



SIGGRAPH 2003
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art gallery



DEADLINE!

Final submissions must be received by: 8 January 2003, 5 pm Pacific time.

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Art is central to everyday life. Marshall McLuhan described electronic environments as "mythic in the sense of conveying information on a richer level resonating fundamental truths." Technology as the handmaiden of art provides the artist with new tools and media to explore the revelation and nature of the artists vision.

The internationally recognized ACM SIGGRAPH Conference Art Gallery presents CG03: Computer Graphics 2003. In honor of the conference's 30-year anniversary, the Art Gallery will return to its roots with an emphasis on digital prints, sculpture, and the growing impact of digital video and animation. CG03 will be both a curated and juried exhibition with a focus on work that presents a visual force both driven by and reflective of the postmodern mosaic called reality.

The Art Gallery encourages artists to submit their work to multiple SIGGRAPH 2003 programs, to maximize their selection odds.

[MICHAEL WRIGHT](#)

SIGGRAPH 2003 Art Gallery Chair
M Ragsdale Wright Studios
Otis College of Art and Design

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The ACM Siggraph Art Gallery, in presenting CG03: Computer Graphics 2003, is looking for thought-provoking 2D and 3D fine art and design, video, animation and sculptures that **include a computer or electronic component in the process of creation**. The Art Gallery will also collaborate with the Computer Animation Festival and Emerging Technologies. Works from CGO3 will be chosen for the International ACM SIGGRAPH Traveling Art Show.

Each submission will include uploaded JPEGs of submitted images and a publishable artist's statement of no more than 400 words (which must be submitted via the SIGGRAPH 2003 online submission system). Also, all submissions must include a CD-ROM with (300 dpi TIFF) images of the submitted work for publication in the SIGGRAPH 2003 Electronic Art and Animation Catalog.

Works that will be considered include:

Printed 2D and 3D digital images
Prints, drawings, photographs, and mixed media
2D and 3D animation
Video
Sculptures (pedestal or wall works)

[Submission Procedure Checklist]

Use the checklist below to ensure that your submission is complete and meets all applicable program requirements.

1. Complete the online [SIGGRAPH 2003 Art Gallery Submission Form](#). There you will find instructions on how to complete the online form. At the end of the online process, your entry will be assigned an online ID number
2. Review the Upon Acceptance requirements.
3. Artists may submit up to four related works per submission form.
4. Only one artist or team of collaborators per submission form.
5. All still or moving pieces that hang on the wall and sculptures must be submitted online and must include:

- Title, size (including the frame), medium, and date of the final artwork.

- JPEG file(s) of image(s): 640 X 480 150 dpi. Four works per submission.
- Artist's statement of no more than 400 words.
- All submitters must also send a CD-ROM with a high-resolution (300 dpi TIFF) image of the artwork for publication in the Electronic Art and Animation Catalog. One submission form per artist. Four works per submission.

6. Digital video and animation must be submitted on NTSC VHS videotape. Videotapes should be labeled with your name, title of the piece, date, running time, and submission number. Include a printed description detailing what we will see on the video. This description must be included in the Art Gallery Submission Form, and it should be printed and included with the videotape shipment. The video must be cued, and the jury will view it for five minutes from that point. Each submission must also include a publishable artist's statement of no more than 400 words and a CD-ROM with a high-resolution (300 dpi TIFF) still image from the video, for publication in the Electronic Art and Animation Catalog. Label videotapes with your submission ID number, name, title, media, date, playing time, and content.

Send materials to:

[Michael Wright](#)

SIGGRAPH 2003 Art Gallery Chair
5475 Mark Dabbling Boulevard, Suite 108
Colorado Springs, Colorado 80918 USA
+1.719.599.3734

Customs

Submitters located outside of the United States should note that customs delays of up to two weeks can occur. Customs labels should bear the words: "Educational material with no commercial value." SIGGRAPH 2003 will not pay any customs fees, duties, or tariffs incurred by your submission. Submissions delayed past the submission deadline will not be accepted for review.

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online submission



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The SIGGRAPH 2003 online submission system will be available in early November.

Use of the online submission form is **REQUIRED** for all programs. In addition, this system allows you to submit your proposals, supporting documentation, and files electronically (FTP), which is required for some programs. See the specific program for details.

New for SIGGRAPH 2003

If your submission is accepted, you will be asked to complete and sign a SIGGRAPH 2003 Acceptance Agreement. The agreement must be completed, signed, and faxed or sent via postal or courier service before SIGGRAPH 2003. If we do not receive your completed, signed acceptance agreement, your work cannot be presented at SIGGRAPH 2003.

The acceptance agreement is a legal document. It explains the uses SIGGRAPH makes of presented material and requires you to acknowledge that you have permission to use this material. This may involve seeking clearance from your employer or from others who have loaned you material, such as videotapes and slides. The agreement helps prevent situations whereby SIGGRAPH 2003 presentations include material without permission that might lead to complaints or even legal action. In addition, this agreement asks if ACM SIGGRAPH may use your materials for conference and organization promotional material in exchange for full author/artist credit information.

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Review Process

Submitted work will be juried anonymously. The works will be viewed shortly after the submission deadline. Artists will receive notification of acceptance by email in early March. Please check your email. The jury needs to know how the work will be displayed at the time of the jury meeting.

Upon Acceptance

Accepted artists are responsible for the following upon acceptance:

- High-quality printed work. NOTE: Acceptance of printed artwork is contingent on print quality and framing. **No glass, please. Plexiglas only.**
- Shipping costs and insurance to and from the shipping destination. SIGGRAPH 2003 is not responsible for shipping charges.
- Completed and signed SIGGRAPH 2003 Acceptance Agreements. The agreement must be completed, signed, and faxed or sent via postal or courier service before SIGGRAPH 2003. If we do not receive your completed, signed acceptance agreement, your work cannot be presented at SIGGRAPH 2003.

The acceptance agreement is a legal document. It explains the uses SIGGRAPH makes of presented material and requires you to acknowledge that you have permission to use this material. This may involve seeking clearance from your employer or from others who have loaned you material, such as videotapes and slides. The agreement helps prevent situations whereby SIGGRAPH 2003 presentations include material without permission that might lead to complaints or even legal action. In addition, this agreement asks if ACM SIGGRAPH may use your materials for conference and organization promotional material in exchange for full author/artist credit information.

[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

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A summary of what you will receive if your work is accepted by SIGGRAPH 2003.

Each artist will be recognized in an appropriate SIGGRAPH 2003 publication, which will include color images and artist statements. Art Gallery presenters receive registration that includes access to all programs, reception tickets, and one Electronic Theater ticket. Accepted artists also receive two Electronic Art and Animation Catalogs and two Electronic Art and Animation Catalog CD-ROMs.

Art Gallery presenters do not receive travel and/or accommodation.

Return of Review Materials

Submitted materials will be available at the Art Gallery office during SIGGRAPH 2003. Materials will not be returned by mail.

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I have a great piece, but no process statement. Will you accept my work?

Yes.

Is the Gallery accepting installations or performances this year?

No. The gallery is focusing on prints, sculpture, digital video, and animation. All installations and performances can be submitted to Emerging Technologies.

Are you accepting Web or Internet art works?

No, please submit Web or Internet art works to [Web Graphics](#).

If I'm accepted can I frame the work using glass?

No. All framing must use plexiglas.

I am a bit unclear about the number of works and slides that are to be submitted with the form. Are you saying that I can submit only four works of art per form?

Yes. And no slides should be submitted. All work must be submitted via the SIGGRAPH 2003 online submission system (see [Submission Procedure Checklist](#) for static-work requirements). You must ALSO send a CD-ROM that includes the same images in 300-dpi TIFF format.

Video and animation submissions must include one NTSC VHS videotape cued up to run five minutes. You must ALSO send a CD-ROM that includes an image in 300-dpi TIFF format.

Can I submit two images per work of art, one image of the piece and one detail of that piece of art?

Yes.

I would like to submit an interactive online artwork for the Art Gallery. Would it be possible to submit only the URL?

Sorry, we are not accepting interactive online artworks this year.

Will SIGGRAPH 2003 pay for the shipping and framing of my work?

No. If your work is accepted, you are responsible for framing (no glass, please), crating, shipping and the shipping insurance. SIGGRAPH 2003 will insure the work while it's at SIGGRAPH 2003.

I was going to mount my work. Do you have any recommendations.

For oversized C-prints or similar output, some artists prefer their work hinge-mounted, some cold-mounted on aluminum. If you go with the hinge, it will inevitably

warp a little. Cold mounting ensures that the print lies flat, but it is a dicey job, so expert framers all appear to have the same policy: they'll cold mount it ONLY if they also output it (because if they screw up, they can always output it again). It is wise to have them professionally frame your work while they have it.

I have an over-sized work that I just want push-pinned to the wall. Is this acceptable?

No. We require that it be professionally framed.

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Color and quality can vary greatly from slide submission to printer and from printer to printer. It is important that the final artwork reflect what the jury has seen. This often requires using a professional printing service to make your final print. Large-format printers invariably deliver better results. Suggested professional print output:

- Iris prints
- Dye-sublimation prints
- Roland prints

It is also important to have your final artwork professionally framed and safely delivered.

- Though it is sometimes costly, we recommend that you have your work framed by a professional framer using Plexiglas. No glass, please.
- Pieces should be matted with archival mats.
- Frames should be strong enough to both structurally and aesthetically support the work.

Work that arrives at SIGGRAPH 2003 in substandard condition may be pulled from the show. Many beautiful artworks have arrived damaged because packaging and framing were inadequate.

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Early Abstracts and Proposals	31 October 2002
Academic Exhibits	1 November 2002
Early discount rate	31 May 2003
Final reservations	
Art Gallery	8 January 2003
Computer Animation Festival	12 March 2003
Courses	8 January 2003
Educators Program	22 January 2003
Emerging Technologies	8 January 2003
Papers	22 January 2003
Sketches & Applications	12 March 2003
Student Volunteers	26 February 2003
Web Graphics	12 March 2003

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[How to Submit Your Work]

- Study the Submission Requirements
Make sure that you can provide all the information required for the specific program(s) you have selected.
- Prepare Your Work for Submission
Complete your paper, proposal, artwork, or animation and make sure that it is in final format as required by the program(s) you have selected.
- Observe the Submission Deadlines
Submissions received after the deadlines are not accepted.
- Complete the [Submission Form for Your Program](#)
Use of an appropriate online SIGGRAPH 2003 submission form is REQUIRED for all programs. There you will find instructions on how to complete the online forms. At the end of the online process, your entry will be assigned an online identification number (online ID number), and your completed form will be displayed in your Web browser. Before you select Submit on this page, make sure that your submission form is complete and correct.
- Send Your Work
Many SIGGRAPH 2003 programs strongly encourage electronic submission of your paper, proposal, supporting documentation, and files. Some programs REQUIRE electronic submission of your work, and some require printed copies of your proposal and other documents. The SIGGRAPH 2003 online submission system includes instructions on how to submit your documents and supplemental materials.
- Please note that there will be no Creative Applications Lab (CAL) for 2003.

New for SIGGRAPH 2003

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The acceptance agreement is a legal document. It explains the uses SIGGRAPH makes of presented material and requires you to acknowledge that you have

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[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

International Resources Committee English Review Service

The SIGGRAPH 2003 International Resources Committee offers this service to non-native English speakers: volunteers who are fluent in English will read and review submissions for proper English structure before they are prepared for final submission to SIGGRAPH 2003 programs. This service is limited to stylistic and grammatical review and will not consider submission content. For information on how to submit your proposal for stylistic review, see [English Review Service](#).

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[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

Complete information on how to present your work will be available here beginning in early 2003.

Presenter Recognition Guidelines

- Presenter recognition is offered to contributors and volunteers as a token of appreciation for work done or contributed to the conference.
- Benefits of contributing both time and content to the conference should be largely professional and/or intrinsic.
- Recognition should provide the necessary access and resources to volunteers to perform their jobs at the conference.
- At a minimum, the major contributor to a work should receive a formal record of that contribution.
- Presenters and volunteers should receive appropriate recognition in major conference documentation.
- If two or more works are accepted by the conference, presenters will receive the highest-value recognition for which they are eligible.
- Registration is provided for actual participants **REQUIRED** to successfully present the work, up to the maximum number listed.

For more information about recognition for specific programs, contact the appropriate program chair.

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COMPUTER ANIMATION FESTIVAL	1	• • • • • • • • • • •		• •
COURSES				
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TUTORIAL	1	• • • • • • • • • • •	• • • • •	• • • • •
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SIGGRAPH Conference Volunteer Form

Consider offering your talents, your creativity, and your skills to help push the boundaries of the computer graphics industry, showcase new technologies, and awake new opportunities. Be at the center of activity and help lead the way into the next generation of computer graphics by volunteering for the conference committee.

As a conference committee volunteer, you will:

- Participate in decisions and strategic development for the conference
- Work with other dedicated, talented, inspirational leaders in the industry
- Be instrumental in setting the vision for a particular program
- Cultivate your management skills by identifying and leading a subcommittee of volunteers who actually make a program happen

When you complete the following application form and select *Volunteer*, your responses will be forwarded to the conference organizers, including all current Conference Chairs.

If you are interested in volunteering to Chair the Conference Advisory Group (CAG) or the annual SIGGRAPH conference, please review and complete the [CAG Chair](#) or [Conference Chair](#) Application Procedures.

Students Please Note: If you are interested in the conference Student Volunteer program, please do not use this form. See [SIGGRAPH 2003 Student Volunteers Call for Participation](#)

Personal Information

Name

Affiliation

Address (work/home)

Work Phone

Home Phone

Fax

Email

URL

Your Involvement in SIGGRAPH

(please complete this section as specifically as possible)

Which conference year do you wish to volunteer for?

SIGGRAPH 2003 - San Diego (subcommittee and onsite positions open)

SIGGRAPH 2004 - California (all positions open)

In what capacity would you like to participate?

Program Chair

Subcommittee

Onsite Worker

Other, please specify

Discuss the area(s) of the conference on which you would like to work and your vision for that program. (See [Position Descriptions](#) for further information.)

Why do you want to participate?

Do you hold or have you applied for any other volunteer position within SIGGRAPH? If so, please list.

What support/constraints can you expect from your employer/family?

How much time (average & peak) can you spend on SIGGRAPH over the next 24 months?

Background, Expertise, and Experience

Please list any relevant SIGGRAPH, other conference, organization and/or volunteer experience (duties and responsibilities).

How long have you been attending SIGGRAPH annual conferences?

Please list any relevant professional experience (including management, business and policy development, research, technical, computer graphics, etc.).

List any other interests, skills, experiences, or resources that you feel would be appropriate to include?

References (names and contact information for professionals who are familiar with your record)

A copy of this application form will be emailed to conference organizers, and you will be contacted with additional information. Thank you for your interest in volunteering for SIGGRAPH. Please direct any questions to capstone@siggraph.org.

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