

# History of Multimedia in Cinema

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## Overview: Section 1

- ✦ The History of Digital Animation and Cinema
  - ◆ From Line Drawings to the 3D animation
- ✦ **1960s:** Experimentation
- ✦ **1970s:** Application
- ✦ **1980s:** Early Adoption
- ✦ **1990s:** Adoption

## History of Multimedia in Cinema

- ✦ **1960s:** Experimentation

## 1960s Experimentation

- ✦ Early multimedia development was done for:
  - ◆ Military (e.g. flight simulators)
  - ◆ Manufacturing and Design
    - Computer Aided Design (CAD)

## 1960s Experimentation

- ✦ 1963: Sketchpad
- ✦ Ivan Sutherland MIT
- ✦ The original “paint” program



## History of Multimedia

- ✦ **1970s:** Application

## 1970s Application

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✦ John Whitney

## 1970s Application

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John Whitney

- ✦ Combined abstract visual images with music
- ✦ Started in 1950:
  - ◆ 1950s: Used computer equipment junked by the military
  - ◆ 1960s: Constructed an entire system for creating and recording computer motion graphics
- ✦ 1975: Created "Arabesque"
  - ◆ Sponsored by the National Endowment for the Arts and IBM
- ✦ His techniques used by others as late as 1991

## 1970s Application

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✦ Whitney Later founded III (Triple-I)

## 1970s Application

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- Westworld (1973):
  - One of the first Hollywood films to include computer generated images
- Triple I
- ✦ Futureworld (1976):
  - ◆ The sequel to Westworld, also used computer generated images
  - ◆ Triple I

Yul Brynner  
as  
Michael Crichton's  
**Westworld**

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## 1980s Early Adoption

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✳ 1980's


- The cinematic world begins to adopt digital technology for enhancing live action film

## 1980s Early Adoption

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✳ **Tron (1982)**

- A mix of new animation, computer graphics, and traditional cinematic art
- A clear commercial success, with a digital world theme
- A Disney project



## 1980s Early Adoption

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Other Milestones . . .

✳ **Star Trek: The Wrath of Khan (1982)**

• **The Last Starfighter (1985)**





## 1980s Early Adoption

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✳ Industrial Light and Magic (ILM)

✳ Mainly a special effects company

✳ Early work included:


- Star Trek: Wrath of Khan-1982
- Howard the Duck (1<sup>st</sup> Digital Wire Removal)-1986
- Willow (1<sup>st</sup> "Digital Morph") -1988
- Indiana Jones and the Last Crusade -1989







## 1980 Early Adoption


- \* Mainly Animation
  - ◆ Original owned by George Lucas
  - ◆ Later sold to Steve Jobs
- \* Milestones include:
  - ◆ Adventures of Andre and Wally Bee (1985)
  - ◆ Luxor Junior (1986)
  - ◆ Red's dream (1987)
  - ◆ Tin Toy (1988)
  - ◆ Knick Knack (1989)
- \* Groundwork for 3D objects, models, and Special Effects




## 1980 Early Adoption



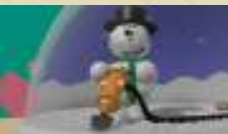
Andre and Wall Bee (1985)



Red's Dream (1987)



Luxor Junior (1986)



Knick Knack (1989)

## 1990's Adoption

- \* Hollywood increasingly commits to digital production techniques
  - ◆ Increased integration of different media types
  - ◆ Large budgets allocated to computer aided effects animation

## 1990's Adoption

- \* 1993: Jurassic Park
- \* 1994: The Mask
- \* 1996: Mission Impossible/ [MI 2](#)
- \* 1998: [Armageddon](#)