de pinxi on Imagina 99 : 2 conferences, 2 booths, 2 stereoscopic films.

Installations:

Do not adjust your set !

The large screen on the left is not unadjusted... it is interlaced stereography! *de pinxi* was happy to exhibit in Monte-Carlo, in true scale, the very premier high-end *real-time stereoscopic virtual set* system.

The system was the heart of the live shooting sessions of Alice In Digital Land, the film from Pascal Roulin, in competition for Pixel INA Prize.

ACTS Multimedia Walk-through

An interactive experience introducing 27 different research and development projects, part of the EC ACTS programme. A perfect example of using interactive technique as powerful communication tool for institutions and large companies.

Conferences:

Alice in Digital Land:

Together with Mac Guff Ligne (Nicolas Trout), de pinxi (Philippe Chiwy) introduces the real-time techniques developed to create an interactive stereoscopic film, featured as main attraction in a Japanese theme park. Wednesday 20th, from 10.30 to 12.00, main auditorium.

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Virtual Reality Round Table Discussion:

de pinxi introduces various applications of VR technology aimed to communication and general leisure, with a special focus on set-ups for large events, theme parks and museums. Tuesday 19th , from 14.30 to 18.00, Loews hotel, Salle d'Or/A.

Stereoscopic films:

The permanent stereoscopic theatre will show two films where *de pinxi's* techniques were deployed.

Alice in Digital Land, produced by Dentsu Tec. and Pascavision ; this film introduces by an attractive way the digital techniques to the visitors of the Japanese theme park of Kitakyushu city. The film has been created by the association of Pascavision, Mac Guff Ligne and de pinxi ; de pinxi worked more specifically on all the virtual environments, on the virtual set system and on stereoscopic techniques. *Gas 3*, produced by Carillon Producers (Amsterdam, Alewijn Dekker), directed by Harry Arp and photographed by Komer Klein ; the musical film depicts the life and interactions of natural gas, through 7 minutes of stereoscopic live action and computer graphics mixed film. The film is shown in the permanent show-room of Dutch Gas company, Gasunie. The shooting has been carried out with de pinxi's stereoscopic techniques ; most of the cgi, the special effects and post-production is due to Movida's skills, the Belgian CG company.

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