



## What Can We Learn by Benchmarking Graphics Systems?

- Chair:* Ricki Blau (University of California, Berkeley)
- Panelists:* Alan Broder (Mitre Corporation)  
Mark A. Charette (Electronic Data Systems Corporation)  
Brian Croll (Sun Microsystems, Inc.)  
Turner Whitted (Numerical Design, Ltd.)

As a growing user population relies on computer graphics as a tool in everyday work, there is increasing interest in the performance of graphics systems. Recent proposals for standard graphics benchmarks demonstrate this interest. This panel discusses some of these proposals and investigates general issues in measuring the performance of graphics systems. Can a standard set of benchmarks reveal accurate insights to a varied constituency? What are the right and the wrong parameters to measure? How can we obtain the information we want? What comparisons are useful? Panelists consider the structure, contents and interpretation of benchmarks and offer alternative approaches to performance measurement.

The panelists include benchmark designers, system builders and users with wide experience in the performance analysis of software and hardware for graphics. The goal of the panel is to suggest ways to obtain meaningful performance measurements.

## The Reality of Computer Graphics in the Motion Picture Industry

- Co-Chairs:* Richard Hollander (Video Image Associates)  
Micheal Wahrman (deGraf/Wahrman, Inc.)
- Panelists:* Mike Fink (Peak's Island Productions)  
Kirk Thatcher (Henson Associates)  
Ralph Winter (Paramount Studios)

This panel addresses the state of computer generated imagery in the film industry as it exists today. It is five years since the release of Tron and the use of computer generated effects in the motion picture industry is still quite limited. Many of the people in the field of computer graphics believe that Hollywood is moving inexorably in the direction of computer generated imagery for special effects and animation, but in the industry itself there is no such perception. In fact, one occasionally hears computer graphics described as "cold, expensive, over-rated and of no particular interest to the movie-going audience."

This panel presents the attitudes of the Hollywood entertainment creative and decision-making community towards computer graphics, animation and special effects. Questions to be discussed include:

- Who uses computer graphics today?
- Why don't they use more of it?
- Why is the perception that there is no audience demand?
- What can be done to improve the acceptance of this medium in the film industry?