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SIGGRAPH Asia 2009 Courses Deliver Essential Knowledge

Exciting line-up of newly minted Courses guarantees to inspire and expands creative visions.

The highly anticipated second edition of SIGGRAPH Asia 2009 promises an exciting line-up of interesting and mind-expanding conference content. Among the multiple programs that SIGGRAPH Asia 2009 has to offer, the Courses program is the first to announce its program content. Introducing new and exclusive formats that have never been seen in any of the SIGGRAPH Conferences and for the very first time in SIGGRAPH history, Courses will feature bilingual sessions in English and Japanese, with some Courses being taught exclusively in Japanese.

“We selected over 25 courses, covering a wide range of topics, from introductory computer graphics to state-of-the-art rendering techniques, from practical tools for artists to tricky technical strategies for feature film production, and a few special surprises as well. Attendees interested in animated film production, video game production, and hands-on hardware hacking will be delighted by this year’s Courses lineup. And because we are offering bilingual, if not full sessions conducted entirely in Japanese, we hope SIGGRAPH Asia will be more interesting and accessible to the large home-town audience, while still retaining a compelling, fully featured program in English for our distinguished world-wide audience” says Tony Apodaca, SIGGRAPH Asia 2009 Courses Chair, Pixar Animation Studio.

Some highlights of the Courses program include:

Sketching Interfaces for Computer Graphics

University of Tokyo associate professor Takeo Igarashi, winner of the 2006 SIGGRAPH Significant New Researcher Award, presents a fascinating course on the other half of SIGGRAPH's charter: interactive techniques. He discusses his world-famous Teddy system and other current approaches for using sketching as a user interface for design, modeling, and animating.

The Look of *Up*

The Technical Directors from Pixar Animation Studios explore the process of creating the visual language of the blockbuster movie "Up". The presenters provide a behind-the-scenes look at the challenges, successes, and difficulties of creating the stylized "Up" world. The course features examples and experiences from various areas of the production process, including characters, environments, lighting, and cinematography.

Let's Make a Tennis Game!

Takashi Hirayama of Sega Corporation guides students through the process of making a simple 3D video game. The course covers the design process for graphical effects, sound, and lighting. In just a few hours, students create a complete, simple game that really plays!

Content for other programs will be announced progressively. For updates and more information, please visit www.siggraph.org/asia2009.

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About SIGGRAPH Asia

The 2nd ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia will take place in Pacifico Yokohama, Japan. Featuring an international conference from 16-19 December 2009, SIGGRAPH Asia 2009 offers works that provoke thoughts, explore ideas in innovative ways, address contemporary issues, interactively engage viewers in discovery, and stimulate their intellect and creativity through art, computer animation, courses, education, new technologies, technical papers, sketches and posters.

SIGGRAPH Asia 2009 also features a trade exhibition of products and services from the computer graphics and interactive marketplace. Held from 17-19 December 2009, it is also a recruitment ground for job seekers to meet potential employers. Sponsored by ACM, SIGGRAPH Asia 2009 is expected to bring together 8,000 computer graphics and interactive technology professionals and enthusiasts from Asia and beyond. For more information, please visit www.siggraph.org/asia2009.

The inaugural SIGGRAPH Asia 2008 was a resounding success. Artists, researchers, developers, gaming experts, filmmakers, as well as academics from 49 countries gathered in Singapore, spending four exciting days to discover new products, talents, technology and techniques in the digital media industry. In all, a total of 49 countries were represented in an array of thought-provoking works and breakthrough ideas presented at the show. For more information, please visit www.siggraph.org/asia2008.

About ACM

The Association for Computing Machinery (ACM) SIGGRAPH sponsors SIGGRAPH Asia 2009. ACM is an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking.