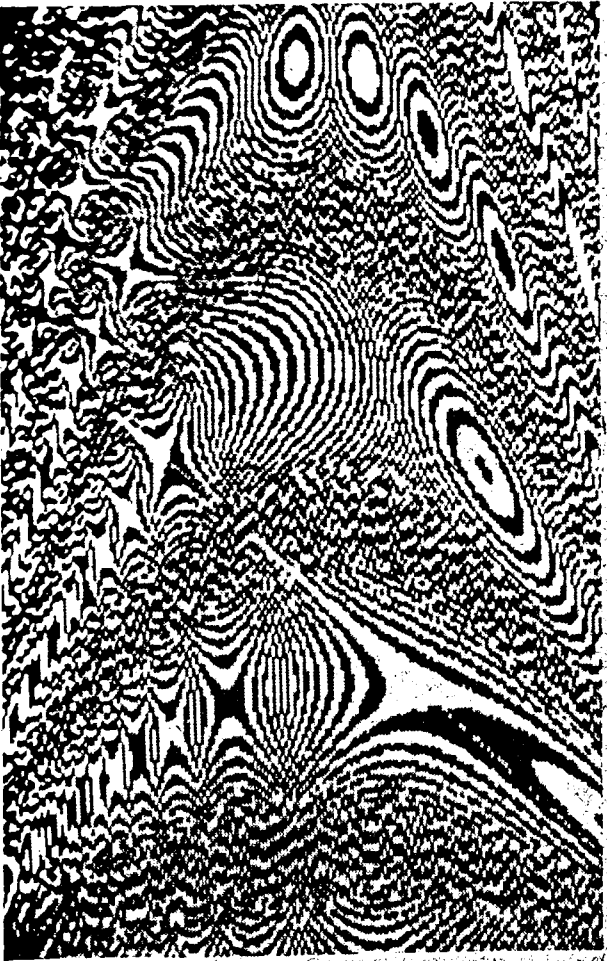




"Magic Square" by Frank Dietrich.



"Dan's Circle TomTom" by Frank Dietrich.

Unique electronic visuals will be created for show

In UICC's Electronic Visualization Laboratory, research is pursued on the forefront of electronic image-making for scientific, educational and artistic applications. The laboratory is a joint venture of the Department of Information Engineering and the School of Art and Design.

Three graduate students of the EV-Lab are now stepping out into the public with their master of arts show to be held at the Chicago Editing Center, 11 East Hubbard, on Saturday, May 23 at 7:30 p.m. Admission is \$2.00.

Joanne Culver, who teaches design at Northern Illinois University, brought computer animation out to the prairie. She also fostered the creation of an audio-visual environment with computers by introducing the graphic designers from UICC to musicians Joe Pinzarrone and Eugene X. Rajor who are building a digital music system in DeKalb. They will be responsible for the sound at the show.

Frank Dietrich, supported by a grant from the German Academic Exchange Service (DAAD), came from the Technical University Berlin to continue post-graduate studies at the internationally well-known EV-Lab.

Zsuzsa Molnar recently received the regional first prize—together with Cooper Giloth, a former EV-student—in the Sony Video competition. They developed a video tape on how to use a video waveform monitor. Zsuzsa programs computer graphics as a research assistant for the Office of Instructional Resources Development at UICC.

The show is called MAGIC WALL, since the graduate students will use a massive array of 16 TV monitors fed by four video tape decks. "Digital Reflections, Line-Field-Frame, Circle Twist Magic Carpet Ride" give a promising view of the astonishing electronic character of the imagery. All images have been produced with hard and software developed in the EV-Lab.

Danlei Sandin, associate professor of art, designed the image processor, a general purpose analog video synthesizer, capable of manipulating video signals in real-time. Currently, he is concentrating on the design of a digital version of the image processor, a work for which he has been awarded a Rockefeller grant this year. This machine will be paired with the ZGRASS graphic computer, developed by Thomas A. DeFanti, associate professor in the Information Engineering Department. ZGRASS is a low-cost, user-oriented raster system, specially designed for communicators and artists without previous computer background. High-powered graphic primitives and rich applications software allow the interactive generation of complex images, even with small programs.

The TV action will be controlled by a computerized video switcher, specially designed by the arcade game wizard, Jay Fenton. He also wrote the code for BALLY BASIC, the graphic language running on a \$300 homecomputer, used for teaching introductory computer art classes at UICC. Speed and precision for moving the animated graphics over the mosaic of the TV wall are the major features of the new digital switcher.

All this promises to become an exceptional visual voyage, even the creators will see for the first—and only time—at the show.

—Francis Chirid