

- Eben Ostby, Bill Reeves, Sam Leffler, and Tom Duff were acknowledged for the development of the Marionette 3-D Computer Animation System. The creators of Marionette introduced a procedural system for computer animation with an extensible and flexible software architecture that allows creation of high-level controls for the animator. This system was used to create the first 3-D computer animated feature film, *Toy Story*.

- Richard Shoup, Alvy Ray Smith, and Thomas Porter were chosen for their pioneering efforts in the development of digital paint systems used in motion picture production. Much of the foundation for the numerous contemporary digital paint products for motion pictures can be traced directly to the early work of these digital pioneers.

- Kirk Handley, Ray Meluch, Scott Robinson, Wilson Allen, and John Neary were recognized for the design, development, and implementation of the Dolby CP500 digital cinema processor. Utilizing digital technology, the CP500 decodes digital soundtracks, facilitates installation, provides unprecedented ease of operation, and may also improve analog soundtrack reproduction.

- Craig Reynolds was acknowledged for his pioneering contributions to the development of 3-D computer animation

for motion picture production. Reynold's early contributions in the digital animation arena have become both influential and instrumental in the architecture of many later systems developed at companies throughout the computer animation industry.

- John Gibson, Rob Krieger, Milan Novacek, Glen Ozymok, and Dave Springer were acknowledged for the development of the geometric modeling component of the Alias PowerAnimator system. The system is widely regarded in the computer animation field as one of the best commercially available software packages for digital geometric modeling. Used by many motion picture visual effects houses, it has been a benchmark for comparison of modeling tools and has had a major influence on visual effects and animation.

- Dominique Boisvert, Rejean Gagne, Daniel Langlois, and Richard Laperriere were chosen for the development of the Actor animation component of the Softimage computer animation system. The commercially available Softimage system is widely used in computer animation of 3-D characters for the film industry. The Actor component provided breakthroughs in animation control and efficiency which led to the widespread use of Softimage in visual effects and animation production.

- Bill Kovacs was recognized for his creative leadership and Roy Hall for his principal engineering efforts leading to the Wavefront Advanced Visualizer computer graphics system. The Wavefront system was the first commercial software package for modeling, animating, and rendering computer-generated elements and scenes adopted into widespread use to create digital images with sufficient quality for theatrical motion pictures.

- Joel Johnson was acknowledged for the unique design improvement in fluid-head counter-balancing techniques as used in the Model 2575, the first spring counter-balanced fluid head to enable the camera to be tilted through a full 180° arc. The unique pan-and-tilt head balances the camera package at all tilt angles throughout the full range. This allows the camera to remain positioned without springing back towards the center.

- Al Jensen, Chuck Headley, Jean Messner, and Hazem Nabulsi were recognized for the production of a self-contained, flicker-free, Color Video-Assist Camera. This device can be used with virtually any professional motion picture camera and provides color or black-and-white video assist images which are flicker-free. Switchable options allow for image manipulation and increased low-light sensitivity.

## Calendar

### March 1998

cinec 98 International Trade Fair for Motion Picture Technology and Post-Production, M,O,C, Events Center, Munich, Germany. Info: Messe Munchen GmbH, cinec Exhibition Management, Messsegelände, D-80325 Munchen, Germany. *March 21-23, 1998.*

### April 1998

NAB'98 International Convention and Exposition, Las Vegas Convention Center, Las Vegas, Nev. Info: National Association of Broadcasters, 1771 N St. NW, Washington, DC 20036-2891, <http://www.nab.org/conventions>. *April 4-9, 1998.*

### May 1998

Lightfair International 1998, Las Vegas Convention Center, Las Vegas, Nev. Info:

AMC Tradeshows, 240 Peachtree St. NW, Ste. 2200, Atlanta, GA 30303. *May 27-29, 1998.*

### June 1998

Showbiz Expo, Los Angeles Convention Center, Los Angeles, Calif. Info: Reed Exhibition Companies, 383 Main Ave., Norwalk, CT 06851, <http://www.showbiz-expo.com>. *June 12-14, 1998.*

### October 1998

Rocky Mountain Film and Video Expo, John Q. Hammons Convention Center, Denver, Colo. Info: Mark Cramer, Expo-Masters, Inc., 7632 E. Costilla Ave., Englewood, CO 80112. *October 14-15, 1998.*

### SMPTE Activities

LOS ANGELES, CALIFORNIA—2nd Annual SMPTE Film Conference. Co-

located with Showbiz Expo, Los Angeles Convention Center, Los Angeles, Calif. *June 12-14, 1998.*

PASADENA, CALIFORNIA—140th SMPTE Technical Conference & Exhibit, Pasadena Convention Center, *October 28-31, 1998.*

ORLANDO, FLORIDA—33rd SMPTE Advanced Motion Imaging Conference, *February 1999.*

SYDNEY, AUSTRALIA—SMPTE '99, *July 13-16, 1999.*

NEW YORK, NEW YORK—141st SMPTE Technical Conference & Exhibit, *November 19-22, 1999.*

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