

Video Streamer

Participant Biography for Eddie Elliott

I received a bachelor's degree in computer science from the University of California at Berkeley in 1984. Upon graduation, I immediately began applying my computer skills towards computer graphics and animation in various video post production settings. I initially worked for a company called Positive Video in Orinda, California, designing and programming digital effects for their Quantel Mirage video effects device. Following that, I worked for Televisa in Mexico City during the 1986 World Cup soccer championship, serving as technical director for effects production for national and international broadcast during the games. Then I joined a post-production facility in Mexico City called Qualli, also serving as technical director for digital effects and animation. I moved back to work in the Bay Area in 1988, developing PC-based 3D animation software for Crystal Graphics. After that, I joined One Pass, a post-production facility in San Francisco. At One Pass, I resumed working on digital effects and animation, as well as developing custom software for video production. My last project at One Pass was a joint venture with Knowledge Set and Scanline Corporation to produce early multimedia CD-ROM prototypes.

I left post-production in 1990 to pursue a master's degree at the MIT Media Lab, working in the lab's Interactive Cinema Group. I developed the Video Streamer as part of my master's thesis project at the lab. I presented the Streamer at Sony Music Entertainment Group's Art Artist Audition '92 exhibits in Yokohama and Tokyo, Japan. I was the sole foreign participant among the 48 artists and I received three judges awards as a finalist in the competition.

I will be presenting the Streamer again as an interactive exhibit at SIGCHI's Interactive Experience in Boston in April. I have also been invited to present the Streamer at the Videobrasil International Festival in Sao Paulo, Brazil this coming November.