

DIMENSION

The Newsletter of the Los Angeles Chapter of ACM/Siggraph

May 1999

L.A. Chapter SIGGRAPH Presents
Tuesday May 11th

Motion Capture: New Challenges, New Tools

The Program

6:30-7:30 Social Hour

7:30-9:00 Program

The Location

Ackerman Union Grand Ballroom

2nd Floor UCLA Campus, Westwood

Directions

From the 405, exit Wilshire Blvd East.
Turn left on Westwood Blvd (North) On the left by the Medical Center, there is a kiosk. Ask parking attendant for directions to Ackerman Union

Parking

Parking in Lot 6 (\$5 per car) Ackerman Union is across from Lot 6. Follow signs to SIGGRAPH event.

Fees/Registration

This event is free to L.A. Chapter SIGGRAPH members and \$10 for non-members. New members who sign up on-site and pay the \$25 annual membership fee (checks or cash only) do not have to pay the \$10 registration fee. Members only will be given priority entrance from 6:30-7:00 PM. After 7:00 PM it's first come first served. We strongly urge that members arrive early to assure their admittance.

Special
thanks to
Pamela
Thompson
and
Genny Yee

The Event

Video-games, commercials and films are all using computer graphics to reach new levels of creativity and realism. One of the ways animators are achieving these results is through the natural movements provided by the technique of motion capture.

Motion capture had it's first applications in sports biomechanics, the study of medicine, and government research. Today the evolution continues as it becomes a new tool in the creation of video-games, animation, and virtual reality. Even choreographers have created virtual stages for their dancers as real-world performance art converges with interactive digital entertainment. To some extent, motion capture is still in its infancy. However, as other forms of computer graphics rapidly evolve, motion capture is also meeting new challenges as a digital-imaging tool.

Join us as our guests Darnell Williams of ElektraShock, and Barnabas Takacs and Jeffrey Lotman of Virtual Celebrity Productions, present the latest developments in both facial and body capture.

Darnell Williams

President ElektraShock

Mr. Williams has been a leading force in the realm of character animation in computer graphics for the past ten years. His obsession with the development of realistic movement in computer generated characters has led toward numerous software and hardware developments and applications.

His ability to continually absorb new technologies and merge them with creative applications has taken Mr. Williams to major Continue on page 2

Upcoming Meetings

May 11th, 1999 Tuesday Motion
Capture: New Challenges, New Tools

June 7th, 1999 Monday DATE CHANGE
The Inside Story: Digital Spoofs Out-
takes from Recent Shows Leonard H.
Goldenson Theater, Academy of
Television Arts & Sciences

Call the SIGPHONE, 310-288-1148

For recorded information on the time
and location of our next meeting.

Dimension Advertising Specs:

\$5 per line (~70 char/line)

1/4 Page (3.75" x 4.75") \$100

1/2 Page Horiz. (7.5" x 4.75") \$200

1/2 Page Vert. (3.75" x 9.75") \$200

Full Page (7.5" x 9.75") \$400

Accepted Media and Formats:

Zip, Jazz, Quark 3.3, FreeHand,
Illustrator, Photoshop, TIFF, and EPS.

Make sure to include all linked images
and fonts. Macintosh format. For Media,
include a self addressed, stamped
envelope for return.

Send your ad and check made payable
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Ads <10MB can be accepted via e-mail
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we'll try to post it on our website with
our newsletter for free!

Ad submission deadlines are six weeks
before date of Issue.

CONTACT US

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www.siggraph.org/chapters/

los_angeles/

Announcements

SIGGRAPH-Art Meetings

We started SIGGRAPH-Art meetings for visual artists.

More up-to-date information can be found on the LA
Chapter SIGGRAPH web page. To sign up for announce-
ments of SIGGRAPH-Art meetings, e-mail
majordomo@allen.com with the line: "subscribe
siggraph-art" in the body. For comments and meeting
suggestions e-mail:los_angeles_chapter@siggraph.org

SIGGRAPH-Tech Meetings

We have started SIGGRAPH-Tech meetings for
programmers and other technical folks. More up-to-date
information can be found on the LA Chapter SIGGRAPH
web page. www.siggraph.org/chapters/los_angeles To
sign up for announcements of SIGGRAPH-Tech meetings,
email majordomo@allen.com with the line: "subscribe
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entertainment companies around
the world. These include SONY HD
in New York, Fantasy 2 in Los
Angeles, B-Sketch in Florence,
Italy; RGB in Milan, Italy; Whitney
Demos in Los Angeles, CBS, ABC
and others.

At the advent of motion capture
systems, Mr. Williams was asked
to develop interactive character
systems and production method-
ologies for SoftImage in Los
Angeles. There he became
involved in the preliminary tests
for the movie, "Casper", which
utilized captured facial data, as
well as a real-time capture system
for Universal Studios' "Jurassic
Park". Since that time, Mr.
Williams has helped further the
development of motion capture
systems for companies involved in
all aspects of electronic entertain-
ment. He developed techniques

for the EPCOT Center "Aladdin
Magic Carpet" ride (Walt Disney
Imagineering). At Digital Domain,
he developed and managed their
motion capture department while
working as Creative Director on
Activision's "MECHWARRIOR"
CD-ROM and the real-time virtual
dancing puppet "Viper".

In 1997, Mr. Williams founded
ElektraShock, a small CG
production facility that focuses on
character animation. What
originally united the partners of
ElektraShock was their
fascination and expertise in
computer animation. ElektraShock
is one of the few companies that
has achieved the seamless
integration of motion capture
technology into 3D animation and
produces computer animated
projects from conception through
final render. →