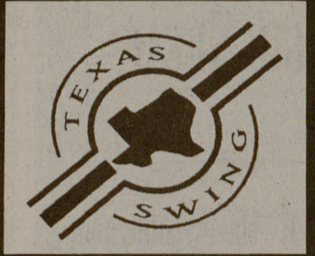


Texas



SWING Graduate and Professional School Day

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FAIR EXHIBITS:

10:00 to 3 p.m., Memorial Student Center, Rm. 224

GRADUATE/PROFESSIONAL SCHOOL DAY

TAMU

THURSDAY, OCTOBER 10, 1996

PARTICIPATING SCHOOLS:

Law & Public Affairs Programs: American University/School of Public Administration, UT-Austin/School of Law, UT-Austin/LBJ School of Public Affairs, South Texas College of Law, TAMU/George Bush School of Government & Public Service

MBA & International Business Programs: American Graduate School of International Mgmt. (Thunderbird), American University/School of International Service, Baylor University/Hankamer School of Business, Consulate General of Japan, Dallas Baptist University, Texas A&M International University, Texas A&M/MBA Programs, Texas Christian University/MJ Neeley School of Business, Texas Tech University/Programs in Business, University of Houston/College of Business Administration, University of Oklahoma/Graduate Programs in Business, University of Texas-Arlington/Business Administration

All Grad, Research & Technical Programs: Abilene Christian University, Angelo State University, Austin Presbyterian Theological Seminary, California School of Professional Psychology, CalTech, Cornell University, Dallas Baptist University, Dallas Theological Seminary, Duke University, East Texas State University, Emory University, George Washington University, Harvard University, Harvard University, Institute of Textile Technology, Iowa State University, Lamar University, Oklahoma State University, Our Lady of the Lake, Southern Methodist University, Southwest Texas State University, Texas A&M

University/College of Engineering, Texas A&M University-Commerce, Texas Tech University, University of California-San Diego, University of Illinois-Urbana, University of Kansas, University of Missouri, University of North Texas, University of Notre Dame, University of Oklahoma, University of Southern California, University of Texas-Austin, University of Texas-Austin/Engineering, University of Texas-Dallas, University of Washington

Medical, Dental, Bio medical, Vet Sci & Health Programs: Baylor College of Dentistry, Baylor College of Medicine/Cell & Molecular Biology/Neuroscience, Los Angeles School of Podiatric Medicine, New York College of Podiatric Medicine, Pennsylvania College of Podiatric Medicine, Southwest Texas State University/Physical Therapy, Texas Chiropractic College, Texas Tech Health Science Center/School of Biomedical Science, Tufts University School of Dental Medicine, University of Houston/College of Pharmacy, University of Houston-Clear Lake/Healthcare Administration, University of North Texas Health Science Center/Osteopathic Medicine/Public Health, University of Texas Health Science Center-San Antonio/Biomedical Sciences, University of Texas Health Science Center-San Antonio/Pharmacology, University of Texas Health Science Center-San Antonio/Dept. of Physiology, University of Texas Houston Dental Branch, University of Texas Houston Health Science Center/Biomedical Sciences, University of Texas Houston Health Science Center/Research, University of Texas Medical Branch-Galveston/Biomedical Sciences/School of Allied Health, University of Texas MD Anderson Cancer Center/Allied Health/Dept. of Lab Medicine, University of Texas School of Nursing-Galveston, University of Texas School of Public Health Washington University/Division of Biology and Biomedical Sciences

For More Information, Call the Texas A&M Career Center at 845-5139

AGGIELIFE

By JOHN LEBAS
THE BATTALION

From Budweiser's beer-loving frogs to the cyber-dinos of Jurassic Park, computer graphics (CG) and animation are changing the way the people look at television, movies, cartoons and the Internet.

But Texas A&M students may have limited opportunities to expand their skills in this field, Aggie CG lovers said.

A&M's College of Architecture has the graduate-level visualization science program, one of the highest ranked animation and programming curriculums in the country, but admission is limited to a maximum of 15 students a year. And A&M does not offer much to undergraduates beyond engineering design graphics courses, CG lovers said.

So some of them formed Maximum Computer Graphics (Max-C-Graf), an organization slated to give CG designers more chances to learn how to make their own frogs and dinosaurs.

The group is open to anyone with CG interests.

Dat Lien, Max-C-Graf president and a junior architecture major, said the group will help members stay abreast of CG technologies and offer opportunities to network with professionals in the industry.

He said the club is a "stepping stone" to a future in CG and animation.

"We want to be a part of the next generation in this rapidly expanding field," Lien said.

Lien said Max-C-Graf will serve as a resource bank for members, giving them CG tutorials and telling them where to get inexpensive CG software. Max-C-Graf members can also enter animation competitions where they can showcase their efforts for a bigger and more professionally-based audience, he said.

Max-C-Graf public relations director Christopher Figat, a senior environmental design major, said professional CG designers and animators will speak at the meetings, held every third Tuesday, giving members a look inside the industry and chances to meet potentially valuable job contacts.

Aaron Osttott, the group's Web artist and a senior computer science major, said Max-C-Graf will use the Internet to help members get footholds in the CG business.

"We're looking to improve the marketability of members who want to go into computer graphics by having their stuff on the [World Wide] Web," said Osttott, who will put together and maintain the group's Web page.

He said members are invited to put together galleries of their own CG works to display on the page.

The Web page will also serve as a place for the club to gather CG expertise and advice to help members, he said.

Osttott also said Max-C-Graf will teach members html, the computer language that Netscape and the Internet run on, so they can create eye-catching Web pages.

Osttott said he hopes the club's page will also get notice from professionals and help distinguish Max-C-Graf as one of the most creative CG groups around.

Ryan Mitchell, the club's graphics director, said he also wants the club to produce a short, animated film this semester to get Max-C-Graf and A&M recognized as centers of CG talent.

Despite plans for a busy semester, the club may take on animation projects for outside groups as Max-C-Graf becomes more recognized, Lien said.

And what exactly is the driving force behind CG designers and animators? Well, besides the excellent job oppor-

tunities, members said, it's able to see creations of the nation come to life in such an exciting way.

Mitchell said creativity is the backbone of CG.

"You can build your dream a computer," Mitchell said, "activity is the key."

Mitchell said current software and technology let CG designers do "almost anything" on PCs, making animation cheap and more accessible now than ever before. It's fun and rewarding, he said, to design graphics models, run an animation program, and see the models come to life on the computer screen.

Lien said that as an architecture student, he enjoyed the added benefit of being able to preview his buildings before they are built.

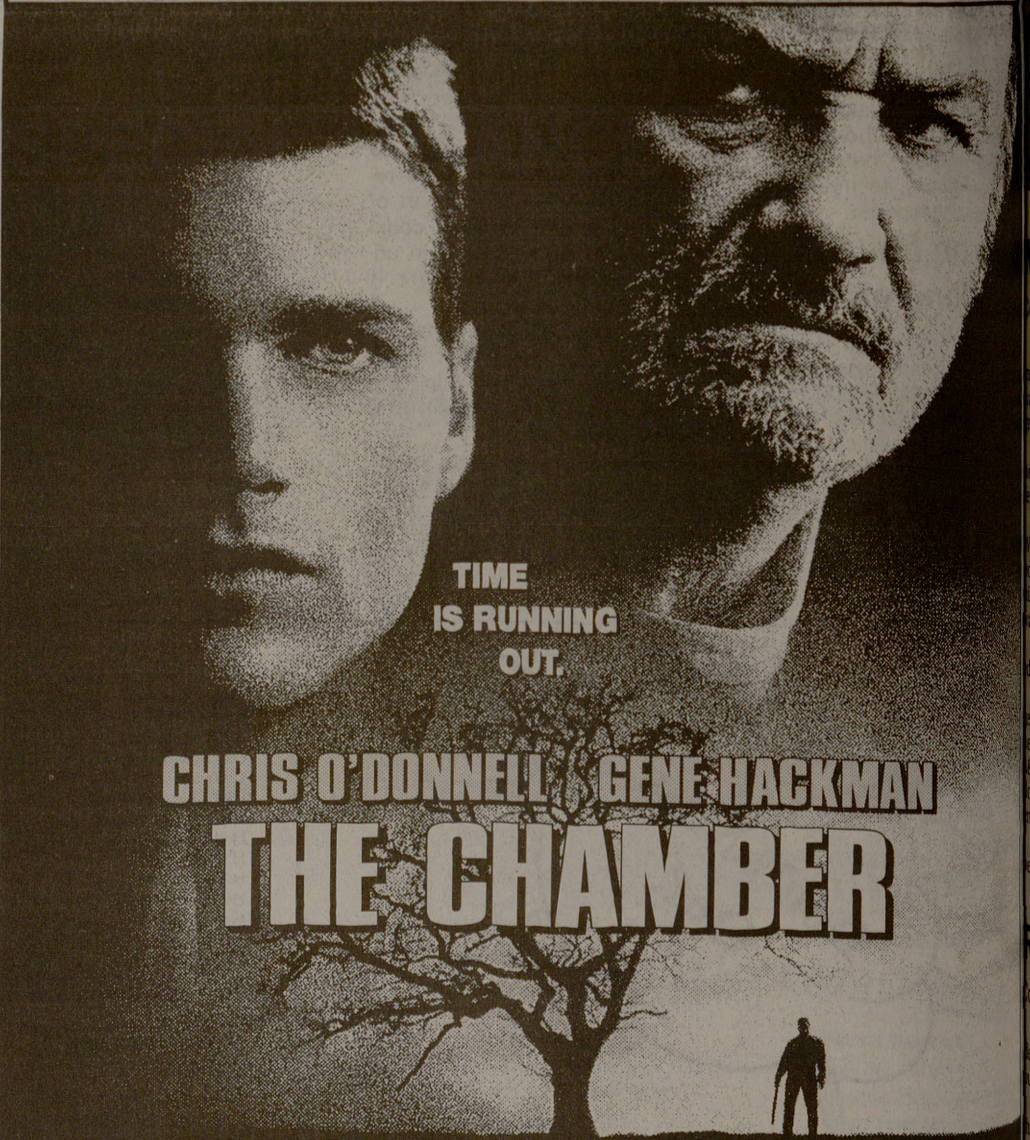
"It's a good tool for the architect," he said.

Lien said Max-C-Graf will meet the needs of people like himself, are looking to expand their CG knowledge and business contacts. The group wants those interested to meet and pursue opportunities in the field.

"We want to get the public attention and the attention of others in this field," he said.



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