIGGRAPH EXPLAINED, (continued from page 4)

Proceedings cost \$40 for non-members!). Ongoing features of the other issues have been bibliographies of CG related literature, listing of schools offering CG classes, book reviews, and notices of upcoming events.

Also available, although not included in the dues, are the SIGGRAPH Video Review, "the world's only multi-issue computer graphics publication on videotape", and a number of slide sets from past conferences.

Dues are \$18/year for people who are also members of National ACM. Call (212) 869-7440 for more information.

The Upcoming LA SIGGRAPH Election

Four officers will be elected at our June meeting: Chairman, Vice-chairman, Treasurer, and Secretary. Candidates for these offices must be, or agree to become, full members of LA SIGGRAPH. The term of office starts July 1 and lasts one year.

The nominees for office will be announced at the May Meeting at Caltech. Other nominations can be entered at that time. If you are interested in running for office you should contact the Nominating Committee chairman, Molly Morgan, at (213) 546-5355.

The first line of your mailing label on this issue of the newsletter will say "Voting" if

you are currently a voting member of LA SIGGRAPH. Please contact me if you feel that you have been overlooked. Absentee ballots will be mailed to voting members shortly after the May meeting. These should be brought to the June meeting or mailed in time to reach me before that meeting takes place.

A Request for Reviews

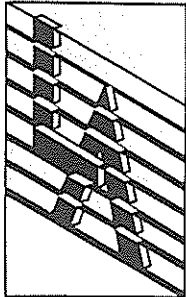
If anyone is interested in buying and then reviewing either of the following items, please contact the Editor, Randy Randall.

Procedural Elements For Computer Graphics, by David F. Rogers (McGraw-Hill, 1985, 433 pages, paperback, \$25 [?]), has just been published. Sample section titles: A Scan Line Seed Fill Algorithm, The Convolution Integral and Anti-aliasing, Reentrant Polygon Clipping, and A Global Illumination Model Using Ray Tracing.

Digital Research, the creator of CP/M based operating systems, is about to start shipping its GEM (Graphics Environment Manager) Programmers' Toolkit. Using this product, programmers will be able to create software with a Macintosh-like user interface (complete with pull-down menus, windows, icons, and a mouse driven cursor) on non-Mac machines -- all for \$500, including telephone support. Since "GEM software works independently of operating systems and languages", this sounds like the best thing since Structured Programming. Let's have a review from someone to see if it lives up to our great expectations. ERNIE SASAKI.

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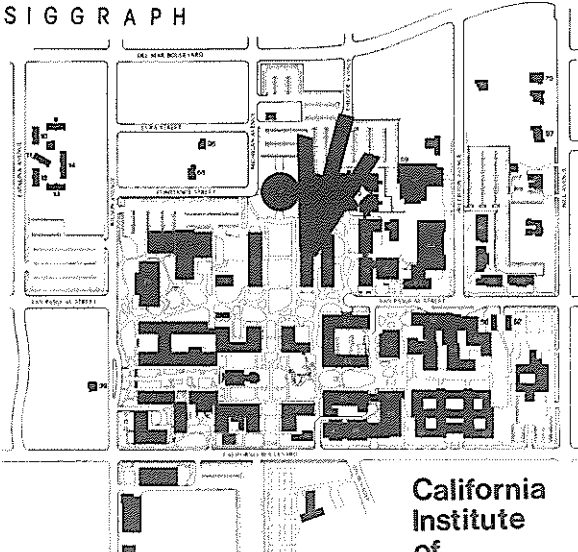


Los Angeles Association for Computing Machinery Special Interest Group on computer GRAPHics

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