



Jeff Jortner
Candidate for President

For more than thirty years, ACM SIGGRAPH has been the union of a diverse, creative community with a passion for computer graphics and interactive techniques. Artists, educators, scientists, students, animators and professionals across all industries contribute to ACM SIGGRAPH being the embodiment of technical and artistic excellence and achievement. Changing economic conditions, social movements and technical innovation require that ACM SIGGRAPH adapt and evolve in a fiscally responsible manner while sustaining its leadership role in the field.

As the current ACM SIGGRAPH Executive Committee (EC) Treasurer, I am involved in developing new strategic initiatives to make ACM SIGGRAPH a more vibrant and active center for computer graphics related resources and activities. The EC sees social networking being used more prominently to develop interactions within and between communities of interest such as technical researchers, graphics practitioners and members. Education will still be a priority of the organization. New initiatives such as Professional Development courses, remote conference participation, and webinars are under consideration as future directions for ACM SIGGRAPH. I strongly endorse the EC's overall goal to deliver information and services to our diverse community in the manner they desire.

My ACM SIGGRAPH experience has given me a broad perspective of the operational, technical, and financial needs at all levels of the organization which I believe provides a strong basis for me to serve as ACM SIGGRAPH President. I look forward to the opportunity of working with the ACM SIGGRAPH community in this new role.

BIOGRAPHY

As a Principal Member of the Technical Staff at Sandia National Laboratories, Jeff has over 28 years of experience in leading, developing, evaluating, and applying novel tools for Scientific Visualization, Geospatial Analysis, Visual Analytics, and Computer-Aided Modeling. His current research interest is in innovative visualization tools and environments for engineering systems. Jeff has recent experience in leading multi-million dollar projects for communication technologies in public alert and warning systems, as well as image analysis and assessment of next-generation transportation security systems.

He is a member of ACM SIGGRAPH, ACM and the IEEE Computer Society.

Education

1977 – B.S. Mechanical Engineering, Louisiana State University

1982 – M.S. Mechanical Engineering, Louisiana State University

1986 – PhD. Mechanical Engineering, Louisiana State University

ACM SIGGRAPH Experience

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| 1982 – 1986 | SIGGRAPH Student member |
| 1987 - Present | SIGGRAPH member |
| 1990 - 1992 | SIGGRAPH Local Chapters Steering Committee |
| 1992 – 1993 | SIGGRAPH EC Local Chapters Director |
| 1991 - 1996 | Rio Grande SIGGRAPH Local Chapter Founding member and treasurer |
| 1992 - 1996 | Organizer Rio Grande SIGGRAPH Graphics Fair |
| 1993 - 1994 | SIGGRAPH Conference Registration Chair |
| 1996 | SIGGRAPH Conference Networking Chair |
| 1996 - Present | SIGGRAPH System Manager's team |
| 1999 | SIGGRAPH Conference Panels Chair |
| 2004 | SIGGRAPH Conference Panels Committee |
| 2002 – 2005 | SIGGRAPH Information Director |
| 2005 | DUX 2005 Conference Treasurer/Registration Chair |
| 2006 - Present | SIGGRAPH EC Treasurer |
| Present | EC representative to Conference Advisory Group |



Tony Baylis
Candidate for President

It is truly a privilege to be nominated for the ACM SIGGRAPH Executive Committee (EC) position of President. This is a great opportunity for me to serve our community and organization again on the EC. I have served on the EC before as Treasurer from 2003-2006 and as a Director-at-Large in 2008-2009. Thus, I appreciate the nominating committee's support and belief in my ability to help our organization once again.

A president's role in these times is more than managing the day-to-day operations. A really large part of their role is friend raising, funding raising, and continuing to promote the organization. I believe I have the people skills, networking skills, and other qualities to be successful in serving in this role. I have been involved in the Computer Graphics and High Performance Computer communities for nearly 20 years. I have treasured my opportunities to be of service to these communities and have enjoyed the people and friendships formed throughout the years. I think I have built a positive reputation with students, faculty, and professionals in my ability to help people in the communities achieve their goals.

Excellence in making the organization valued by our members and community will be my focus with the EC. I believe the EC needs to continue to understand our community needs and deliver where possible on those needs. We should be continuously communicating, reading, discussing, thinking, and evaluating the services we provide to the community. I intend to be passionate about doing things better, to the benefit of students, faculty, professionals, and educators, and the global community at large that makes ACM SIGGRAPH so great!

ACM SIGGRAPH can play a key role in leading and partnering with the global community to make a difference in the lives of young people interested in

understanding and building a career in this profession. We must foster their passion and enthusiasm for the industry. I believe it should be the organization's role to lead and demonstrate that we can effectively motivate them and assist them in achieving their goals. We should be building a community around and about the community we serve. This will be one of my priorities as President. Other priorities will be:

- Promote the computing profession to women and minorities globally.
- Find ways to partner with other organizations where our ideas and beliefs align to meet our strategic vision and mission.
- Ensure we build an organization that is centered on communication and community building for all.
- Support our Conference Advisory Group in maintaining and innovating the rich quality of our annual conference.
- Build and grow our membership base.
- Work to strengthen our strategic and financial position that carries us into the future.

It is my belief ACM SIGGRAPH can and should have a broader impact on its community. If we follow our strategic initiatives, we will only make our organization more valuable to its members and the global community. I encourage you as members to help us achieve our goal of making ACM SIGGRAPH even better in the years to come.

BIOGRAPHY

Tony Baylis is the Workforce Manager in the Computation Directorate at LLNL. Tony is responsible for managing and coordinating many workforce efforts, including recruiting new employees, collaborating with senior managers in helping employees find new assignments within the directorate, overseeing the student and summer visitor program.

Tony is committed to several professional volunteer activities. Tony has served as the Registration Chair for the Richard Tapia Computing Conference since 2003. He is currently serving in this role for 2011. Tony has been actively involved with other organizations as well. He was an Executive Committee Member for ACM SIGGRAPH as the organization's Treasurer and Director-at-Large. He has been a NSF reviewer for the Broadening Participation in Computing Program. And he is currently serving as an Advisory Board Member

for the Alliance for the Advancement of African American Researchers in Computing and the Caribbean Computing Center for Excellence.

Professional Activities

- ACM SIGGRAPH Nominee for President 2011-2014
- Supercomputing 2011 Communities Fundraising Chair
- Richard Tapia Computing Conference, 2011 Registration Chair
- Co-PI, NSF Grant BPC-LSA Co-PI: Beyond Broader Engagement at SC (BeBE-SC) 2010 -2013
- Advisory Board Member for the Caribbean Computing Center for Excellence (CCCE)
- Supercomputing 2010, Student Volunteer Co-Chair
- Advisory Board Member for the Alliance for the Advancement of African American Researchers in Computing (A4RC)
- ACM SIGGRAPH Executive Committee, Director at Large 2008-2009
- Supercomputing 2009, Broadening Engagement Committee Member
- Richard Tapia Computing Conference, 2009 Registration Chair
- NSF BPC-DP Grant PI: SC08 Broader Engagement
- Supercomputing 2008, Broadening Engagement Chair
- ACM SIGGRAPH Nominee for President 2008
- Supercomputing 2007, Broadening Engagement Mentor Program Chair
- Richard Tapia Computing Conference, 2007 Registration Chair
- NSF Panel Reviewer for Broadening Participation in Computing Program 2007-2008
- ACM SIGGRAPH Executive Committee, Treasurer 2003-2006
- Supercomputing 2004, Registration Chair
- Supercomputing 2003, Infrastructure Chair
- Richard Tapia Computing Conference, 2003 Registration Chair
- ACM SIGGRAPH 2002 Committee, Creative Applications Lab Chair
- ACM SIGGRAPH 1999-2001 Creative Application Lab Committee, CAL Donations Coordinator
- Supercomputing 1998 – 2002 Committee, Exhibition Management team and Registration Chair 2000 and 2002
- Course Assistant, The International Film & Television Workshops
- A/V Co-Coordinator for the World Wide Web & Mosaic conference
- A/V Committee member for Supercomputing '95
- Video Server Program Director for Supercomputing '95

Professional Memberships:

- ACM
- ACM SIGGRAPH



Thierry Frey
Candidate for Vice President

Our field has evolved and matured rapidly over the recent past: computer graphics and interactive techniques have become mainstream and are now part of the basic toolset of many industries other than film and animation: automotive, aerospace, health, consumer goods, mobile devices, etc. Considering the reach of CG&IT today, I believe that ACM SIGGRAPH has a renewed potential to attract more members interested in our core topics as well as the more recent fields of interest.

Over the last 15 years, I've continually contributed to the success of ACM SIGGRAPH as an active volunteer. When I was elected to the Executive Committee as Director for Chapters in 2002, I focused on increasing the number of active chapters: with the help of the Chapters Committee members and the support of ACM, our parent organization, the network of chapters grew to approximately 60 local professional and student groups around the world. I also helped launch the ACM SIGGRAPH Associate Membership program which is offered to our chapters members. During the past two years, I chaired the SIGGRAPH Asia Conference Advisory Group, the team responsible for helping SIGGRAPH Asia grow into one of the top five ACM conferences. This new initiative, which started as a replica of SIGGRAPH, is now developing its own identity as one of the major CG&IT conferences in Asia and attracted over 9000 attendees.

There is still a lot of work to be done to achieve growth and to cater to the needs of a membership that possesses an ever increasing array of interests. I am glad and honored to have been able to serve in many different positions in the past 15 years; my goal is to continue serving our members and more generally our community as Vice-President and respectfully request your vote to this end. If elected, I plan to champion the following projects in addition to fulfilling the duties of the position.

As I live in Paris, my goal is to develop the overall presence of ACM SIGGRAPH in Europe by increasing its activities and diversifying its offering. I'd like to support existing chapters in developing their year-round program and help new chapters emerge. I would also like to help strengthen the relationships we have with European conferences such as Eurographics, FMX, Laval Virtual, and be on the look-out for potential new partners.

I would like to see the model of the Associate Membership program continue to grow and evolve so that eventually every chapter member is a full ACM SIGGRAPH member, with access to all the benefits the organization offers.

Votez pour moi !

Thank you.
Thierry Frey

BIOGRAPHY

I started my career as a software developer for Dassault Systemes and Business Objects (now part of SAP), then held related functions (spec, quality control, customer support, project management) in smaller software companies. More recently, I served as COO at Allegorithmic, a French start-up developing procedural textures, and VP at Subversive Games, a serious games company. I am currently starting a company in the field of augmented reality and related topics.

I earned an engineering degree from Telecom ParisTech (with a major in image processing) and specialized in computer graphics at the Arts Decoratifs in Paris.

I attended my first SIGGRAPH in 1994 as a Student Volunteer; It was an amazing and exciting experience! I've been a volunteer ever since, in various arms of the organization.

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| 2009 - 2011 | Chair of the SIGGRAPH Asia Conference Advisory Group |
| 2004 - 2009 | Director for Information Service |
| 2005 | Posters reviewer |
| 2001 - 2004 | Executive Committee Representative to the SIGGRAPH Conference Advisory Group |
| 2001 - 2004 | Director for Chapters |
| 2002 | International Resources Chair |
| 2001 - 2002 | Course reviewer |
| 1996 - 2005 | Member of the Professional Chapters Committee |
| 1996 - 2002 | Chair of the Paris Professional Chapter |
| 1995 - 2003 | Member of the International Resources Committee |
| 1994 | Student Volunteer at SIGGRAPH 94 |



Paul Debevec
Candidate for Vice President

Our ACM SIGGRAPH organization's greatest strength is that it comprises a worldwide community of computer graphics practitioners in the art, science, and business of a maturing yet dynamic field. We have achieved lofty goals time after time, from hiding the hidden surfaces to simulating bounces of light to rendering a believable digital human face. We have branched out successfully around the world, with vibrant editions of SIGGRAPH Asia and strong relationships with European graphics organizations.

Nonetheless, our ACM SIGGRAPH organization faces challenges. Annual SIGGRAPH conference attendance and ACM SIGGRAPH membership have been dropping. Important graphics communities, such as video games and visualization, have largely made their homes elsewhere. Research results, by some accounts, have become less groundbreaking. And the connectivity of the Internet has chipped away at ACM SIGGRAPH's indispensability as a means of bringing people, communities, and content together.

As Vice-President, I will leverage my experience as an ACM SIGGRAPH researcher, filmmaker, program chair, executive committee member, and international ambassador to help our organization build on its strengths to achieve new success in today's challenging environment. I believe the keys to this achievement will be:

Fully leverage the internet. Recent changes in the ACM Digital Library have greatly improved access to ACM SIGGRAPH content. We must continue to improve online access by adding SIGGRAPH papers videos and high-quality versions of live presentations as premium features to ACM SIGGRAPH's revenue base. The **siggraph.org** site should become a vibrant hub for graphics news and resources.

Keep the conference excellent. Mediocre papers, panels, receptions, and animations have no place at SIGGRAPH. Conference and program chairs should primarily be selected from SIGGRAPH's most noteworthy content creators who will naturally recognize and strive to maintain these standards. The conference must become the highest-quality vessel it can for the highest-quality content, emphasizing quality over quantity.

Better leverage the ACM SIGGRAPH Executive Committee. The ACM SIGGRAPH EC I have served with is an amazing group of accomplished and award-winning individuals who care deeply about our organization. Our organization invests significantly in our quarterly meetings funded by conference revenue. But amazingly, the EC has little influence on the SIGGRAPH conference itself, which is by far our organization's greatest interface to our membership and the community. The ACM SIGGRAPH Executive Committee should help recommend, select, and approve SIGGRAPH conference chairs and program chairs, and its guidance and approval should be obtained for any major changes to conference programs.

BIOGRAPHY

I lead computer graphics research at the University of Southern California's Institute for Creative Technologies and am a Research Associate Professor in USC's computer science department. I have attended SIGGRAPH since 1994 and have been a contributor each year since 1996, when I presented the core of my UC Berkeley Ph.D. Thesis "Modeling and Rendering Architecture from Photographs" as a SIGGRAPH paper. I have since co-authored additional SIGGRAPH papers, contributed to the Art Gallery, Courses, Panels, Sketches, Emerging Technologies, and Computer Animation Festival; I directed five films in the SIGGRAPH Electronic Theater including *The Campanile Movie* (1997), *Fiat Lux* (1999), and *The Parthenon* (2004). I have served on the selection committees for most SIGGRAPH programs, and I chaired the SIGGRAPH 2007 Computer Animation Festival, which was voted the most successful program by the conference attendees that year.

I have experienced how advances at SIGGRAPH cross-fertilize innovation in the visual effects, video game, and design industries. My Ph.D. work in image-based modeling and rendering contributed to the "bullet-time" shots in *The Matrix*, and High Dynamic Range Imaging (HDRI) and Image-Based Lighting (IBL) techniques from my work are common practice in visual effects, video games, and product visualization. My lab's Light Stage technologies first presented at SIGGRAPH 2000 directly helped achieve photoreal digital actors in movies such as *Spider-Man 2*, *Superman Returns*, *Benjamin Button*, *Avatar*, and *Tron: Legacy*. I am an active member of the Visual Effects Society and the Academy of Motion Picture Arts and Sciences.

I have connected with ACM SIGGRAPH chapter organizations throughout the North America and Europe through lecturing and hosting SIGGRAPH Electronic Theater screenings. In both 2008 and 2010, I was chosen as a distinguished speaker for SIGGRAPH Asia to promote SIGGRAPH by speaking in cities such as Singapore, Kuala Lumpur, Bangkok, Sydney, Adelaide, Perth, Wellington, Beijing, Hangzhou, Shanghai, Seoul, Hong Kong, Taipei, Tokyo, Mumbai, and Bangalore.

I received ACM SIGGRAPH's first "Significant New Researcher Award" in 2001 and received a 2010 Scientific and Engineering Academy Award for my role in the Light Stage systems. I was elected to the ACM SIGGRAPH Executive Committee in 2009 to advocate restoring the SIGGRAPH Electronic Theater and I am honored to be nominated as an ACM SIGGRAPH Vice-Presidential candidate.



Dinesh Manocha
Candidate for Director at Large

The opportunity to serve the community as Director at Large will give me a chance to give back to a key organization that has played a significant role in the development of my professional life for two decades. In the broad umbrella of the ACM, I feel that ACM SIGGRAPH represents an extraordinary group; its impact in the development of computer graphics research and industry - as a whole - over the last four decades is unique.

During the last decade, ACM SIGGRAPH has undergone many changes. We now have two annual conferences: SIGGRAPH and SIGGRAPH Asia, which offer an additional venue to publish the latest research results. At the same time, the annual SIGGRAPH conference (held in North America) has significantly reduced in the number of attendees. For some years now, the technical exhibition has been shrinking both in size as well as the number of vendors. Many closely related segments of the computing industry (e.g. gaming, mobile) do not seem to be actively participating at SIGGRAPH.

Given these recent trends, ACM SIGGRAPH is facing additional challenges in terms of managing its resources and activities. The fiscal constraints could greatly impact the future role and growth of the annual conferences, the chapters and other outreach activities. We need to think of innovative ways to bring researchers and developers working in related areas, back to ACM SIGGRAPH and increase participation from the broader international community. We must build and maintain a stronger relationship with the organizers of small conferences and explore liaisons with other communities. Finally, speaking as an educator, I would like to ensure that through its year round activities ACM SIGGRAPH continues to inspire high school, undergraduate and graduate students.

BIOGRAPHY

Dinesh Manocha is currently a Distinguished Professor of Computer Science at the University of North Carolina at Chapel Hill. His research interests include computer graphics, robotics and virtual environments. He is also involved in a number of inter-disciplinary activities and committees at the Department, College and the University Level. He has published more than 310 papers in the leading conferences and journals in computer graphics, robotics, computational geometry, multimedia, and high performance computing, and received 12 best paper awards. He has also served as program committee member or program chair of more than 100 leading conferences in this area.

Manocha has supervised 45 M.S. and Ph.D. students over the last 18 years at UNC Chapel Hill. His research group has developed many well-known software packages for collision detection, triangulation, GPU-based algorithms, solid modeling and solving algebraic systems. These packages have been downloaded by more than 100,000 users worldwide, and licensed to more than 45 industrial organizations. His group has collaborated with many industrial researchers at Disney, Boeing, Intel, NVIDIA, Microsoft, SAIC, ARA, Willow Garage, Dolby Research and Lockheed.

Manocha has been actively participating in ACM SIGGRAPH since 1992. He has published many papers, organized technical courses, given live demonstrations in technical exhibition, served in the technical program committee of ACM SIGGRAPH and ACM SIGGRAPH Asia conferences, and also served in the papers advisory board of the ACM SIGGRAPH Asia conference. He has also served as co-chair of ACM SIGGRAPH sponsored conferences, organized many courses and other events at SIGGRAPH (e.g. the first GPU Computing Workshop in 2004).



Brad Lawrence
Candidate for Director at Large

It is always a pleasure to collaborate with friends who have so much in common yet come from such diverse geographical and occupational areas. For me that is what the ACM SIGGRAPH organization has provided in abundance during the many years that I have been a member. If elected to the ACM SIGGRAPH EC I would like to have the opportunity to help the professional chapters grow and be able to work closer with other worldwide chapters. I would achieve this by assisting the Professional Chapters Committee in the acquisition of tools they feel necessary to bring the various chapters closer together and help them thrive. I would also like to see the "Birds of a Feather" groups grow by finding ways for them to interact with fellow peers throughout the world. Last but not least, I would also like to help find ways to successfully bring more Scientists and Engineers into our organization. Working in the Aerospace industry for over twenty-five years I have seen numerous projects that would have benefited from the creative and inspired minds of the ACM SIGGRAPH organization. I have met a great many wonderful people in this organization. It would be an honor for me to help ACM SIGGRAPH evolve in whatever direction is most pleasing to its members and industrial partners.

BIOGRAPHY

Brad was born on a rare warm day in Bangor, Maine. Desiring to perfect his musical talents he was inspired to attend the Boston Conservatory of Music. Shortly before graduation he was motivated by an audio recording documentary and decided that the world of electronics was a more intriguing path. Brad enlisted in the Navy and became a Cryptological Maintenance Technician. This was where he discovered his interest in troubleshooting computer systems and developing more efficient technologies. After his discharge he joined ITT in Dallas as a Field Systems Engineer. His responsibilities included maintaining

computer systems for the City of Dallas and various major corporations. A few years later he was offered a job with Texas Instruments building and calibrating FLIR systems. This introduced him to the world of advanced imaging, as well as research and development. In 1985 he accepted a job as a Video Systems Specialist on the Space Shuttle Program with Lockheed Space Operations Company.

Holding the title of Computer Science Lead he now oversees the NASA Image Analysis Facility, Kennedy's Advanced Visualization Environments Lab and a Motion Capture Studio. He obtained the NASA UNIX System Administration Certification and has earned the NASA Space Flight Honoree Award, Space Flight Team Award, and the coveted Silver Snoopy Award. Brad has received three NASA Director awards for dedication and innovation and the Technical Achievement Award in 2004 from United Space Alliance.

He has belonged to the ACM SIGGRAPH organization since 1996 holding many positions including:

1997 & 1998 STV volunteer

2000 STV sub committee

2001 STV Chair

2002 - 2006 Orlando ACM SIGGRAPH Professional Chapters Chair

2003 Emerging Technologies sub committee

2006 - 2008 ACM SIGGRAPH Advisory Board

2007 - present Orlando ACM SIGGRAPH Professional Chapter Treasurer

2007 - present ACM SIGGRAPH Professional Chapters Committee

Brad continues to play drums in various local bands and enjoys maintaining and riding his Indian motorcycle. He looks forward to future challenges that will provide a wealth of new friends and experiences.