



Los Angeles Chapter SIGGRAPH

Special Interest Group on Computer Graphics

The next meeting of LA SIGGRAPH will begin at 6:30 p.m. on Tuesday, March 15, 1983, and will be held in the auditorium on the first floor at West Coast College, 440 Shatto Place, Los Angeles, CA 90020. The following items will be included on the agenda:

1. This is an election meeting. Everyone on the mailing list who is a member of national and local ACM and SIGGRAPH will be eligible to cast one vote for the three offices of chairman, vice-chairman, and secretary/treasurer. If you have not received a ballot, please contact either Dave Dubbink at 714-984-6532 or Molly Morgan at 213-452-5885. Written ballots will be cast, absentee ballots will be accepted before the meeting, and there will be plenty of extra ballots at the meeting for voting members in case you have misplaced the one sent in February.
2. At the February 8 meeting, some preliminary committees were formed to begin working on the 1983 Showcase. These committees and their chairs were: survey/market research, Viktor Rubinfeld (213-413-4049, ext. 262); publicity, Lenny Beard (213-938-9183); site selection, Judith Herman (213-354-4599); program, Derek Lee (619-455-5590, ext. 388); film and video show, Ed Arroyo (213-441-3895); art exhibit, Charlie Musey (714-998-9058); exhibits, Molly Morgan (213-452-5885). It should be noted that these committees may change in scope and personnel in the coming months. At the March 15 meeting the committee will make a report and there will be additional committees formed. If you would like to be on any of the Showcase committees but will be unable to attend the March meeting, please feel free to contact any of the committee chairs directly. We need many more volunteers!
3. There has been considerable interest expressed by members wishing to pursue other activities within LA SIGGRAPH besides the Showcase. These include technical programs, an education forum, CAD/CAM, and publicity/PR for the local organization. These and other interests will be discussed and committees formed at the March 15 meeting.
4. A presentation will be made at 7:30 p.m. Janek Kaliezak, Lenny Beard, and Will Frentz have developed a low-cost prototype computer graphics system based on an Apple II with 1024 x 1024 internal resolution, up to 256 colors displayable per pixel, a high-performance processor, and a 700 x 700 or 512 x 512 color display.

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