

Humongous Of Cartooning

SANDDE

*the Stephen Low Company. Amidi, Amid (1 December 1998).
"Dig This! Humongous Cartoons with a Little
Technology". awn.com. Animation World Network. Retrieved*

SANDDE was a software and hardware system, developed primarily by IMAX Corporation, designed to create hand-drawn, stereoscopic 3D animation content. SANDDE is an acronym for "Stereoscopic ANimation Drawing DEvice" and is a play on the Japanese term for "3D", which is pronounced "San-D" (サン).

The concept of SANDDE was to enable artists to draw and animate

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in three-dimensional space. It was intended to be intuitively usable, like a pencil: as an art creation tool, SANDDE incorporated aspects of drawing, painting, sculpture and puppetry. Unlike most other contemporary 3D computer graphic animation software, SANDDE did not require the construction of models from primitives. The main input device was a "wand" which allows the user to create drawings in the air.

Animators sat in virtual stereoscopic...

Deborah Todd

one of the first women game designer-writers in the industry, working with many of the early video game icons including Ron Gilbert and Humongous Entertainment

Deborah Todd is an American game designer, writer, and producer who began her career in the entertainment industry in 1991 writing cartoons for MGM/UA's new Pink Panther Saturday morning

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cartoon series. She is known for her pioneering work in children's interactive media, and as one of the first women game designer-writers in the industry, working with many of the early video game

icons including Ron Gilbert and Humongous Entertainment, Broderbund, the Discovery Channel, Disney Interactive, 20th Century Fox, Houghton Mifflin Interactive, McGraw Hill, Warner Bros., and the Starlight Children's Foundation.

She is a member of the IGDA, the National Association of Science Writers, the Writers Guild of America, west, the Academy of Television Arts & Sciences, and the Producers Guild of America...

Zits (comics)

quote would later be printed on the back of the compilation book Humongous Zits, along with a ripped-out piece of paper with multiple different names considered

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Zits is a comic strip written by cartoonist Jerry Scott and illustrated by Jim Borgman about the life of Jeremy Duncan, a 17-year-old high school junior (he was 15 when the comic started). The comic debuted in July 7, 1997, in over 200 newspapers, and by 1998 it was included in "more than 1,700 newspapers worldwide in 45 countries and is translated into 15 different languages." Zits has received multiple awards and continues to be syndicated by King Features.

Set in the central Ohio suburbia, the strip centers on Jeremy as he tries to balance his family life, social life, the academic demands of high school and his plans for the future, often with a heavy dose of surrealism, making it stand out from being just a typical teenager cartoon strip.

Pent-House Mouse

crusher and is relieved for a moment, but soon afterwards rolls

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into a humongous dog show building before the dogs quickly attack, bark at and seemingly

Pent-House Mouse is the first Tom and Jerry short produced and directed by Chuck Jones after being fired from Warner Bros. Cartoons, released in 1963. Production returned to Hollywood after five years (the previous 13 shorts were produced in Czechoslovakia and directed by Gene Deitch). It is the only Tom and Jerry cartoon to be produced in 1963.

Ron Gilbert

After leaving LucasArts, Gilbert co-founded the children's gaming company Humongous Entertainment in 1992 and its sister company Cavedog Entertainment in

Ronald David Gilbert is an American video game designer, programmer, and producer. His games are generally focused on interactive story-telling, and he is arguably best known for his work

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on several LucasArts adventure games, including Maniac Mansion and the first two Monkey Island games. In 2009, he was chosen by IGN as one of the top 100 game creators of all time.

While a student in 1983, he co-wrote Graphics BASIC, and he then worked on action games for HESware, which went out of business. He afterwards joined Lucasfilm Games (later LucasArts), and was given the opportunity to develop his own games. He invented SCUMM, a technology used in many subsequent games. After leaving LucasArts, Gilbert co-founded the children's gaming company Humongous Entertainment in 1992 and its sister company...

Rube Goldberg

the New York Sun. He won the 1948 Pulitzer Prize for Editorial Cartooning for a cartoon entitled "Peace Today". He moved to the New York Journal-American

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Reuben Garrett Lucius Goldberg (July 4, 1883 – December 7, 1970), better known as Rube Goldberg (), was an American cartoonist, sculptor, author, engineer, and inventor.

Goldberg is best known for his popular cartoons depicting complicated gadgets performing simple tasks in indirect, convoluted ways. The cartoons led to the expression "Rube Goldberg machines" to describe similar gadgets and processes. Goldberg received many honors in his lifetime, including a Pulitzer Prize for political cartooning in 1948, the National Cartoonists Society's Gold T-Square Award in 1955, and the Banshees' Silver Lady Award in 1959. He was a founding member and first president of the National Cartoonists Society, which hosts the annual Reuben Award, honoring the top cartoonist of the year and named after Goldberg...

Surreal Software

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Bothell-based children's game developer Humongous, which found Denman's website and called to recruit programmers for Humongous. Surreal instead offered to do

Surreal Software was an American video game developer based in Kirkland, Washington, and a subsidiary of Warner Bros. Interactive Entertainment, known for The Lord of the Rings: The Fellowship of the Ring, The Suffering and Drakan series. Surreal Software employed over 130 designers, artists, and programmers. Surreal was acquired by Warner Bros. Games during the bankruptcy of Midway Games in July 2009. After a significant layoff in January 2011, the remaining employees were integrated into WBG's Kirkland offices, along with developers Monolith and Snowblind.

The studio last worked on This Is Vegas, a title which was scheduled to be released on Xbox 360, PlayStation 3 and Windows. The first screenshots, video and game information for This Is Vegas were unveiled the week of February 4, 2008,...

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Paul Gruwell

lead creative projects for companies like Boeing, Microsoft, Softimage, Humongous Entertainment, Shanachie Records, Epic Records, A&M Records, and Ode Records

Paul Gruwell (November 28, 1933 - November 4, 2014) was an American multidisciplinary artist, animator, creative director, and designer, whose career spanned animation, music, publishing, and graphic arts. Best known as the director of *Basketball Jones* featuring Tyrone Shoelaces, Gruwell worked with major studios including Hanna-Barbera, Marvel Productions, Disney, Amblin, Filmation, Film Roman, Metro-Goldwyn-Mayer, and Warner Bros. He also lead creative projects for companies like Boeing, Microsoft, Softimage, Humongous Entertainment, Shanachie Records, Epic Records, A&M Records, and Ode Records, and Watermark Inc.

The Los Angeles Times referred to Gruwell as "one of the last

hand-drawn animation artists" in the movie industry, highlighting his commitment to traditional animation techniques...

List of cancelled Game Boy Color games

*Austin Powers fake Windows OS game things...'
"Humongous Entertainment® Brings Award-Winning
Humongous Sports™ CD-ROM Titles to PlayStation® Game Console*

The Game Boy Color (GBC) is a handheld video game console released by Nintendo in 1998. The color-screened successor to the monochrome Game Boy, first released in 1989, the GBC's time on store shelves was comparatively short, being succeeded by the Game Boy Advance (GBA) in 2001. During this time, several games being developed for the system were cancelled for reasons such as technical limitations, financial difficulties, and the forthcoming release of the GBA, with a number of games being moved to that system instead. Many of these games were not known about in

detail or in any capacity until 2020, when ROM images of several game prototypes were leaked onto the internet as part of a larger Nintendo data leak. This list documents games that were confirmed to be announced or in development for...

Coconut Fred's Fruit Salad Island!

"fruit canal", to sailing off the island only to find themselves in a humongous storm. Coconut Fred (voiced by Rob Paulsen) is a happy-go-lucky coconut

Coconut Fred's Fruit Salad Island! (or simply Coconut Fred or CFFSI) is an animated television series created by Sammy Oriti and Don Oriolo that aired for two seasons on Kids' WB from September 17, 2005, to May 27, 2006. The show was produced by Warner Bros. Animation with flash animation provided by Dong Yang Animation (which also did the intro), Studio B Productions, and Top Draw Animation.

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This show premiered on Kids' WB! alongside Johnny Test and Loonatics Unleashed.

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