



DIMENSION

The Newsletter of the Los Angeles Chapter of ACM/SIGGRAPH

May 1998

Upcoming Meetings

- ◆ Tuesday, May 12, 1998
CINESITE: From Ocean to Infinity – Creating Visual Effects for SPHERE
- ◆ Tuesday, June 9, 1998
The Making of Godzilla with presentations from participating visual effects facilities
- ◆ 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)	
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Accepted Media and Formats: Floppy, Zip, Quark 3.3, FreeHand, Illustrator, Photoshop, TIFF, and PICT. Make sure to include all linked images and fonts. Macintosh format recommended. If sending media, include a self-addressed, stamped envelope for return.

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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 June's issue is May 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, May 12th CINESITE: From Ocean to Infinity Creating Visual Effects for SPHERE

The Program

6:30 - 7:30 Reception
7:30 - 9:00 Presentation

The Location

The Television Academy Theatre
5730 Lankershim Blvd.
North Hollywood

Directions

The Academy is located in No. Hollywood two blocks east of the 170 Freeway* (Magnolia Avenue exit) in the complex on the northeast corner of Lankershim and Magnolia. Park (\$2 fee) in the parking structure.
*Note: There is no transition from the eastbound 101 to the northbound 170. Exit at Tujunga and follow it north to Magnolia.

Fees/Registration

Current members enter free, guests and non-members enter for \$10. Priority entry will be given to members and one guest. New members registered at the event (\$25 annual fee) enter free. Parking is \$2.

The Event

For Barry Levinson's SPHERE, Cinesite Digital Studios was called on to create a complete universe. The film stretched the boundaries of the art and science of visual effects, and pushed Cinesite's artists and technologists to create an integrated vocabulary to realize the

imaginations of the film's creatives.

SPHERE's fully-realized underwater environment used a combination of miniatures, modeling and particle animation to produce the effect of a multi-dimensional world. The characteristics of this multi-faceted world were varied: the title character – that is, the Sphere – went through more than 200 variations before the look was finalized; to create the consortium of underwater marauders, artists studied real life jellyfish, then recreated them in CG – modeling, animating, and integrating the creatures into the live action – so that when viewing the sequence, one actually wonders if the jellyfish were trained to attack; to actualize a beautiful cloud-like nebula, Cinesite's research and development team created a volumetric renderer which represents one of the first uses of implicit surfaces in feature films.

Creating the look for SPHERE broke new ground in the development and integration of effects into filmed elements, while emphasizing the benefit of efficient communication between the production and visual effects companies. Please join us for a panel discussion as we take you on an extra worldly journey from conception to completion.

In addition to the SPHERE presentation, a Kodak technical representative will discuss the new film stocks developed especially for visual effects.

Event moderator **Gil Gagnon**, Cinesite Vice President, Head of Production, will introduce the panelists and their roles.

SPHERE panelists **Carlo Arguello**, Cinesite Visual Effects Supervisor, will present the overall visual effects picture. **Aaron Dem**, Cinesite Visual Effects Producer, will walk us through the nuances of Cinesite's integration with the production. **Robert Bardy**, Cinesite 3D animator/jellyfish sequence, will show us how the jellyfish went from a Monterey Bay aquarium to attacking Queen Latifah. **Tom Smith**, Cinesite 2D Supervisor, will speak to the integration of these cg elements with the composited filmed elements. **Jerry Tessendorf**, Cinesite Research & Development team member, will speak on the creation and implementation of the nebula's volumetric renderer.

Special Thanks

Rita Cahill, Jill Smollin, Wendy Posner

L.A. SIGGRAPH ELECTION '98

Please return the enclosed ballot by May 15th!

The L.A. SIGGRAPH 98-99 Nominating Committee, consisting of Joan Collins, Chair; Blaze Callahan, Isaac Kerlow, Jacquelyn Ford Morie, Doug Nichols, and Pamela Thompson, present the following nominations for your ballot:

CHAIR. The duties of the CHAIR include presiding at all regular and special meetings, calling Executive Council meetings, and appointing ad hoc commit-

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