

SIGGRAPH Asia 2009 Special Call for Mascot Animations

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 Labels: Animation, SIGGRAPH 2009



Do you want to contribute your work to the SIGGRAPH Asia Computer Animation Festival, but you just don't have time to do a short film? Here's a quicker, easier (and maybe more fun) alternative.

SIGGRAPH Asia 2009 has adopted a robot as our unofficial mascot, and we're inviting members of the international SIGGRAPH community to create simple animations of this character. We have already created a rigged Maya 2008 model that's ready to animate. All you need to do is download the latest version of the model and create an animated action (no longer than five seconds, please).

[Complete Details](#)

We're hoping to use these animations in conference marketing materials, and as part of the title design for the SIGGRAPH Asia 2009 Computer Animation Festival. Any animation motion that's short, simple, and interesting is invited, but here are a few ideas to get you started:

- Walk cycle
- Run cycle
- Walk cycles with attitude: struttin', cheerful, energetic
- Walking followed by happy surprise



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- Takes to the camera
- Look at camera, make "come on!" gesture, and run away from camera
- And any other simple moves that you can imagine

When you complete your mascot animation, it must be submitted via the SIGGRAPH Asia 2009 online submission system. For more information on how to submit work to the Computer Animation Festival, see [Submission Rules & Requirements](#).

Whether for mascot animations or complete work, SIGGRAPH Asia 2009 Computer Animation Festival submissions are open until June 27.

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