

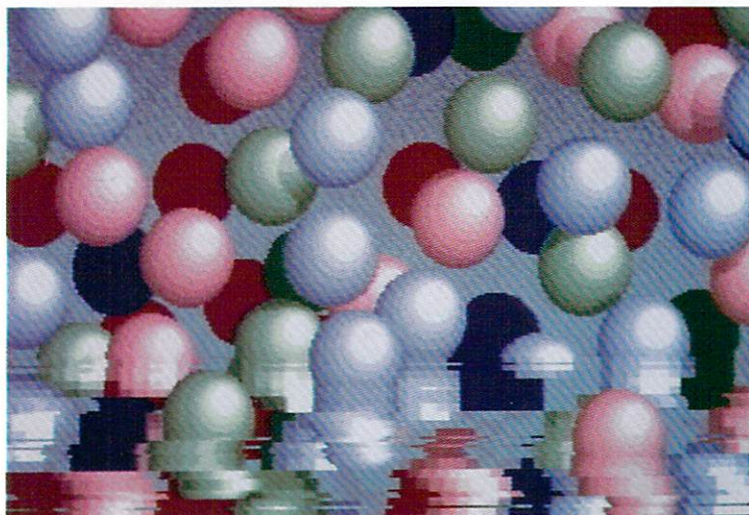
This month's exhibit features the work of James M. Shook. Jim teaches film animation at the School of the Museum of Fine Arts in Boston and does freelance work in computer animation.

Jim Shook has many years of experience in the area of graphics and animation. Although the courses that he teaches at the School of the Museum of Fine Arts do not involve computer animation, Jim says he uses the school's four Amigas on his own time.

Computer-generated graphics are becoming more and more involved in video technology, he notes. "Video graphics and animation have taken over many of the functions that were done on film, such as movie credits and other things that are now being done by character generators."

Jim anticipates that computer animation will become a larger medium as computers become more powerful, mainly through the addition of increasingly inexpensive memory. "Animation that's now done on expensive equipment will be done on much smaller systems," he says.

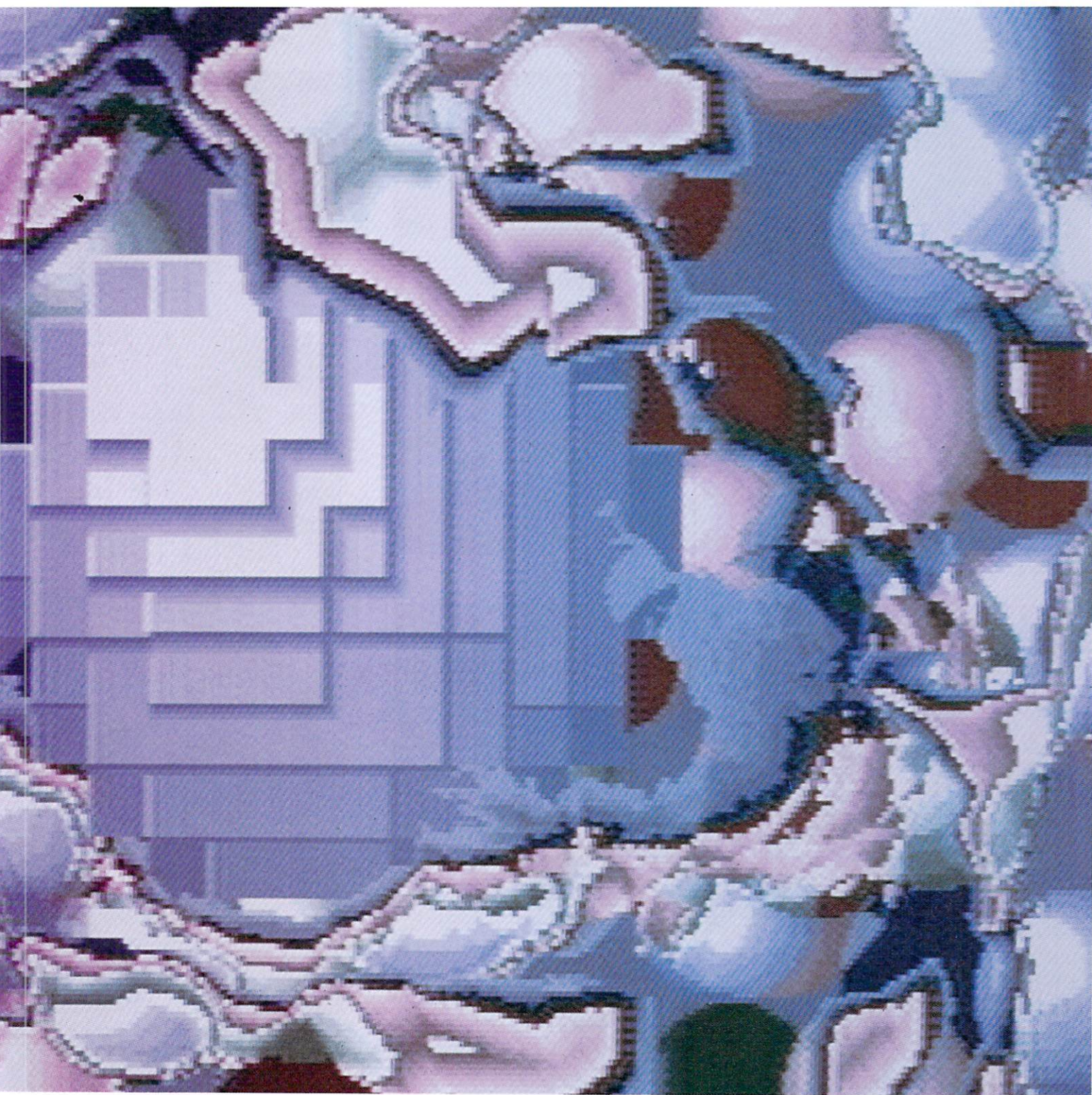
Jim has studied previously at Harvard's Department of Visual and Environmental Studies and has done freelance work on projects such as Suzan Pitt's animated film "Asparagus" and various *Nova* presentations for Boston's WGBH TV. ■

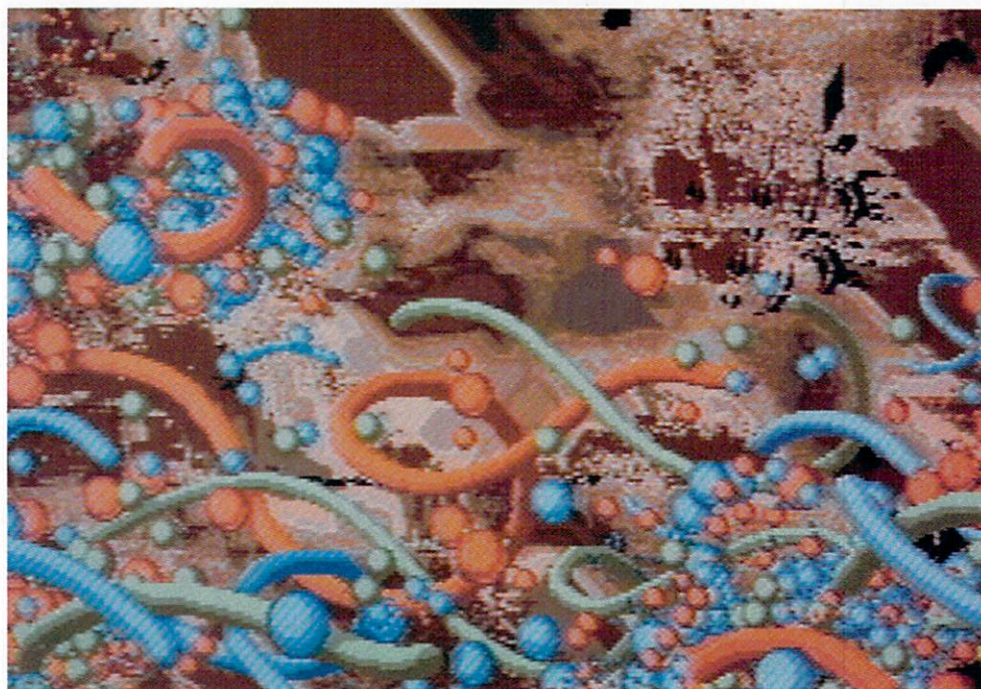


Reflecting Balls



Breakthrough





Landscape

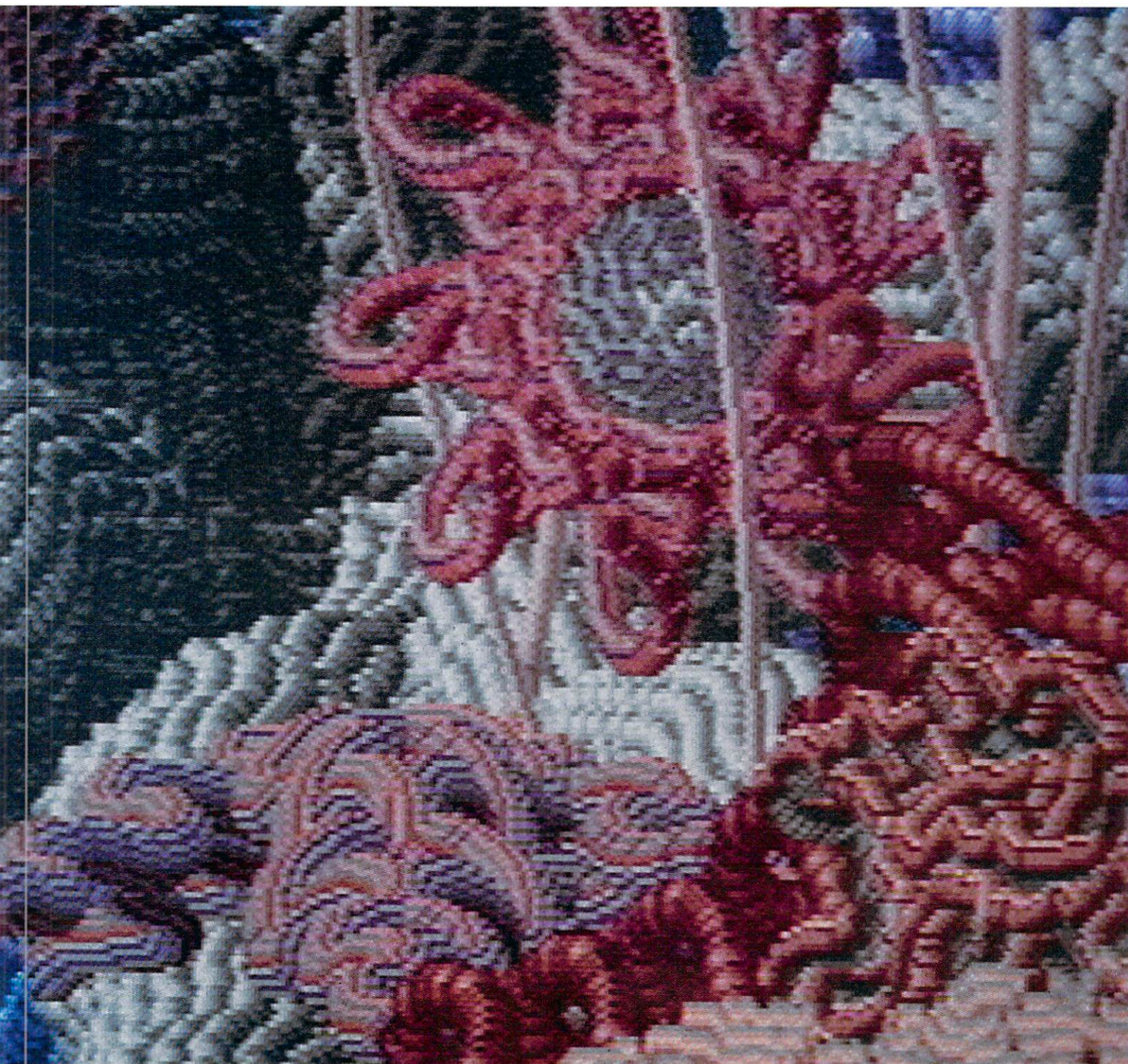


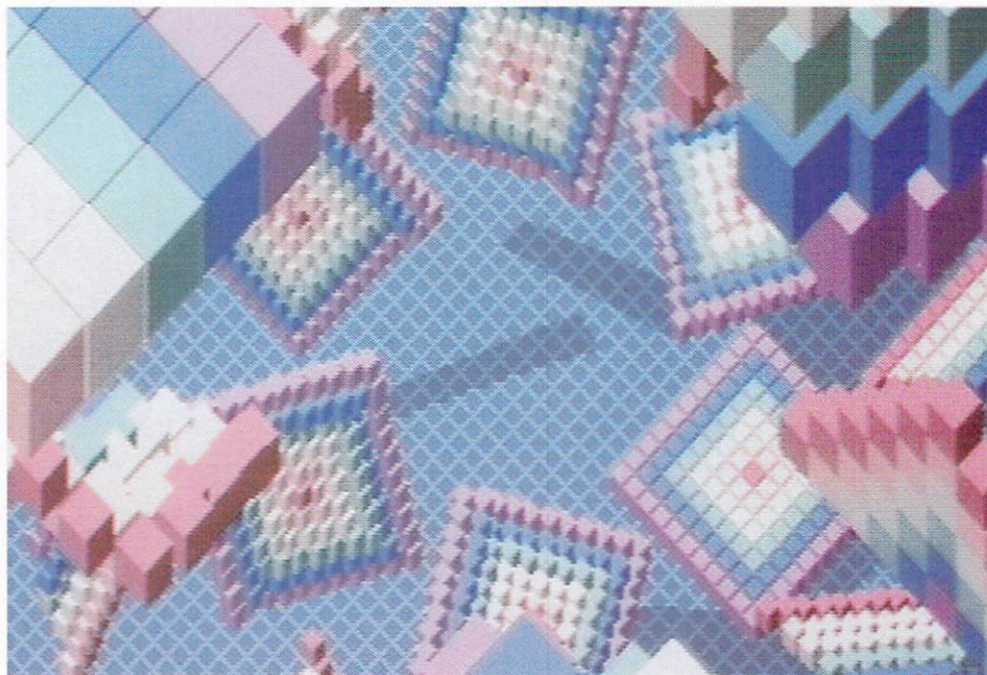
Shatterscape

72 January/February 1987



Anemone



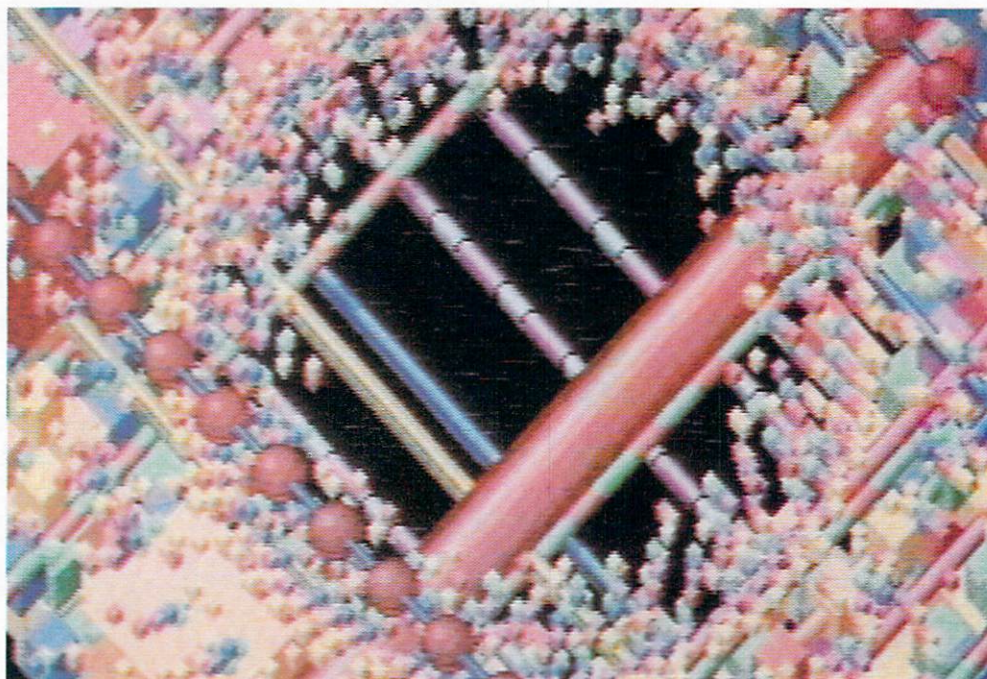


Cubola

Anyone submitting artwork to be considered for exhibit in Digital Canvas should send the artwork on a disk and properly packaged to:

AmigaWorld
80 Elm St.
Peterborough, NH
03458
Attn: Art Director

Please include brief biographical information, relevant details about access to the pictures and any information regarding special products or procedures used in creating the artwork. *Please do not submit disks with less than eight finished pictures.*



Geoscape