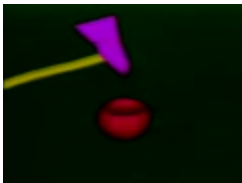




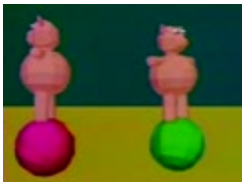
A Spinning Tree (CGRG71-87_0001)



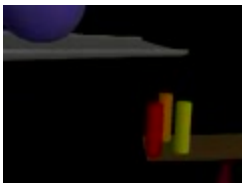
Across & Around (CGRG71-87_0002)



Ax & "Coconut" (CGRG71-87_0003)



Bears on Balls (CGRG71-87_0004)



Bouncing Ball (CGRG71-87_0005)



Car and Fence (CGRG71-87_0006)



Collision Cascade (CGRG71-87_0007)



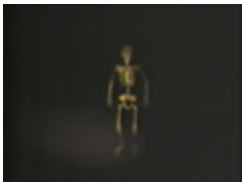
Coredump (CGRG71-87_0008)



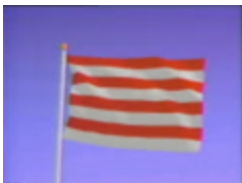
Crystal Man (CGRG71-87_0009)



Cube Head to Egg Head (CGRG71-87_0010)



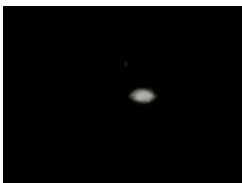
Dancing Skeleton (CGRG71-87_0011)



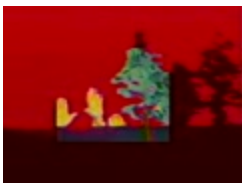
Dynamic Simulation of Flexible Objects (CGRG71-87_0012)



Floating Cube and Squares (CGRG71-87_0013)



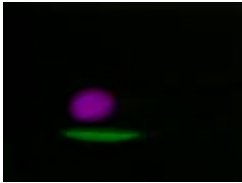
Galactic Encounter (CGRG71-87_0014)



Landscape & Frame (CGRG71-87_0015)



LitBall I & Litball II (CGRG71-87_0016)



Metamorphoses (CGRG71-87_0017)



New York Animation Film Festival Opening (CGRG71-87_0018)



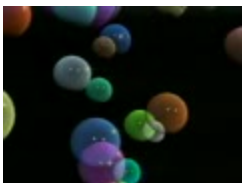
On & Off at the Circus (segment) (CGRG71-87_0019)



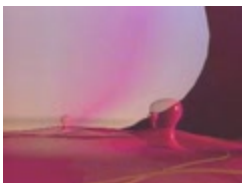
Refacing the Street (CGRG71-87_0020)



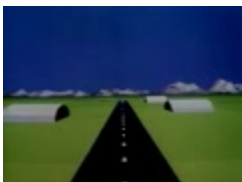
Rigid Body Dynamics I, II & III (CGRG71-87_0021)



Rising Bubbles (CGRG71-87_0022)



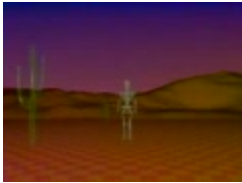
Rockets (CGRG71-87_0023)



Simulation of Flight I & II (CGRG71-87_0024)



Skeleton Animation System (CGRG71-87_0025)



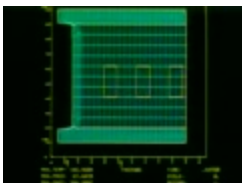
Skeleton in Desert (CGRG71-87_0026)



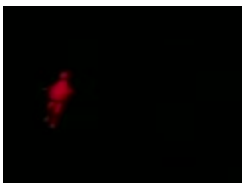
Spinning Building Model (CGRG71-87_0027)



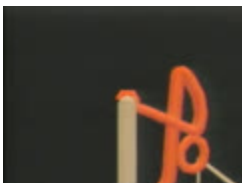
Sun & Object (CGRG71-87_0028)



Symmetric Motored Engine (CGRG71-87_0029)



Tumbling (CGRG71-87_0030)



Uneven Bar Animation (CGRG71-87_0031)



Whale & Pipe (CGRG71-87_0032)