

DIMENSION

The Newsletter of the L.A. ACM/Siggraph

September 1999

L.A. ACM/SIGGRAPH Presents
Tuesday September 14th, 1999

It's an Odd, Odd, Odd, Odd, Oddworld!

The Program

6:30-7:30 Social Hour

7:30-9:00 Program

The Location

Leonard H. Goldenson Theater Academy of
Television Arts & Sciences. 5220 Lankershim
Blvd. North Hollywood, CA 91601

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. *Note:
There is no transition from the eastbound 101
to the northbound 170. Exit at Tujunga and
follow it north to Magnolia.

Parking

\$2 fee in the Academy parking structure.

Fees/Registration

This event is free to L.A. ACM/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
Jackie
Morie and
Jenny Yee

The Event

"It's an Odd, Odd, Odd, Odd, Oddworld!"

How Oddworld Inhabitants leapfrogged Hollywood to create
its own stories and characters, gain millions of fans
worldwide, and used video games to position itself to be
one of the most promising CG intellectual properties of
the 21st century.

An Evening with Oddworld

Oddworld Inhabitants was founded in 1994 by computer
graphics veterans Sherry McKenna and Lorne Lanning.
Their goal was to escape the shackles of the Hollywood
service industry and to position Oddworld as an
independent content provider.

The video game industry was to be the first pond in which
Oddworld would choose to swim. Not five years later, their
first two games have garnered over 80 awards, found their
way into nearly 4 million homes worldwide, and even
managed to grab a platinum album after a hit single
(dedicated to Oddworld's first central character, Abe) was
released in Germany. Meet Christophe Chaverou, Farzad
Varahramyan, and Chris Ulm as they

Continue on page 2



Oddworld:
Abe's Exoddus,
Oddworld
Inhabitants

Science In SIGGRAPH

by Chris Allen

With the release of many recent effects-laden films, especially "The Phantom Menace," it wasn't surprising that entertainment-based computer graphics continue to have a significant presence at SIGGRAPH '99. But science and pseudo-science applications still maintain a solid foundation throughout the Conference.

Science was represented starting on Sunday, with courses covering the use of computer graphics as a tool to better understand the sciences, such as "System Designs for Visualizing Large-Scale Scientific Data" and "When All You Have is a Hammer, Everything Looks Like a Nail;" a course about the Marching Cubes algorithm and its applications, including medical imaging.

The first day of SIGGRAPH '99 was concluded at the Shrine Auditorium with the world premiere of "The Story of Computer Graphics," a documentary detailing the history of computer graphics from its early beginnings, with interviews of pioneers in the field.

(<http://www.siggraph.org/movie/>)

Monday continued with "Modeling Techniques for

Medical Applications," and then reversed the graphics-helps-science process with the course "Simulating Nature: From Theory to Application," in which scientific simulation was the basis for the computer-generated water, smoke, and steam.

The "Physically Based Modeling" course was taught by David Baraff and Andrew Witkin, two leaders in the field of dynamics simulation, and by Michael Kass, one of the key figures in Pixar's cloth simulation work. While most of Baraff and Witkin's research was done while they were at Carnegie Mellon University, now they are both working at Pixar, continuing the trend of academic researchers' migration to software companies and production studios.

Volumetric techniques had their own presence throughout the conference, continuing on Tuesday with the course "Volume Graphics."

Wednesday began the paper presentations of interesting work from many different fields. The Modeling paper session included "ArtDefo: Accurate Real Time Deformable Objects," which presented an interactive object deformation simulator, based on soft-body physics principles.

Continued from page 2 **Oddworld!**

1996. Farzad had previously been freelancing production design for various visual effects studios in Hollywood after graduating Entertainment Design from Art Center College of Design.

Chris Ulm

Chris Ulm came to Oddworld in 1997 after successfully escaping the comic book industry. Chris was originally a CO-founder of Malibu Comics. After Malibu was purchased by Marvel, Chris then served as Vice President, Senior Editor; Marvel. Chris is currently the Assistant Director over all aspects of content creation at Oddworld.

Article Submissions

To submit articles to newsletter, contact: Linda Hinojosa Dimension Editor at: Hinoj@aol.com

Contact us

Phone 310-288-1148,

SIG-Fax: 818 716-6989

Los_Angeles_Chapter@siggraph.org

www.siggraph.org/chapters/

los_angeles/