

History of Computer Graphics and Art Call for Participation

The aim that guides this call is an intention to assemble a data bank of computer graphics and art which viewers can use to compare mutual influences on computer related disciplines. The goal is to document the evolvement of computer graphics, art, and the thought about art in relation to the progress of technology, thus creating a collection of images and essays created by artists, scientists, art historians, people shaping the museum and gallery display and those who influenced these disciplines, which reflects the unfolding of computer art due to technical achievements (hardware, software, languages, etc). With this approach, computer art and graphics are related to the history of inventions in concurrent periods of time. This treasury will be augmented by the artists' web sites along with the existing materials cumulated in various collections and will become a part of the ACM SIGGRAPH resources. There is no sole comprehensive resource describing the influences and inventions in computer graphics and computer art from a historical perspective. The "Birds of a Feather" gathering at the ACM SIGGRAPH 2002, San Antonio, Texas (organized by Anna Ursyn and Anne Morgan Spalter) generated a helpful feedback to this project.

Those who feel their work contributed to the field of computer graphics, art, and the thought about art are requested to describe their areas of action and accomplishments. Since this approach calls for interaction between people representing various fields, we ask to participate anybody involved in the progress of these fields, from software/hardware programmers to scientists, historians and artists. Being a part of this project may be interesting both on a personal level and because it involves a great potential for new approaches in teaching and provides materials for visual learning. It would be greatly appreciated if you could forward this link to anyone you feel could contribute to this project.

<http://www.siggraph.org/education/cgHistory/history.html> or simply at www.siggraph.org

- Please send 3 images of your artistic/scientific creations, with permissions and short statements (no more than 150 words). Both the low resolution (72 dpi) 320x240 -and higher resolution (200, 300 dpi) 800 x 600 -images would be appreciated for a data bank of computer graphics and art and possibly for a publication.
- Please contribute to this project by filling out our questionnaire. Answer as fully as you feel you have time for. Many various viewpoints are valuable. Also, questions may be used as a guide for the essay describing your contribution to the field, with visual thoughts which may be considered "milestones" in various decades (no more then 400 words). Send only what you are willing (or allowed) to disclose, own copyrights for, and send it along with a signed release form.

Your paper-signed permission is essential because researchers, educators, students and all interested parties might use the resources for teaching, reference, general reading, etc.

Please send your materials on a CD Rom or a DVD, your contact address (URL address cannot be accepted as a valid entry), along with signed on paper and dated permission forms at the address:

Anna Ursyn
Department of Visual Arts
University of Northern Colorado
Greeley, CO
80639, USA

Questionnaire

Please answer the following questions. The goal is to create a resource that conveys the interrelated histories of computer graphics and computer art.

1. Describe your field. Why are you interested in Computer Art/ Computer Graphics and what (event, need, idea, hope, obstacle) caused your involvement? Summarize your line of development (the essence of your input to the field) in relation to concurrent technology -- 100 words maximum.
2. Does the computer allow you to think visually about some topic or process in new ways? How has this influenced your work? Describe your ultimate accomplishment.
3. Has the field of computer art and graphics progressed in the ways that you expected? What has surprised you? What do you like about its progress and what do you wish had happened differently? What do you think the future holds for visual computing in science/art? Please make some predictions or wish lists for the near- and long-term future.
4. Describe your dream environment for enhancing your project ideas. What are your preferred tools for creating and how do they work? What tools (hardware/software) you have used initially had the strongest impact on your work?
5. Describe how you think specific advancements in technology, such as wireframe, hidden line removal, scanner, laser, HTML, Java applets, or any other advancement determined the way the approaches to creating art/graphics evolved?
6. How would you characterize the milestones (every ten years) in the development of computer technology? Which ones were most influential in art/graphics?
7. Which persons would you indicate as the pioneers in the particular areas/stages in which decade?

Please type the following:

Creator's Name:

Company Name (optional):

Address:

City, State/Province Zip Code, and Country or Postal Code, City, and Country:

E-mail address:

Web site:

Phone:

Fax:

Titles of your works:

- 1.
- 2.
- 3.

Permission Form

TITLE OF NON-ACM WORK:

AUTHOR(S):

DESCRIPTION OF MATERIAL:

TITLE OF ACM PUBLICATION:

I hereby grant permission for ACM and/or Anna Ursyn to include the above-named material (the Material) in any and all forms, in the above-named publication. I further grant permission for ACM and/or Anna Ursyn to publish my statements and images/artwork (200-300 and 72 dpi) for a web site display, a CD-Rom, immersive display and its library, and a publication (please feel free to cross out whatever you do not grant permission for). I understand that the creators will be duly credited for their work.

I also authorize ACM and/or Anna Ursyn to distribute this submission as part of the above-named publication in print and electronic form, and as part of the ACM Digital Library, on CD-ROM and in translation, or on videocassette, broadcast, cablecast, laserdisc, multimedia or any

other media format now or hereafter known. (Not all forms of media will be utilized.)

I hereby verify that I am the sole owner of copyright in this Material and have the authority to grant such permission. In the event that any elements used in the Material contain the work of third-party individuals, I understand that it is my responsibility to secure any necessary permissions and/or licenses and will provide same in writing to ACM. If the copyright holder requires a citation to a copyrighted work, I have obtained the correct wording and have included it in the designated space in the text.

I hereby release and discharge ACM, Anna Ursyn, and other publication sponsors and organizers from any and all liability arising out of my inclusion in the publication, or in connection with the performance of any of the activities described in this document as permitted herein. This includes, but is not limited to, my right of privacy or publicity, copyright, patent rights, trade secret rights, moral rights or trademark rights. All permissions and releases granted by me herein shall be effective in perpetuity and throughout the universe unless otherwise stipulated, and extend and apply to the ACM, Anna Ursyn and ACM assigns, contractors, sublicensed distributors, successors and agents. The following statement of copyright ownership will be displayed with the Material, unless otherwise specified: "Copyright is held by the author/owner." ACM and/or Anna Ursyn reserve the right to provide a hyperlink to the author's site if the Material is used in electronic media.

I have not used third-party material.

I have the necessary permission to use third-party material.

SIGNATURE (author/owner)

PRINT NAME DATE

Please Return This Form To:

Anna Ursyn
Department of Visual Arts
University of Northern Colorado
Greeley, Co 80639
USA

Questions?

Email Anna Ursyn at ursyn@unco.edu

Special thanks to Anne Morgan Spalter, Mike McGrath, Judy Brown, Bob Krawczyk, Tom Linehan, Werner Hansmann, the SIGGRAPH Executive Committee, RhondaSchauer - the Webmaster and, of course, all the participants of the Birds of a Feather at the SIGGRAPH 2002 conference for all the feedback, helpful comments and suggestions.

