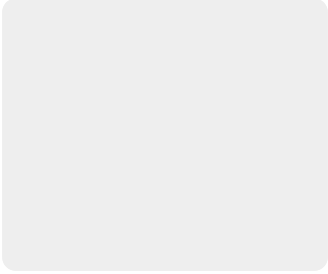


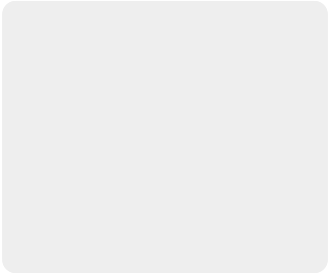
**Dinosaur ()**

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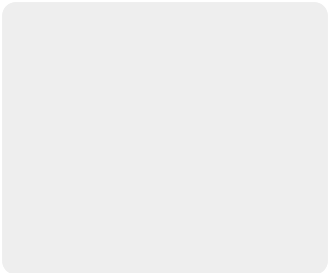
**Dinosaurs ()**

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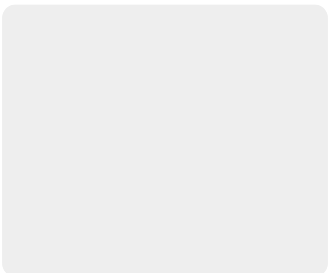
**Motion Study for "Eurhythmy" (I) ()**

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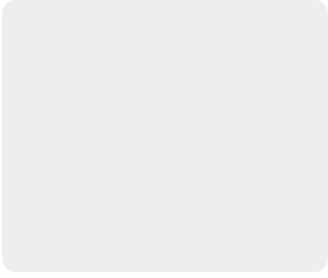
**Motion Study for "Eurhythmy" (II) ()**

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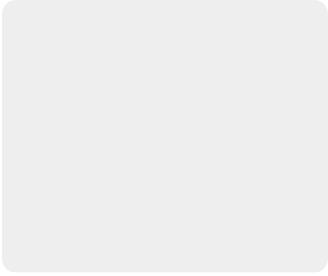
**Eurhythmy (I) ()**

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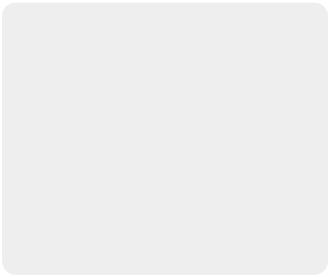
**Eurhythmy (II) ()**

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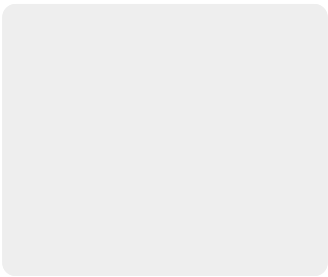
**Eurhythmy (III) ()**

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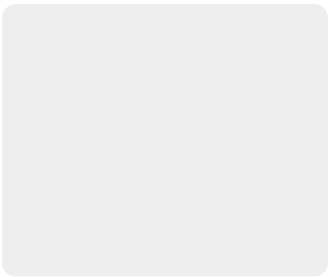
**Snoot & Muttly ()**

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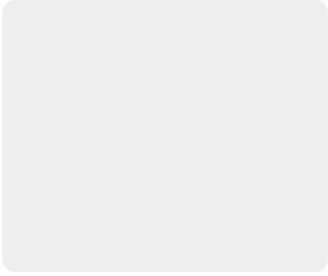
**Balloon Guy ()**

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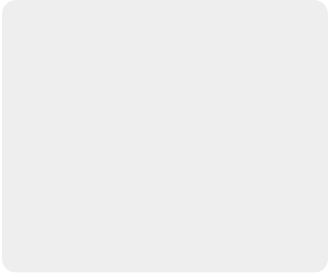
**Tortured Hands I ()**

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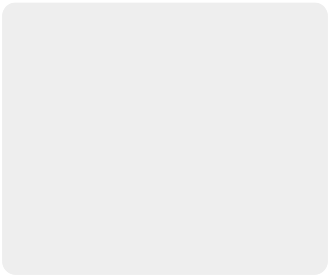
**Tortured Hands II ()**

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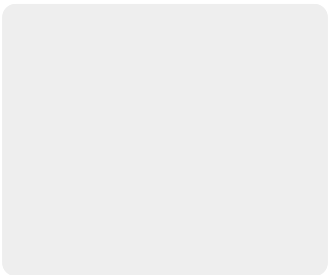
**Tortured Hands III ()**

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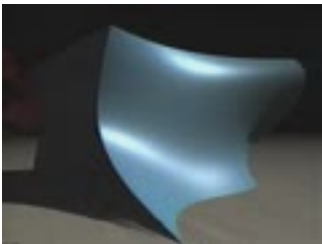
**Tortured Hands IV ()**

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**Tortured Hands V ()**

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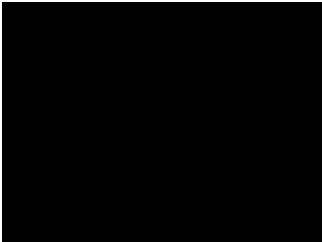
**Metamorphosis (ACCAD87-pres\_0001)**

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**Dinosaurs I & II (ACCAD87-pres\_0002)**

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**Good Morning (ACCAD87-pres\_0003)**

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**Eurhythmy Motion Studies I & II (ACCAD87-pres\_0004)**

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**Eurhythmy I, II and III (ACCAD87-pres\_0005)**

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**Snoot & Muttly (ACCAD87-pres\_0006)**

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**Balloon Guy (ACCAD87-pres\_0007)**

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**Dancing Scissors (ACCAD87-pres\_0008)**

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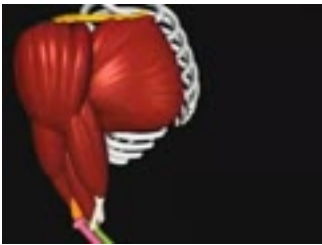
**Flying Pots (ACCAD87-pres\_0009)**

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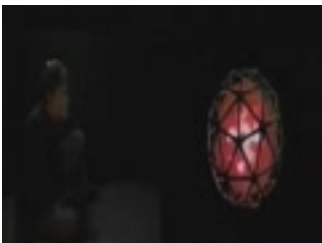
**Sity Savvy (ACCAD87-pres\_0010)**

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**Muscles (ACCAD87-pres\_0011)**

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**Magic Ball (ACCAD87-pres\_0012)**

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**Crab Canon (ACCAD87-pres\_0013)**

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**Jug & Bubbles (ACCAD87-pres\_0014)**

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**Soft Objects (ACCAD87-pres\_0015)**

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**Stage Design (ACCAD87-pres\_0016)**

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**Virtual Environment (ACCAD87-pres\_0017)**

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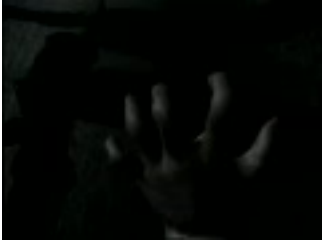
**Isthmia: A Virtual Reconstruction (ACCAD87-pres\_0018)**

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**Bragger (ACCAD87-pres\_0019)**

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**Wanting for Bridge (segments I, II, III, IV, V) (ACCAD87-pres\_0020)**

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**Hummingbird (fragmentation animation) (C07.13169 )**

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**Artist into Frog (C07.13170)**

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**Aging Process (fragmentation animation) (C07.13171 )**

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**Rotating Geometries (C07.13172)**

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**Formation of Plane Structure (C07.13173)**

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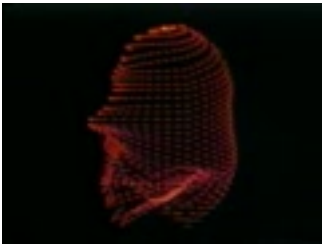
**P-47 Airplane (C07.13174)**

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**Butterflies In Head and Globe (C07.13175)**

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**Dynamic Head (C07.13176)**

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**Lost Fish (C07.13179)**

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**Mythical Creature (C07.13180)**

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**Butterfly Dance (C07.13181)**

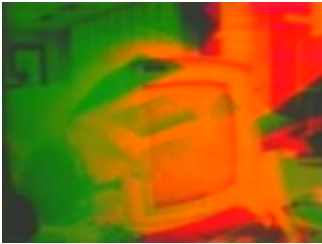
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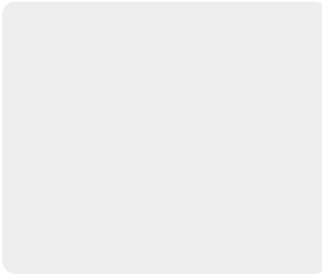
**Grass (C07.13182)**

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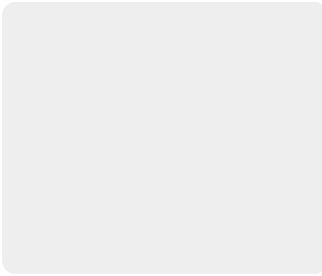
**Realtime 2 (C07.13183)**

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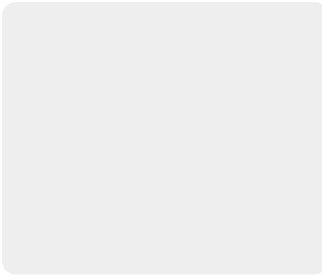
**Dancing Scissors (C07.1400X)**

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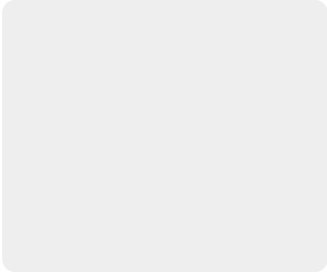
**Flying Pots (C07.1400X)**

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**Sity Savvy (C07.1400X)**

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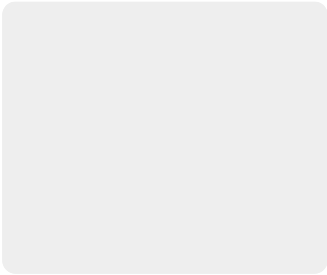
**Muscles (C07.1400X)**

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**Dragon Stew (C08.00012VRML)**

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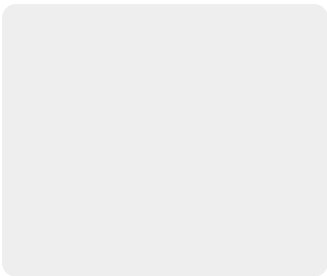
**External Forces (C08.00014wrl)**

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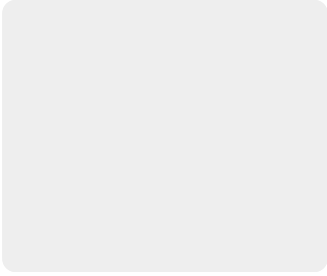
**Flower Girl (C08.00015)**

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**Self-Portrait (C08.00016wrl)**

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**Celestial Frolic (VRML) (C08.00017wrl)**

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**No Place to Hide (C08.00019wrl)**

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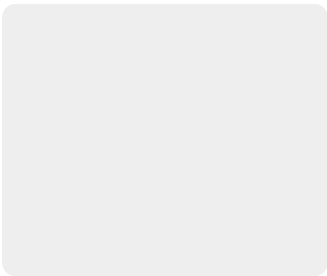
**Watch (C08.00020)**

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**John Glenn (C08.00021)**

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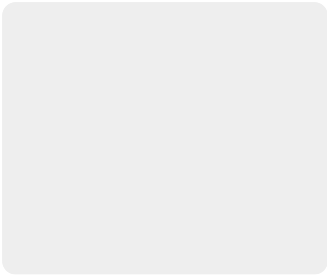
**Unknown Face (C08.00022wrl)**

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**Fish (C08.00023l)**

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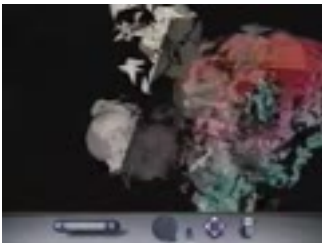
**Family Reunion (C08.00023wrl)**

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**Abstraction (C08.00024)**

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**In The Midst of Life (C08.00025)**

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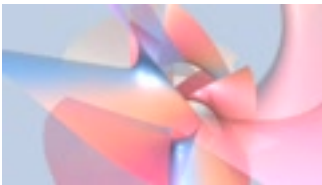
**Fashion Models, from arc (C08.00030)**

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**Vinea, from Vines (C08.00031)**

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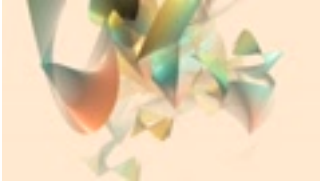
**Shifting Color Spaces, from astroLAB (C08.00032)**

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**Colorful Dream, from fragHalf (C08.00033)**

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**Drifting into Space, from leosig (C08.00034)**

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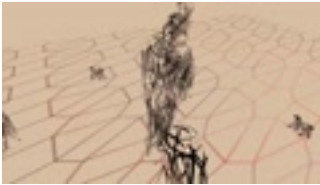
**An Orange Mixture, from scribsAnim (C08.00036)**

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**Synchronized Swimming, from florstwist (C08.00037)**

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**Homage II, from ribVENUS (C08.00038)**

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**An Endless Spin, from scribFragLand (C08.00039)**

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**Passage into Green, from fragtoptwox2 (C08.00040)**

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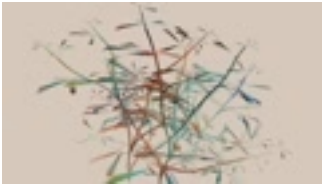
**Programmed Death, soISIG (C08.00041)**

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**Irrepressible Red, from FragPot (C08.00042)**

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**Formation, from fragWEED (C08.00043)**

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**The Jury, from maskSIG (C08.00044)**

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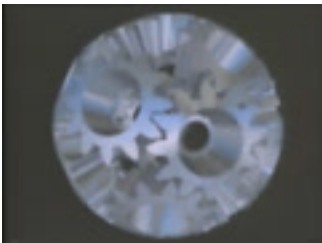
**Geomancy, from Scribgreen2 (C08.00045)**

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**Homage I, from ven (C08.00046)**

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**Gears I, II and III (CCP\_0001)**

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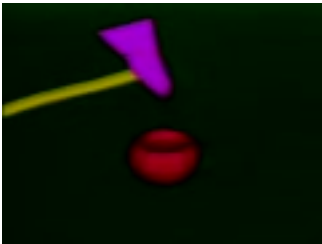
**A Spinning Tree (CGRG71-87\_0001)**

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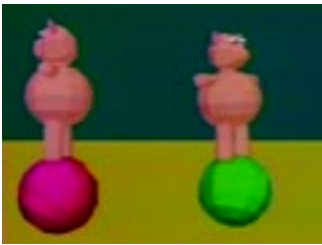
**Across & Around (CGRG71-87\_0002)**

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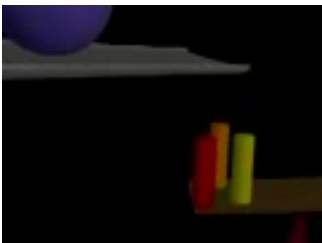
**Ax & "Coconut" (CGRG71-87\_0003)**

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**Bears on Balls (CGRG71-87\_0004)**

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**Bouncing Ball (CGRG71-87\_0005)**

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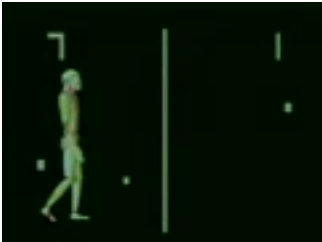
**Car and Fence (CGRG71-87\_0006)**

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**Collision Cascade (CGRG71-87\_0007)**

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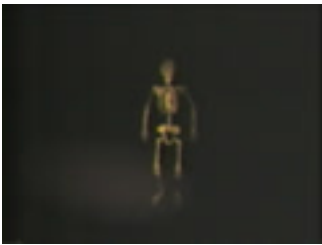
**Crystal Man (CGRG71-87\_0009)**

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**Cube Head to Egg Head (CGRG71-87\_0010)**

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**Dancing Skeleton (CGRG71-87\_0011)**

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**Dynamic Simulation of Flexible Objects (CGRG71-87\_0012)**

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**Floating Cube and Squares (CGRG71-87\_0013)**

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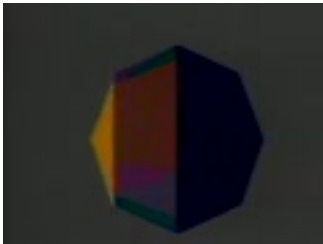
**Galactic Encounter (CGRG71-87\_0014)**

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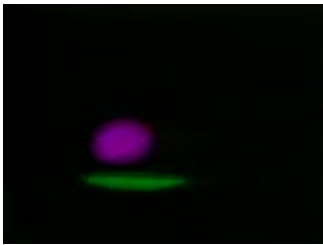
**Landscape & Frame (CGRG71-87\_0015)**

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**LitBall I & Litball II (CGRG71-87\_0016)**

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**Metamorphoses (CGRG71-87\_0017)**

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

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

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**Refacing the Street (CGRG71-87\_0020)**

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

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**Rising Bubbles (CGRG71-87\_0022)**

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**Rockets (CGRG71-87\_0023)**

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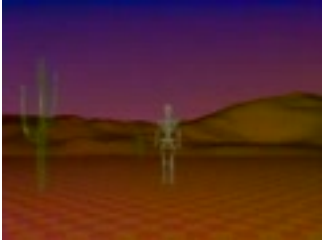
**Simulation of Flight I & II (CGRG71-87\_0024)**

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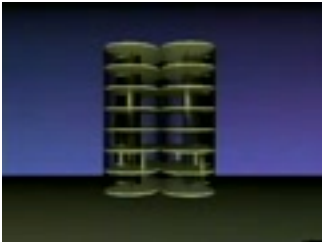
**Skeleton Animation System (CGRG71-87\_0025)**

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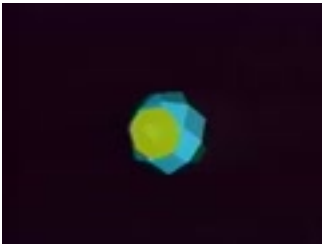
**Skeleton in Desert (CGRG71-87\_0026)**

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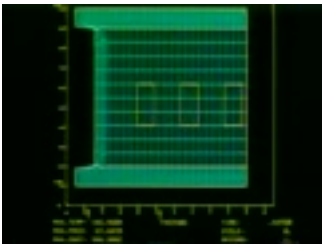
**Spinning Building Model (CGRG71-87\_0027)**

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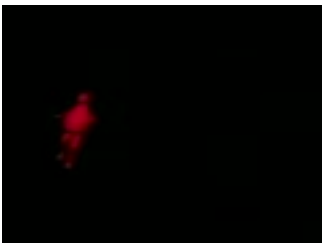
**Sun & Object (CGRG71-87\_0028)**

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**Symmetric Motored Engine (CGRG71-87\_0029)**

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**Tumbling (CGRG71-87\_0030)**

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**Uneven Bar Animation (CGRG71-87\_0031)**

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**Whale & Pipe (CGRG71-87\_0032)**

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