

Calendar

SMPTE ACTIVITIES

AMSTERDAM — IBC Convention. SMPTE Members Reception: La Ronde Restaurant, RAI Convention Hall. *September 16, 1994.*

COLOGNE, GERMANY — 1994 SMPTE European Conference, Cologne Fairgrounds. Jurgen Heitmann, Program Chair. *September 22-24, 1994.*

WASHINGTON, D.C. — Washington Section All-Day Tutorial, Media and Communications, NASA Headquarters Auditorium. *September 24, 1994.*

LOS ANGELES, CALIF. — 136th SMPTE Technical Conference and World Media Expo, Los Angeles Convention Center. *October 12-15, 1994.*

SAN FRANCISCO, CALIF. — 1995 SMPTE Advanced Television and Electronic Imaging Conference, St. Francis Hotel. *February 10-11, 1995.*

NEW ORLEANS, LA. — 137th SMPTE Technical Conference and World Media Expo, New Orleans Convention Center, New Orleans, La. *September 6-9, 1995.*

For more information on these SMPTE activities, contact SMPTE Headquarters, (914) 761-1100, Fax: (914) 761-3115.

September

International Broadcasting Convention, RAI Exhibition and Congress Centre, Amsterdam, The Netherlands. Info: IBC Convention, Savoy Place, London WC2R 0BL, England. *September 16-20, 1994.*

Video Expo/Image World New York, Javits Convention Center, New York, N.Y. Info: Janet Vargas, Knowledge Industry Publications, 701 Westchester Ave., White Plains, NY 10604. *September 19-22, 1994.*

SMPTE 1994 European Conference, Photokina, Cologne Fairgrounds, Cologne, Germany. Info: SMPTE Headquarters, 595 W. Hartsdale Ave., White Plains, NY 10607. *September 22-24, 1994.*

Photokina — World Fair Imaging, Sound, and Professional Media, Cologne Fairgrounds, Cologne, Germany. Info: KölnMesse, Messe-und, Ausstellungs Ges.m.b.H. Köln, Messeplatz 1, Postfach 21 07 60, D-5000 Köln 21 (Deut). *September 22-27, 1994.*

"Media and Communications" All-Day Tutorial, NASA Headquarters Auditorium, Washington, D.C. Hosted by the SMPTE Washington, D.C. Section. Info: Tom Bentsen, All-Day Meeting Coordinator, 11846 Winterlong Way, Columbia, MD 21044. *September 24, 1994.*

October

136th SMPTE Technical Conference and World Media Expo, Los Angeles Convention Center, Los Angeles, Calif. Info: SMPTE Headquarters, 595 W. Hartsdale Ave., White Plains, NY 10607. *October 12-15, 1994.*

November

IS&T/SID 2nd Color Imaging Conference: Color Science, Systems and Applications, The Registry, Scottsdale, Ariz. Info: Pam Forness, Society for Imaging Science and Technology, 7003 Kilworth Lane, Springfield, VA 22151. *November 15-18, 1994.*

LDI94, The Reno Sparks Convention Center, Reno, Nev. Info: Sandra Lea Williams, Lighting Dimensions Intl., 32 W. 18th St., New York, NY 10011. *November 18-20, 1994.*

February 1995

1995 SMPTE Advanced Television and Electronic Imaging Conference, St. Francis Hotel, San Francisco, Calif. Info: SMPTE Headquarters, 595 W. Hartsdale Ave., White Plains, NY 10607. *February 10-11, 1995.*

Books, Booklets, Brochures

The Visualization Quest: A History of Computer Animation defines the types and uses of computer animation and traces the developments of this new communications field. It provides a unique look into the key individuals and issues that influenced and shaped the direction of this medium through the extensive use of personal interviews with pioneers and leaders in the field. The 141-page book is written by Valliere Richard Auzenne, who is currently on the faculty of the Univ. of Florida School of Motion-Picture, Television, and Recording Arts. She is also involved in independent documentary film production. The book is available from Associated University Presses, 440 Forsgate Dr., Cranbury, NJ 08512.

The Filmmaker's Pocket Reference, written by Blain Brown, provides comprehensive, up-to-date information vital to all film crew members. This 176-page, pocket-sized handbook contains over 150 easy-to-use tables that allow immediate, in-the-field access to such information as depth of field, exposure, filter factors, and international conversion factors. Included in the text is information on such production aspects as special effects and panning techniques. The paperback guide, is available for \$32.95 from Focal Press, 313 Washington St., Newton, MA 02158-1626.

How Did They Do It: Computer Illusions in Film & TV is a full-color, illustrated introduction to computer spe-

cial effects in film and television. Using nontechnical terms, this 182-page book describes such techniques as 3-D modeling, motion blur, morphing, digital matte painting, and human motion capture. It is divided into three main sections: an overview of how image processing evolved and the benefits it has brought to popular media; descriptions and illustrations of specific techniques used to create different visual effects; and specific examples that use the methods described. The author is Christopher W. Baker, who has written extensively on science and technology subjects for magazines, books, and educational television. The book is available for \$20 from Alpha Books, 201 W. 103rd St., Indianapolis, IN 46290.