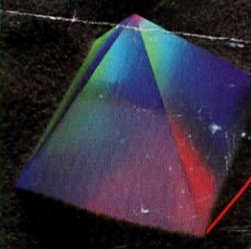


▲ **IBM vs. DIGITAL**

▲ **PRODUCT REVIEWS:** WORDPERFECT CORP.'S WORDPERFECT; TRIMARCHI INC.'S E-Z BOX; UNIPRESS SOFTWARE INC.'S VIPLUS

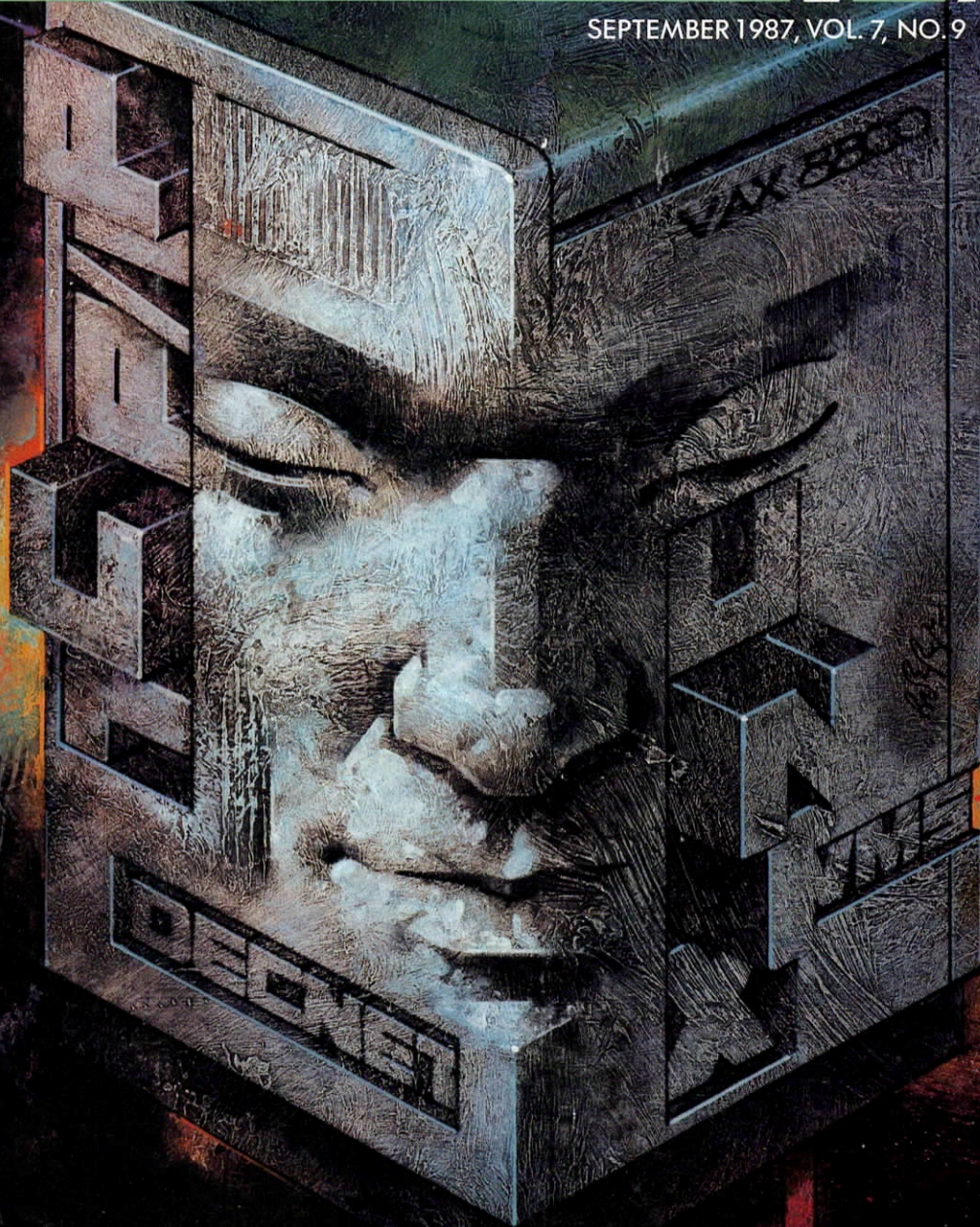
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## AND THE WINNERS ARE...

The culmination of one of the world's largest computer graphics art competitions occurred on July 28 at Siggraph '87, as hundreds of invited guests gathered at an awards ceremony in the Anaheim Hilton, honoring the 25 winners of the Truevision-Raster Tech Image contest.

The contest, sponsored by AT&T's Truevision Division (Indianapolis, Ind.), Island Graphics Corp. (San Rafael, Calif.), and Raster Technologies (Westford, Mass.), received both national and international entries with subjects ranging from high tech robots to tropical ocean scenes.

AT&T's Truevision computer graphics products allow personal computer users to capture and display full color images from a video source in realtime. Island Graphics is a developer of computer graphics software and Raster Technologies develops and supplies high performance computer graphics systems.

The entries were created solely on computer equipment ranging from the common personal computer to large systems such as the Cray supercomputer. The images were divided

into two types: fine art and commercial art. Winners were awarded for each type in two categories: art produced using AT&T Truevision graphics boards and art produced using other computer graphics products. Judging was on originality, composition, and creative use of graphics products.

"This year's contest attracted some of the most stunning examples of computer imagery I've seen," says Rand Schulman, vice president of corporate development for Island Graphics. "The artists who entered this contest are taking computer graphics to the creative limits."

First, second, and third place winners received \$2,000, \$1,000, and \$500, respectively. Honorable mention winners received \$250. The four first prize winners were: "Cop" by Jim Hillin, "The Pour" by Alan Waxenberg, "Bubble's Beach Diner" by Cherry Simpson, and "Teapot" by Shelley Lake.

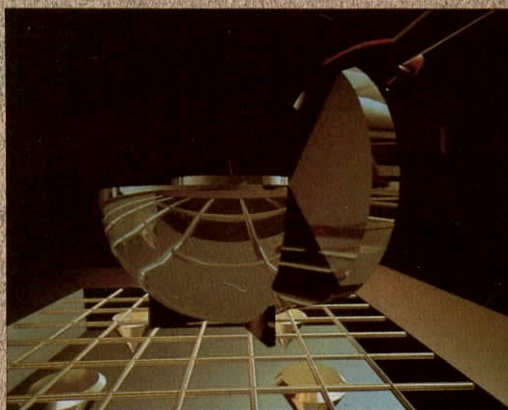
"Teapot" won first prize for fine art using any computer product. Using proprietary software along with a VAX-11/782 connected to a Cray supercomputer, Shelley Lake designed her award-winning image. All object creation and building was performed on the VAX.

Lake, a self-employed artist who holds an M.S. in Visual Studies from MIT, says she found the VAX to be "a great machine that was very reliable."

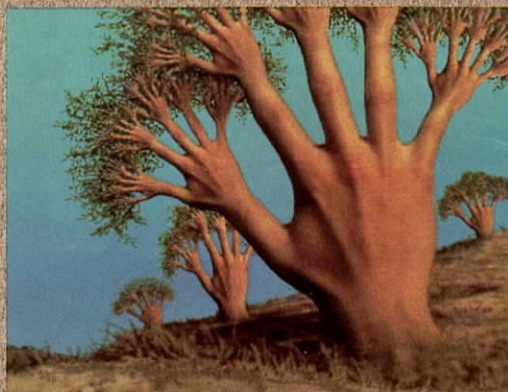
The winning entries for the contest are on display July 30 through September 30, 1987, at the California Museum of Science and Industry (CMSI) in Los Angeles. "It seems fitting that the country's largest and most popular computer

graphics art contest should be featured at one of the country's most popular science museums," says Don M. Muchmore, executive director of CMSI. "One of the objectives of computer art is to make computers more accessible to a wider range of people. What better way to do it than to display this work to the thousands of people who attend CMSI every day?"

—Renee P. Brown



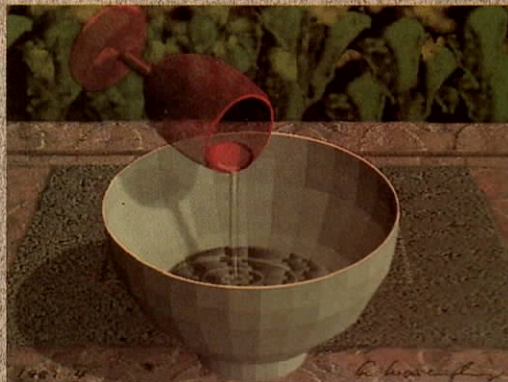
**1st Place—**  
Fine art using other graphics products—  
"Teapot" by Shelley Lake



**2nd Place—**  
Fine art using Truevision graphics products—  
"Roots" by Keith Ohlfs



**2nd Place—**  
Fine art using other graphics products—  
"South Sea Moon" by Jim Thompson



**1st Place—**  
Fine art using Truevision graphics products—  
"The Pour" by Alan Waxenberg