Upcoming Meetings

- Call the SIGPHONE, 310-288-1148
  For recorded information on the time and location of our next meeting.
- Tuesday, April 8, 1997
  L.A. SIGGRAPH presents a panel discussion: "Where is the Talent to Power Our Industry’s Future?" Presenters from educational institutions and production companies discuss the strengths and weaknesses of incoming computer animators and how they can better prepare for the demands of the production world.

Announcements

- Donations Wanted!
  L.A. SIGGRAPH needs Apple or Apple Power Macintosh compatible laser printers, b/w scanners, QuarkXPress 3.32, and Adobe Photoshop 4.0.
  Donations are tax deductible. We will provide a receipt and tax i.d. number.
- Dimension Advertising Specs:
  $5 per line (~70 char/line)
  1/4 Page (3.5" x 4.75") $50
  1/2 Page (7" x 4.75") $100
  Full Page (7" x 9.5") $200
- Formats: Mac format floppy or Zip/e-mail/Quark/Photoshop/EPS

E-mail: Los_Angeles_Chapter@siggraph.org
Fax: 310-578-7369

Mail:
L.A. SIGGRAPH
Attn: Hans Ku
P.O. Box 9399
Marina del Rey, CA 90295

Fedex or messenger:
Hans Ku
Walt Disney Feature Animation
500 South Buena Vista Street
Burbank, CA 91521-4870

- The ad submission deadline for April’s issue is March 10th.

L.A. SIGGRAPH PRESENTS
AN EVENING WITH

VIEWPOINT DATALABS
AND

HOUSE OF MOVES

TUESDAY, MAR. 11TH

THE PROGRAM
6:30 - 7:30 PM Social Hour
7:30 - 8:00 PM Overview Presentation
8:00 - 9:00 PM Breakout Groups

THE LOCATION
Peterson Automotive Museum
6060 Wilshire Blvd.
Los Angeles, CA 90036

DIRECTIONS
Take the 10 East. Exit Fairfax heading North. Take Fairfax to Wilshire. The Museum is on the corner of
Fairfax and Wilshire. Parking is on Fairfax just before
the corner of Wilshire.

Parking will cost $4.00.

THE PRESENTATION
Hosted by Viewpoint Datalabs and House of Moves, L.A. SIGGRAPH’s March meeting focuses on the latest
technical and artistic developments in 3D geometric
modeling and motion capture. The meeting will be
held at the Peterson Automotive Museum, in the museum
district of Los Angeles. The evening’s festivities
will include the cyberware facial scanning system
operated by Viewpoint Datalabs and demonstrations of
integrating motion capture data into leading 3D software
packages.

Viewpoint Datalabs Int’l, Inc. will be presenting on the
current industry needs & standards for 3D geometry
both technically, and artistically. This presentation will
focus on the specific technical attributes of a quality
model. This includes different model types such as
NURBS (continuity, blends & trims, and interpenetrating
geometry), polygons (joints, flex areas, smoothing
groups, layout), and raw scan data.

Celebrating its one year anniversary, the House of
Moves is dedicated to providing motion capture services
for the entertainment industry. The brief presentation
will include discussion on the expertise and background of the company and will focus on the use
of cutting edge technology and its application in
motion capture. A reel will be shown of the latest
projects at the House of Moves including the new Andre
Agassi/Nike commercial and the Bjork music video.

After the overview, breakout sessions will be hosted by
specialists from each company (see below).

- HOUSE OF MOVES -

Specialists from the House of Moves include president
Tom Tolles who has been active in high-end 3D animation
for more than 10 years and co-founder Brett
Gassaway who has motion captured and scanned
some of Hollywood’s biggest names. Additional
experts involved in motion capture data integration
will also be on hand.

- VIEWPOINT DATALABS -

DAVID MOOY. David Moooy was born in Salt Lake
City, Utah, and graduated from Brigham Young
University with a B.S. in Manufacturing Engineering
and Technology. His contributions include work for
Batman and Robin, Ants, Candyman II, Con Air, Toys,
Fifth Element, True Lies, Paramount’s Voyager, Viper,
and countless car commercials. His emphasis has
been in highly accurate complex contoured models.
He works regularly with polygons and NURBS.

JASON TURNER. Jason Turner graduated from
Brigham Young University with a degree in Industrial
Design. As a senior modeler at Viewpoint, Jason is
responsible for the quality assurance of models created
by Viewpoint’s modeling team, specializing in

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NURBS models. He has worked on many feature films for Viewpoint including *The Arrival*, Mortal Kombat, Batman, and Broken Arrow as well as numerous commercials, games and educational projects.

STEVE KEELE. Senior modeler Steve Keele holds a Bachelor of Art and Design degree from Brigham Young University. He has been especially interested in characters and has created the 3-D models for *The X-men*, Wario, the Pirate at the Treasure Island Casino in Las Vegas, the skull on Crypt Keepers, Bruno the Kid, the Purba Indian knife used in *The Shadow*, as well as numerous characters for games, commercials, and movies. In addition, he has also created morph targets in order for many of these characters to express themselves.

WALTER NOOT. Originally from the Netherlands, with a B.S. in mechanical engineering from Brigham Young University, Walter has been at Viewpoint for more than 4 years. He heads up modeling services at Viewpoint which includes a team of desktop modelers creating models for VRML & Direct X, a team of modelers creating datasets for features, TV spots, games, and other commercial applications, and a Vis-sim team creating real time databases & datasets for military simulators, flight simulators and game applications.

SPECIAL THANKS
Erin M. Killackey
Bradford Jorgenson

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Rhythm & Hues, the Academy Award-winning 3-D special effects and computer animation studio, has immediate openings! If you are energetic, and want to apply your "can-do" attitude at a leading-edge studio that shows appreciation and respect for its people, check out our new openings, and fax your resumes to (310) 448-7600, Attn: Recruitment. We have positions available for people with skills in the following areas:

SCANNING/FILMING MANAGER
We are looking for a highly organized manager with GREAT people skills, to oversee all aspects of the department, and work closely with our Production and Editorial departments. Your command of color film processing, and engineering/computer skills are a BIG plus.

INTERACTIVE, Game Ranger
Requirements
C/C++ or scripting
enthusiasm for games
UNIX experience helpful
Scope of Responsibilities
Author game levels
Learn 3D Graphics/Animation production
Learn visual effects

QUALITY CONTROL MANAGER
Requirements
Enthusiasm for games
Degree/experience in Psychology preferred
Quality Control exp, preferred but not essential
Scope Of Responsibilities
Perform focus testing
Assist in establishing & maintaining testing process
Recruit testers
Schedule testers
Maintain testing stations
Document and track bugs in game

SOFTWARE DEVELOPMENT
Requirements
UNIX, C, C++ (preferred)
Masters Degree (or equivalent exp.)
Scope Of Responsibilities
Develop in-house proprietary tools for modeling, animation, rendering, and games:
GUI Miotif User Interfaces
3D Animation Tools
Rendering Tools
2D Image Tools

ART & DESIGN
Requirements
Three Years Industry Experience
Strong Drawing Skills
Understanding of 3-D Space
Storyboarding Skills
Breadth of Style
Scope Of Responsibilities
Video Game Design
Interactive Content Design
Animation Direction
Director of Computer Graphics

3-D ANIMATION PRODUCTION
Requirements
UNIX Familiarity
Two Years Experience with Wavefront, Alias, PRISMs, and/or Softimage
Strong Demo Reel/Portfolio
Scope Of Responsibilities
Modeling
Character Animation
Digital Cinematography
Effects Animation

Get Involved!

Vote in the Upcoming June Elections for the 97-98 Executive Council

Elected Positions:
Chair
Vice Chair
Secretary
Treasurer

Appointed Positions:
Membership Chair
Membership Secretary
Advertising Coordinator
Newsletter Editor
Newsletter Assistant Editor
Program Coordinators
Webmaster