



**Real world**

***Real time***

**See what  
brings them  
together at  
SIGGRAPH '87**

Call AT&T Pixel Machines  
at 1 800 544-0097  
(in New Jersey, 201 949-1387)





### **High-Quality Images at Supercomputer Speed**

Software and techniques have been available for processing high-quality, complex images in real time—but only if you had access to the computational power of supercomputers.

Until now.

You're about to be introduced to a versatile system that provides high-performance capabilities for both 3-D graphics and image processing. You'll see an innovative solution that uses powerful, programmable processors to provide a wide range of functions. A solution, based on proven technology, that allows you to tailor applications to your specialized needs.

Introducing AT&T Pixel Machines  
PXM 900 Series.

### **Graphics and Image Processing Price/Performance Breakthrough**

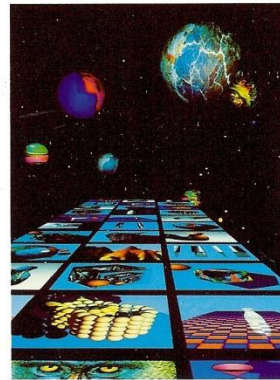
Scientists, researchers, engineers, and creative professionals: If you need the speed and precision required for graphics and image processing applications...without the high price of a supercomputer...

The PXM 900 Series offers supercomputer power at workstation prices.

### **Stop by for a Demo**

Come to Booth 2236 and get acquainted with AT&T's newest product family, the PXM 900 Series, from its newest business group, AT&T Pixel Machines.

You will see the latest advance in the 3-D graphics and image processing marketplace.



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## ***A Special Invitation***

Please join us.  
Celebrate the launch of  
AT&T Pixel Machines,  
and get acquainted with  
the people behind the  
most exciting new product  
family in computer graphics,  
the PXM 900 Series.

***Cocktails,  
6:00 to 9:00 p.m.***

***Wednesday,  
July 29, 1987***

***Room Pacific B  
Anaheim Hilton***

(Please bring your invitation)

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**AT&T PIXEL MACHINES**

Booth 2236

Crawford's Corner Road, Room 4K220

Holmdel, New Jersey 07733

(201) 949-0565

Alessandro Piol

Marketing Manager

AT&T Pixel Machines manufactures and sells a line of high-performance, programmable display processors. Employing a parallel architecture, the pixel machine's family is designed for interactive, high-quality 3-D graphics and image processing applications.

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**TECHNICAL PROGRAM-WEDNESDAY**

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**PAPERS**

**GRAPHICS SYSTEMS**

3:30-5:00, Arena

**CHAIR**

**Richard J. Beach**, Xerox PARC

*GRAPE: An Environment to Build  
Display Processes*

**Tom Nadas**, University of Toronto

**Alain Fournier**, University of Toronto

*FRAMES: Software Tools for Modeling, Rendering  
and Animation of 3-D Scenes*

**Michael Potmesil**, AT&T Bell Laboratories

**Eric M. Hoffert**, AT&T Bell Laboratories

*The Reyes Image Rendering Architecture*

**Robert L. Cook**, PIXAR

**Loren Carpenter**, PIXAR

**Edwin Catmull**, PIXAR