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CREATOR OF CLOTH SIMULATION SOFTWARE TAPPED FOR ACM SIGGRAPH COMPUTER GRAPHICS AWARD

Kass Developed Algorithms to Enable Physical Simulation for Animation in Feature Films

NEW ORLEANS -- August 3, 2009 -- [ACM SIGGRAPH](#) will award its 2009 Computer Graphics Achievement Award to Michael Kass, who designed a software program that replicates the movement of clothing, hair, and fur on animated characters used in the movie “Monsters, Inc.” His achievements enabled Pixar to animate stories featuring humans with a degree of realism of motion that would not have been possible with traditional methods. Kass, Senior Scientist at Pixar Animation Studios, will receive the award at [SIGGRAPH 2009](#), August 3-7, at the Ernest Morial Convention Center in New Orleans, LA.

Kass was recognized for his innovative contributions to image processing, animation, and modeling through physical simulation and optimization. A key element that allowed clothing simulation to work smoothly during production of the movie was a set of algorithms Kass developed for untangling simulated clothing when it was overly manipulated by the animators. The algorithms permitted the simulator to manage a range of non-physical situations without producing unpleasant visual artifacts.

The work of Kass and fellow Pixar scientists David Baraff and Andrew Witkin, begun in 1998, demonstrated how simulation could be used efficiently in animated movie production. Their development of a robust, resilient simulator has provided the conceptual foundation for many cloth simulations systems used in animation today. In 2006, Kass and his colleagues received an Academy Award for scientific and technical achievement.

A graduate of Princeton with a B.A. degree in artificial intelligence, Kass earned an M.S. degree in computer science from Massachusetts Institute of Technology and a Ph.D. degree in electrical engineering from Stanford. Before joining Pixar in 1995, he held research positions at Schlumberger Palo Alto Research and Apple Computer.

The SIGGRAPH Computer Graphics Achievement Award is given each year for outstanding achievement in computer graphics and interactive techniques.

About ACM

ACM, the Association for Computing Machinery www.acm.org, is the world's largest educational and scientific computing society, uniting computing educators, researchers and professionals to inspire dialogue, share resources and address the field's challenges. ACM strengthens the computing 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.

About ACM SIGGRAPH

The ACM Special Interest Group on Computer Graphics and Interactive Techniques (www.siggraph.org) is an interdisciplinary community interested in research, technology, and applications in computer graphics and interactive techniques. Members include researchers, developers and users from the technical, academic, business, and art communities. SIGGRAPH provides information to the computer graphics community through its annual conference, publications and the SIGGRAPH Video Review.

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