

Yadle Newsletter

MARCH 3rd, 2021

Hi {FNNAME},

In the last issue, we shared how Yadle's ability to Search Everywhere saves time and frustration when dealing with files spread across multiple devices and in the cloud. For this issue, jump into the driver's seat with a self guided tour of Yadle. You can also read about the Internet Archive, the future of storyboarding, and the technical challenges that remain before an OpenBIM standard becomes reality.

Take Yadle for a Test Drive!

Deciding on new software tools should be a smooth experience that ultimately leads to a quick decision of whether it can solve problems for your business.

We've put together a self-guided demo for you to experience Yadle firsthand. Nothing to install and no signup necessary. Simply login and follow along with the sample searches to perform. If you like what you see, let us know and we can set you up with a demo environment to explore Yadle with some of your own cloud based files.



[Take a Test Drive!](#)

Goodbye Cinefx



You have probably heard by now of the [demise of Cinefx magazine](#) after 41 years. Cinefx was much, much more than just "The Journal of Cinematic Illusions". Each issue was truly a work of art, explaining the VFX craft in words interesting to those in the industry but also to anyone who loved film. Each issue of Cinefx brought great stories about the people and the technology that has been so fundamental in amazing us for all of these years. It will truly be missed.

Renewed Efforts for a Universal BIM Standard



Building information modeling (BIM) has been around since the 1970s and offers the promise of easy sharing, extraction, and exchange of the vast amounts of data meant to be a digital representation of both the physical and functional characteristics of buildings & physical infrastructure like roads, utilities, airports, etc. There is even an [ISO standard](#) for BIM.

BIM adoption, especially in larger firms, has grown significantly over the past decade. But it isn't everywhere and there are some incompatibilities between BIM data from different apps. There has been a growing interest in [openBIM](#) – an effort with has many parallels in the computer industry, where the industry has evolved to (mostly) understand that open, shared, vendor-neutral data formats benefit all and still allow for competition between vendors.



openBIM ensures that:

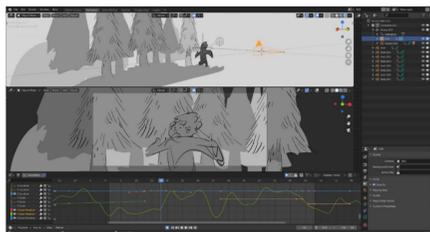
- **Interoperability** is key to the digital transformation in the built asset industry
- **Open** and neutral standards should be developed to facilitate interoperability
- **Reliable** data exchanges depend on independent quality benchmarks
- **Collaboration** workflows are enhanced by open and agile data formats
- **Flexibility** of choice of technology creates more value to all stakeholders
- **Sustainability** is safeguarded by long-term interoperable data standards

Seems like a great goal. Like any attempt to provide some level of standardization of data there are many challenges. A great discussion of this topic is in a January post on [Architect Magazine](#). You might also want to check out the openBIM site. Finally, the [AIA](#) has an excellent free report entitled "[The Business of Architecture 2020](#)" which contains statistics on BIM adoption & usage.

The Future Of Storyboarding



Blender.org has an excellent post on an innovative use of [Blender for pre-visualization](#). It is a detailed explanation of how storyboard artist Alexandre Heboyan is using Blender to create hybrid storyboards like this one for [Maryam & Varto](#).



This is really nice work, an exciting step to decrease the distance between storyboard and production. The technique is cool, and there is a long & detailed how-to video on YouTube showing how to use Blender Grease Pencil to [create your own hybrid storyboard](#).

Discover the Internet Archive

It is fascinating to observe the same information being used in very different ways between different sets of users and communities. How an image of a Roman column provides clues to an archaeologist of some ancient peoples, that same image may be the inspiration for a VFX artist in designing an alien structure in a new film, and yet again that same image can be a critical reference for an architect working on a updating the facade of a historic building. This re-use of old data in various formats is part of the magic of the Internet Archive.



Never heard of the Internet Archive? Or the Wayback Machine? It is surprising that more people have not yet discovered the Archive. Truly an remarkable site with some amazing stats:

- 538 billion [web pages](#)
- 28 million [books and texts](#)
- 14 million [audio recordings](#) (including 220,000 [live concerts](#))
- 6 million [videos](#) (including 2 million [Television News programs](#))
- 3.5 million [images](#)
- 580,000 [software programs](#)

Access to the Internet Archive is free - and private (they do not even log IP addresses of systems that access it). You can search, find, download from a wide and often deep set of digital materials. Invest a little time at the Archive and it is highly likely you will find useful stuff for both your professional and personal activities.

Neat stuff on the Archive

- [A list of VFX companies – cinefx.com on December 24, 2005](#)
- [Apple.com web site on September 21, 2012](#) – the day of the iPhone 5 release
- Are you an artist, designer, or architect looking for some [historic images of cathedrals?](#)
- Looking for a [pictures of an old UNIVAC computer](#) as model for production of a new streaming show?

The Archive also has a great collection of magazines as PDFs:

- Architects - here are issues of [architectural record from 1891 through 2016](#)
- Computer fans – go find an issue of [BYTE](#)
- VFX folk – [Starlog and CineMagic](#) are pretty cool history and insight into past FX work.