

Computer science and technology :
historiography IV (6)

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PRIMARY SOURCE : MANAGERIAL LITERATURE

— Catmull, Ed. 2014. *Creativity Inc.*. Random House.

Another magnum opus of the opal kind*... Like Madam Sandberg (executioner, executive at Facebook), his excellence Mgr. Catmull is unable to write books alone.

A book with an entirely ridiculous, grandiloquent title, no doubt indicative of the author's persona and self-image ("Overcoming the unseen forces"...).

Here a choice quote :

"To me, the answer should be obvious: Ideas come from people. Therefore, people are more important than ideas. Why are we confused about this? Because too many of us think of ideas as being singular, as if they float in the ether, fully formed and independent of the people who wrestle with them. Ideas, though, are not singular. They are forged through tens of thousands of decisions, often made by dozens of people. In any given Pixar film, every line of dialogue, every beam of light or patch of shade, every sound effect is there because it contributes to the greater whole."

[ch.4]

Absurdities and platitudes aside, here is a CEO dissertating on - at a very minimum - people being most important. If this weren't the same Ed Catmull famous for fixing wages and (discussing the praxis completely unashamedly with other executives at companies like Disney, like a high-ranking gangster) it would be worth little more than the rest of books in the great miserable pile of innumerable micro-,macro-,holistic,etc. management literature. Catmull used his intelligence to design algorithms useful in computer graphics, and once done used that same intelligence to design systems that would cut the amount paid to workers to bare minimum.

Catmull was given the Turing Award for his "achievements", after a court case was brought against him and others for stealing from the people he so dearly values. (We are uncertain if we can use the term condemned here - companies rarely are, because in Bourgeois law it is called "reaching a settlement"...). A science as upside-down as computer science has rarely existed (about in the same space as psych. and economics).

[*except, of course for historians and sociologists, who have no choice, and will find here many interesting facts to help them in their work.]

"Your employees are smart; that's why you hired them. So treat them that way. They know when you deliver a message that has been heavily massaged. When managers explain what their plan is without giving the reasons for it, people wonder what the "real" agenda is. There may be no hidden agenda"

[ch.6]

Catmuffins received one too many golf balls on the head.

Computer graphics and games, social history (continued)

— Guilty Gear : Testament

HOME | キャラクター | 遊び方 | GGSTとは? | WEBコミックス & ストーリー | ムービー | ニュース | eスポーツ | パッチノート | アーケード | 購入する

DLCキャラクター「テストメント」は、「GGST シーズンパス1」所有者は3月28日（月）より先行プレイ可能で、単品販売は3月31日（木）より開始予定です。

「テストメント」プロフィール

【プロフィール】

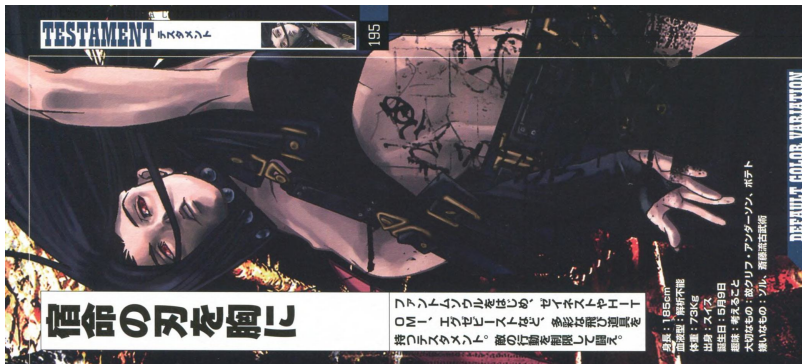
- 氏名: テスタメント
- 身長: 185cm
- 体重: 73kg
- 血液型: 解析不能
- 生年月日: 5月9日
- 出身: スイス
- 趣味: ファッション誌購読、日曜大工、コスメ集め、プラモデル作り(特に巨大ロボット)、観光名所巡り、釣り、陶芸、沢登り、ロードバイク、オペラ鑑賞、筋トレ、古い、盆栽、ガーデニング、プロレス観戦、お菓子作り、麻雀、絵画(一向に上手くならない)、刺繍、登山、ネイルアート、ゴルフ、天体観測、温泉巡り、ボードゲーム、SF小説執筆、バーベキュー、ベリーダンス、ビーチバレー、野球観戦、ドールハウス作り、お酒(下戸)、スノーボード、B級サメ演劇鑑賞、店売りしているオカルトグッズ収集、絵日記
- 大切なもの: 自分、家族、使い魔達、故クリフ・アンダーソン、ポテト
- 嫌いなもの: 斎藤流古武術

II. guiltygear.com *Strive* Japanese site [//ggst/jp/news/post-2249/], 20/03

In the character profile for Testament, (on the Japanese version of the guiltygear.com *Strive* web site), hobbies are indicated - in order - as :

趣味:	
ファッション誌 ...	fashion magazine-s,
日曜大工	DIY,
コスメ ...	cosmetics,
プラモデル ...	plastic models (esp. giant robots / mecha),
観光 ...	sightseeing/tourism,
釣り	fishing,
陶芸	ceramics,
etc.	

For another reference point, in previous publications Testament's hobbies were given as 考えること (e.g. GG Isuka Guide, p. 195, XX Midnight Carnival Starter..., 169). [thinking]



PROFILE

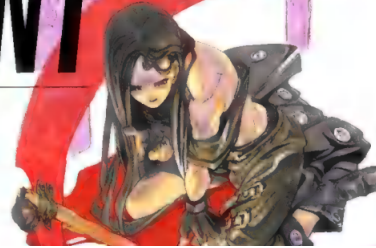
■ テスタメント TESTAMENT

身長: 185cm
 体重: 73kg
 血液型: 解析不能
 アイタイプ: 赤
 誕生日: 5月9日
 出身: スイス
 趣味: 考えること

TESTAMENT

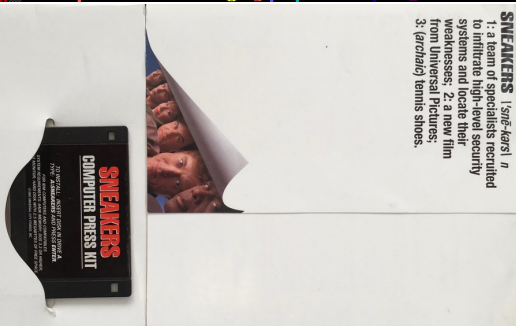
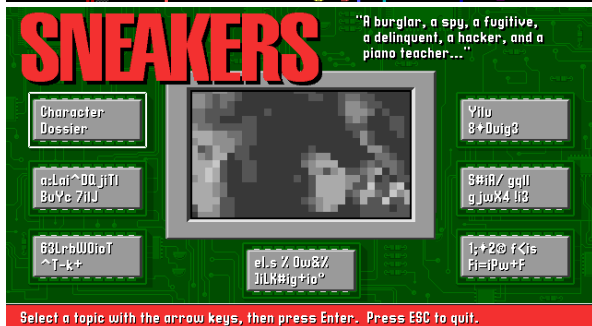
テスタメント

空間に2種類の見えない罠を仕掛け、獲物がかかるのを待つ典型的な待ちキャラ。相手が裏にかかったら接近してダウンを奪い、強力な起き攻めへ移行しよう。相手が攻めてこない場合は、ほかの2つの飛び道具で攻撃し、相手を動かしていくことが必要になる。



PRIMARY SOURCES : PRESS KITS

An often overlooked source, in need of archiving incl. digitally (as already done for magazines, f. ex.). Beyond common place photos and text, some of the press kits could be intricate, by inclusion of additional media e.g. *Sneakers* disk.



II. Sneakers : [1-4] floppy disk content [5] physical map / [6] Hackers

ARCHIVES : EARLY COMPUTER ANIMATION EXPERIMENTS



II. *Poem Field 1*, by Stan Vanderbeek and Ken Knowlton

MAGAZINES, NEWS ARTICLES

— “Crystal Dynamics faces financial reality”. *Next Generation* 1996, issue 20.

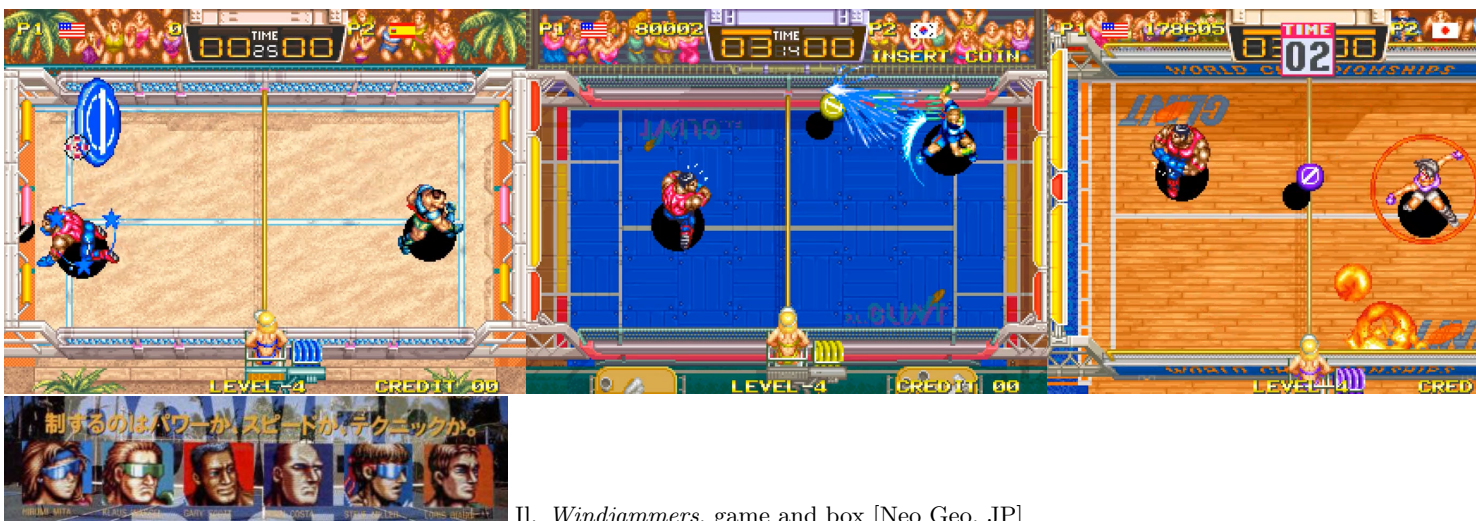
“*Crystal Dynamics’ new CEO, Ted Ardel, has stated that the company will soon cease to be a publisher, and will concentrate on development. It’s also reported that one third of its workforce will be out within a three month period. (...) Crystal Dynamics’ decision to dip out of publishing may well be repeated by other small outfits unable to compete with the likes of Electronic Arts and Acclaim.*”

In the same magazine, see also, e.g.

12 (Dec. 1995)	consoles reviews incl. 3DO, Neo Geo
Special (1996)	<i>Hardware guide</i> (actually hardware, software, business aspects)
20 (late 1996)	cool NG ad : “The CIA, FBI...” can’t get their hands on issues of NG

games so far

e.g. <i>Windjammers</i>	licensed sports games (NHL...)	Neo Geo (another Data East game, also dev. of <i>Street Slam</i>)
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II. *Windjammers*, game and box [Neo Geo, JP]

MATHEMATICIANS AND WAR / POLITICS

Because computer science as academic discipline is too young, and a world war has not yet happened since its establishment, it is useful to look at their next-nearest peers to imagine what might happen if... (mathematicians, that being said, appear a lot more courageous in general, and we wouldn't bet on any computer scientist any time soon to come up with any grand acts...).

— Leray, Jean.

“Leray had been a prisoner of war, and to ensure that his research would be completely useless to the Germans [re-invented himself and] debuted a series of works in pure algebraic topology...” [trans.] (1)

“Leray’s 1945 Paper : During World War II Leray was a prisoner of war from 1940 to 1945. He organized a university in his prison camp and himself gave a course on algebraic topology, a field he had become interested in in connection with his collaboration with Schauder (...) he elaborated his method in a long paper published in 1945” (2)

(1) Mashaal, Maurice. 2017. Bourbaki [a secret society of mathematicians]. p. 34

(2) Dieudonne, Jean. 1989. *A History of Algebraic and Differential Topology 1900-1960*. Birkhauser re-print. p. 115
See also : Leray, Jean. 1945. ‘Sur la forme des espaces topologiques...’

— Juliusz Schauder

“He made, often fundamental contributions to four branches of mathematics, which are usually considered independently from one another. Juliusz Schauder was no specialist. (...) He was not one of those who “posed problems”, but turned to those problems which imposed themselves...” [trans.] (3)

“In 1917, [at age 18] he was sent to the Italian Front and fought there until he was captured (...) after occupying Lwow ... the German police ... killed a large group of Polish university professors (...) (His wife was killed by the Nazis, his daughter escaped this fate (...)) In the room where he was hiding, there was no bathroom (...) in the factory where I was employed there was (...) Schauder tried to escape from the police and was killed on the spot.”

(3) Leray, Jean. Quoted in : (4)

(4) Ingarden, Roman. 1993. “Personal reminiscences”.

— Cavailles, Jean

Described and depicted, famously, in *Army of Shadows* - the novel containing also the mention that Resistance members who had been previously captured and tortured carried with them poison pills at all times; Despite their experiences they continued fighting. Described by Canguilhem as “*resolute without optimism*”. Unknown n. 5.

— Prof. Dr. Ludwig Bieberbach

Just like the Professor Heidegger, (of whom he is the equivalent among mathematicians), denounced colleagues, advanced quickly in the hierarchies of academia (Frankfurt, Berlin, Switzerland etc.), and went on to live a very long, comfortable life (almost one hundred).