

Edwin catmull and computer graphics

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Edwin Catmull Every field of profession has certain luminaries considered impactful and must recognize when doing anything concerning that particular field. Some of the professional luminaries tend to be very influential and powerful after introducing and inventing certain interesting things about their respective professions. Edwin Catmull is one such luminary currently celebrated and recognized in the field of computer graphics. The praise and celebration relates to his wonderful work and influence added on the field on computer graphics. Born on 31-3-1945 in Parkersburg West Virginia, Edwin Catmull grew dreaming of becoming a future film animator. He received his education from the University of Utah, where he graduated with B. S (computer and physics sciences). Joining Utah University made him reconsider his professional career in movie industry and shifted to computer science and physics studies (Linzmayr 31). Edwin Catmull has a wide working experience in computer science as he ever worked for Boeing Company located in Seattle in the department of computer programming. He also served in the same position at the New York Institute of Technology. The positions he served immediately after his first graduation from Utah University. In the year 1970, Edwin returned to school to further his studies and graduated again in 1974 (Linzmayr 31). While in school for his second enrolment, Edwin was one of the Ivan Sutherland's learners. He enjoyed the class of computer drawing and animation as perfected by the Sketchpad and decided to continue with the studies to become part of the rejuvenated and inspired revolutionist in the field of computer science and graphics in particular. His love and obsession in the field of computer graphics saw him discover Z-buffering, bicubic patches and texture mapping. As demonstrated

by Prince, Edward's motivation in the field of computer science and graphic in particular, saw him make a fantastic animation of his own left hand in 1973 (21). The good nature of the animation attracted a Hollywood film producer who bought and used it in the Future world movie released in 1976. Upon his second graduation in 1974 and obtaining his PhD, Edward quickly secured contract with Applicon Company. Kin and Jim indicate that in the same year, Edward received a contract request that would elevate him to the position of director of new Computer Graphics Laboratory at the New York Institute of Technology (9). While serving as a director at the NYIT, Edward formed a research group that worked to find proper and efficient tools that would help animator achieve easy and good animations using 2D technology. Among the efficient tools discovered in the research processing was painting software called Paint and commercial animation software called Tween (Shaffer 14). In 1979 after failed attempts to focus on 3D graphic technology at the New York Institute of Technology, Edward found yet another attractive contract with George Lucas at his Lucasfilm industry. Shaffer discloses that Edward was going to serve as Vice President in the computer graphics department at Lucasfilm Company (15). While at Lucasfilm, Edward facilitated the creation process of the digital image technology used to amalgamate multiple images in an attractive manner. In 1986, Steve Jobs bought Lucasfilm and named it Pixar Film Company, where he made Edward Catmull serve as Chief Technical director. While at Pixar, Catmull developed a fantastic rendering system used in the production of films such as the Finding Nemo (2003) and Toy story (1995). In 2006 when Disney Film Company acquired Pixar, John Lasseter and Edward Catmull

were given charge of rejuvenating the company's animation plants in Burbank. Edward Catmull is still a live and serves as the president of Pixar Animation and Walt Disney Animation Studios. Through his entire career practice, Edward Catmull assisted members of his particular companies win various awards such as the Academy Award for Scientific & Technical Engineering Achievement from the Academy of Motion Picture Arts and Science, in which he was a co-recipient in 1993 and 1996 (Kim and Jim 15). The 1996 award was in appreciation of his efforts to pioneer inventions to digital imaging in the field of computer graphics (Kin and Jim 16). In 2001, Edward was also a co-recipient of the Academy Award of Merit, Significant Advance in the Field of Motion Picture Rendering. In the year 2006, Edward received the IEEE award by John von Neumann for pioneering inventions of computer graphics into modeling, rendering and animation. In 2009, Edward received yet another award from Gordon E Sawyer acknowledging his efforts for technological contributions in the field of motion pictures. In conclusion, Edward Catmull is typically a must remember icon in the field of computer science and graphics in particular. Edward has been participating in technological researches projected at advancing the field computer graphics above any contemporary standards. Edward's input was significant in the betterment of the 2D image technology. He also contributed towards the invention and improvement of the 3D image technology. His enigmatic efforts and obsession in the field of computer graphics that eventually made him invent and innovate many ideas, awarded him very attractive job positions and awards. Works cited Kinn, Gail, and Jim Piazza. The Academy Awards: The Complete Unofficial History. New York, NY: Barnes & Noble

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