

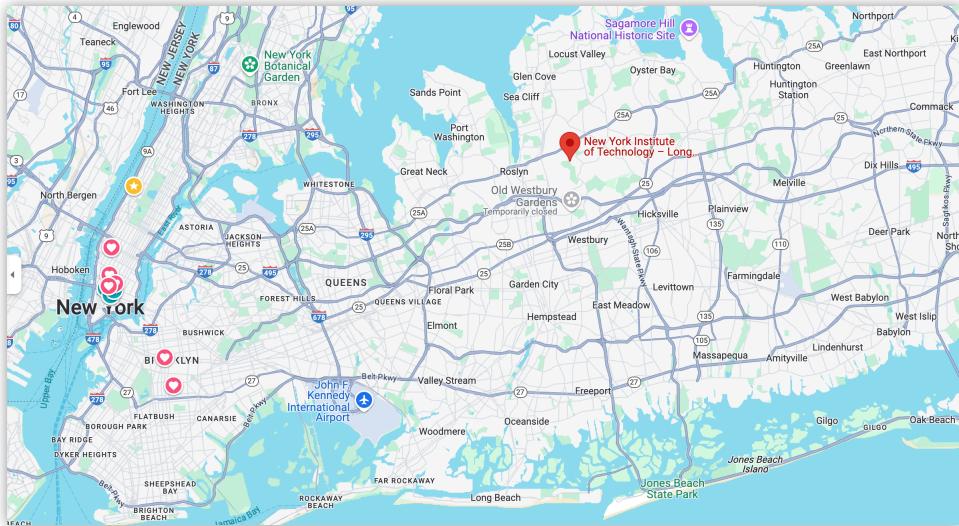
NYIT

Luiz Velho
IMPA

Location

New York Institute of Technology

- From NYC to Old Westbury



The Gerry House

- The Cuckoo's Nest



People

Visionary Pixelsmiths of the Unseen

- NYIT-CGL Founders

Under the leadership of Ed Catmull and Alvy Ray Smith, the CGL quickly attracted technology experts and artists, including Tom Duff, Lance Williams, Fred Parke, Garland Stern, Ralph Guggenheim, Ed Emshwiller, and many others.

Throughout the 1970s, the people of the CGL thrived in a pioneering spirit, creating milestones in many areas of graphic software.

Group Photo

- Outside Gerry House



Group Photo, NYIT Computer Graphics Lab, on lawn outside Gerry House, 1985

Standing, left to right: Al Arthur, Bruce Perens, Annette Zacharia, Bruce Doll, Terri Doll, Rex Grignon, Glenn McQueen, Cam Macmillan, Ken Wesley, Robert Thornton, Mike Chai, John Schlag, Greg Glass, Eddie Langone, John Tillman, Rick Ace, John Lewis, Tom Shermer.
Squatting/kneeling/sitting/lying: Ned Greene, Duane Palyka, Haresh Laiyani, Sue Sparks, Howard Spielman, Margaret Twomey, Lance Williams, Mary Mazarella, Frank D'Aprile, Amber Denker, Paul Heckbert, Francis Glebas, Joan LaPallo, Steve DiPaola, Michael O'Rourke, Lynn Klein, Pat Hanrahan.

Lab Reunion

- At SIGGRAPH '98



NYIT Computer Graphics Lab Reunion
SIGGRAPH '98 in Orlando FL, July 1998

Standing, left to right: John Lewis, Geoff Gardner, Hank Grebe, Andrew Glassner, Kevin Hunter, David Sturman, Tom Duff, Robert McDermott, Darcy Gerbarg, Sterling Stites, Steve DiPaola, Ralph Guggenheim
Seated: Ned Greene, Paul Heckbert, Patrick Hanrahan, Ed Catmull, Alyv Ray Smith, Lance Williams, Christine Barton
Seated on floor: Susan Van Baerle, Jules Bloomenthal, Tom Brigham, Michael Chou, David Geshwind

The Team

- A total of 236 people worked at CGL from the mid-1970s to the mid-1980s

A partial list of the people and their work at NYIT-CGL include :

Jim Blinn (MAT:yacc based modeling language), Jim Clark (E&S picture library),
Lance Williams (Z-buffer and texture mapping, DEKINK: antialiasing, etc.),
Tom Duff (SOLID, Z-buffered quadratic surface rendering, MAT, etc),
Garland Stern (BBOP interactive animation system), Dick Lund, Ephraim Cohen,
Thad Beier, Mike Chou, Frank Crow, Andrew Glassner, Tom Sherm,
Robert McDermott, John Schlag, Paul Heckbert, Fred Parke, John Lewis,
Peter Oppenheimer, Ned Greene, Jules Bloomenthal, Kevin Hunter, Pat Hanrahan,
David Sturman, Tom Brigham, Tracy Peter, Mike Kowalski, and Carter Burwell.

Equipment

The Tools

- Hardware

Dr. Schure went to Utah and literally ordered '*one of everything*' to jump start his NYIT project.

Some of this equipment included a DEC PDP-11, a new E&S LDS-1 and the first random access frame buffer (also from E&S). Later, the CGL group would also receive the very first commercial VAX.

VAX

- Computing



DEC PDP-11

- Programming



Images II

- Paint System



E&S LDS-1

- 3D Wireframe Animation



RGB Framebuffer

- Color Rendering



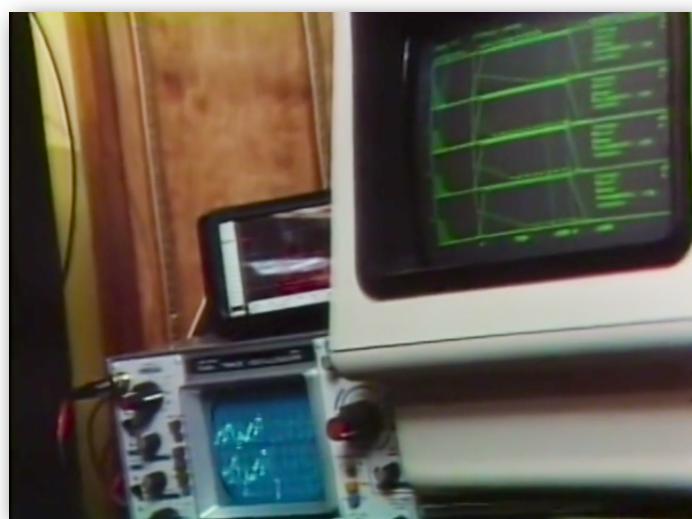
Video

- Editing and Recording



Audio

- Performance



Systems

The 'Firsts'

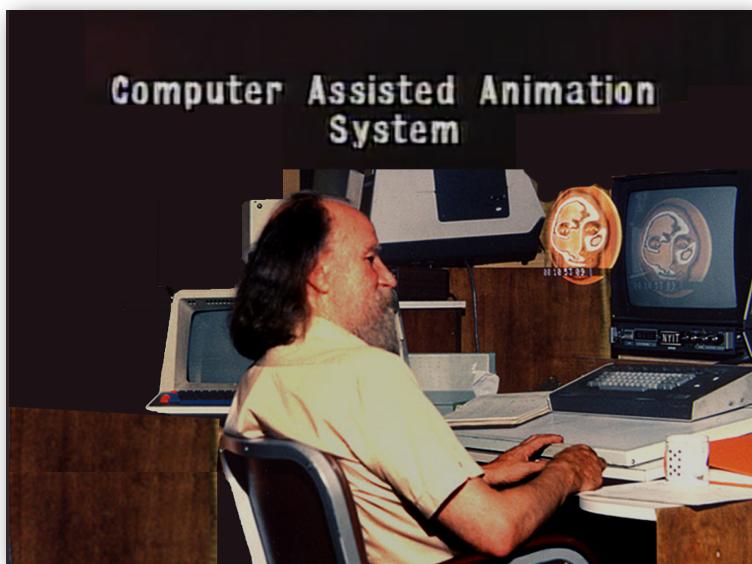
Many of the firsts that happened at NYIT were based on the development of the first RGB full color (24bit) raster graphics.

A few of the more notable firsts:

- First RGB anything (because they had the first RGB framebuffers in the world).
- First RGB paint program (Paint by Alvy Ray Smith).
- First soft-edged fill (Alvy Ray again).
- First computer-controlled video editing.
- First TV commercial with raster graphics (Lance, or maybe it was Ephraim Cohen).
- First pixel dissolve. First networked computer system (Christy).
- The alpha channel is invented by Ed Catmull and Alvy Ray Smith.
- First hidden surface algorithm within a pixel (Ed).
- Lance Williams invented mipmapping (texture mapping is still done this way today).
- Garland Stern implemented the first scan and paint system
(this is how the Disney/Pixar CAPS system now makes 2D animation - same idea).

2D Graphics

2D Animation



Paint System



Multis-Screen Painting



3D Graphics

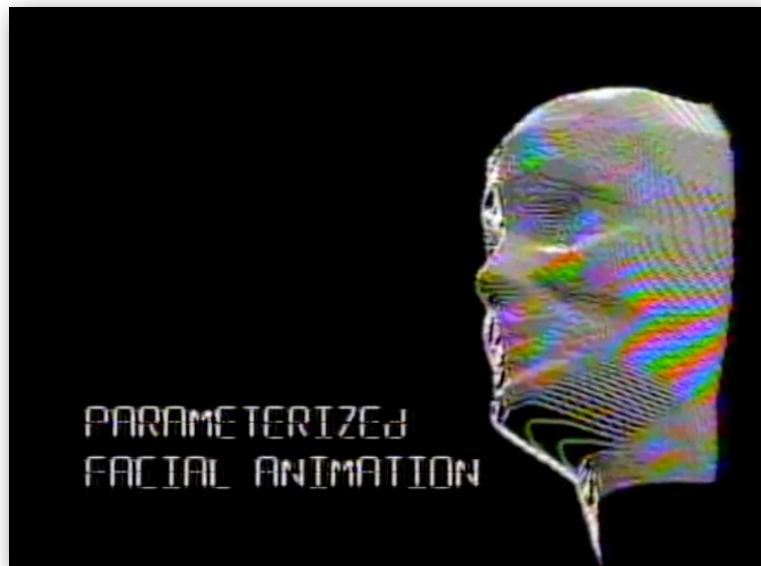
3D Animation



3D Modeling



Facial Animation



Lip Sync



Special Effects

3D Special Effects



Image Compositing



Colorization



Video & Audio

Video Editing



Audio Editing



Music Performance

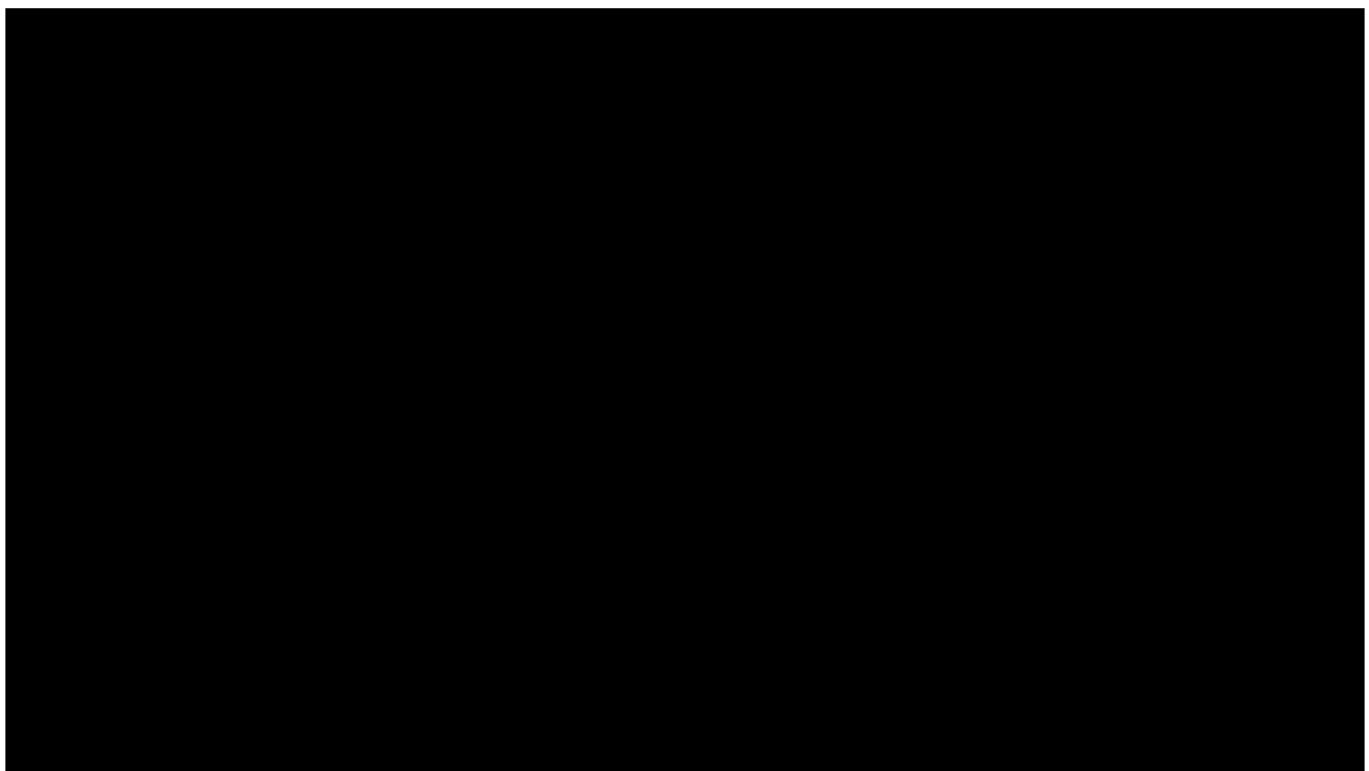


Content

TV Commercials



The Works



Closing Words

- The lab was initially founded to produce a short high-quality feature film with the project name of *The Works*.
- The 3D computer animated film was under development by the staff of the NYIT-CGL, being worked on sporadically from 1979 to 1986.
- Production mainly focused around DEC PDP and VAX machines.
- The feature was a 90-minute feature supposed to be the first entirely computer-generated CGI movie, but it was never completed.

Watch @ Home

- Pixar Pioneers



Silicon Valley ACM SIGGRAPH

