

SIGGRAPH 2003
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computer animation festival



日本語

DEADLINE!

Final submissions must be received by: 12 March 2003, 5 pm Pacific time.

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The Computer Animation Festival is defined by one word: vision. Through its unique blend of the art and technology that can be achieved with computer graphics and interactive techniques, it has helped display the vision and achievement of the pioneering forces of our industry for the past 30 years. Each year, it serves as a mirror of what is possible today and a window into what can be achieved in the future. The Computer Animation Festival is internationally recognized and lauded as an event that serves to engage and inspire artists, scientists, engineers, designers, and students to harness the power of the digital image to explore the boundlessness of imagination.

The SIGGRAPH 2003 Computer Animation Festival is no exception. Whether it be animation, visualization, simulation, visual effects demonstration, or technical presentation, we invite you to challenge us to dream about the possibilities of the future and entertain us through amazing imagery and story. Show us your computer-generated visions, and you could have the opportunity to share that vision with thousands of your colleagues.

[DARIN GRANT](#)

SIGGRAPH 2003 Computer Animation Festival Chair
Digital Domain

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The Computer Animation Festival is a visual summary of the excellence achieved through the use of computer graphics and interactive techniques over the past year. It is an invitation to animators and filmmakers, scientific visionaries and engineers, artists and programmers, and students and teachers to participate in one of the premier events of its kind: the SIGGRAPH 2003 Computer Animation Festival.

Subject matter may include any form of visual representation that employs computer-generated imagery: animation, motion graphics, entertainment technologies, visual effects, scientific and medical visualization, interactive technologies, research and development, education, architecture, art and design, music, dance, interactive performance, narrative works, non-narrative works, experimental works, game development and design, commercial productions for film and broadcast, and student productions.

Real-Time Rendering

Moore's Law is in full effect: what once required many hours of processing by large arrays of machines is now achievable on hardware-accelerated home PCs in real time. The SIGGRAPH 2003 Computer Animation Festival encourages submissions of a real-time nature that illustrate the origin of their work through narrated explanations or other informational devices.

Submissions to Multiple Programs

The SIGGRAPH conference is about community. Education and communication are two important aspects of our community, and this year's conference aims to encourage them. One of the best ways to truly understand the techniques, inspiration, and innovation shown in the Computer Animation Festival is to learn more about them through presentations in other programs. In a collaborative effort, the SIGGRAPH 2003 committee strongly encourages adaptation of submitted work to multiple programs to enable the widest audience and understanding of the excellence that your accepted submission represents.

Acknowledgement of Receipt

Submitters will not be notified of receipt of submission packages. You must retain your shipping waybill number and contact your shipping agent to verify that your package has arrived at the proper destination by the posted deadline.

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[Review and Upon Acceptance]

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Jury Review Process

All submissions are reviewed with identical selection criteria: content, technical implementation, innovation, artistic achievement, production values, creativity, originality, narrative, design, entertainment value, and advancement of visualization in the artistic and scientific fields of digital technologies. Selected works are presented in the matinée and evening shows of the Electronic Theater or throughout the day in the Animation Theaters and/or in other SIGGRAPH 2003 programs. Entries representing both technical excellence and innovation are more likely to be shown in the Electronic Theater, while entries representing either technical excellence or innovation will be shown in the Animation Theaters.

Submitted work will be considered by a jury comprised of experts from all areas of computer graphics and interactive techniques. Additionally, the Computer Animation Festival chair has curatorial responsibility and discretion to select, organize, and direct the review process and to ensure the quality of every aspect of the Computer Animation Festival.

Upon Acceptance

Submitters of accepted film and video pieces will be notified by Friday, 28 March 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.

Accepted submitters must provide final versions of their entries, recorded on the highest-quality equipment available to them. The deadline for the final accepted version is 23 April 2003, 5 pm Pacific time. Final versions that differ significantly from jury-accepted versions will not be shown. End credits must be no longer than seven

seconds. Additional credit information will be published in the *SIGGRAPH 2003 Electronic Art and Animation Catalog*.

Video shown in the Electronic Theater will be mastered on D1 and projected in component RGB. Pieces in 35mm will be shown in their native formats.

Contributors are responsible for securing necessary permissions and licenses for visual and audio material contained in entries for the SIGGRAPH 2003 Computer Animation Festival. Contributors are encouraged to use original music. Small performing rights licenses must be secured for public performance of any commercial soundtrack or copyrighted musical composition. Synchronization licenses must be secured for inclusion of copyrighted musical compositions in film or video presentations.

More information on music licensing:

[ASCAP](#)

[BMI](#)

The work in the Computer Animation Festival will be documented in the SIGGRAPH 2003 Electronic Art and Animation Catalog, the Electronic Art and Animation CD-ROM, and the SIGGRAPH Video Review (VHS and DVD). Digital images must be submitted for printed publications.

The Computer Animation Festival may consider entries for special recognition awards. Entries awarded special recognition by SIGGRAPH 2003 may be eligible for consideration at other festivals and competitions. You are advised to contact other festival and competition organizers for eligibility clarification.

[Presenter Recognition](#)

Complete information on how SIGGRAPH 2003 will support your participation if your work is accepted.

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[Frequently Asked Questions]

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Why is the submission deadline for the Computer Animation Festival so early this year?

SIGGRAPH 2003 convenes in July, so all the production deadlines including the submission date and the jury review are scheduled earlier than usual. Final submissions must be received by 12 March 2003, 5 pm Pacific time. Final versions of accepted work must be received by 30 April, 5 PM Pacific time.

I will not have my work finished by the submission deadline. Is it possible to submit a teaser or a trailer/promo piece as a placeholder until the actual footage is complete?

No, the jury specifically reviews the quality of the work that is submitted. The work done in a trailer or promo piece may be submitted on its own merit, but it cannot be submitted as a placeholder for other materials.

May I submit my unfinished work as a "work in progress" if it is not complete by the submission deadline?

A work in progress may be submitted if it represents at least 80 percent of the final version. If the soundtrack is not complete, the jury requests the addition of a temporary soundtrack. The "Notes to the Jury" section of the online submission & authorization form gives you an opportunity to explain how the final piece will differ from the submitted piece.

We are an art school hoping to send in several pieces of student work. We had planned to include four or five student pieces on one reel, as one entry from our school. Is that OK?

No, students must submit separate NTSC VHS or BetaSP videotapes and separate completed and signed submission & authorization forms. Each piece is judged on its own merit, and often pieces are viewed multiple times. We can only effectively track and review individual submissions, so: one submission, one valid online submission number, and one project per videotape.

Can group or collaborative projects be submitted?

Yes, absolutely. In fact, collaborative and group projects are encouraged, but only one project may be submitted per videotape and completed online submission form.

What criteria does the jury use to select pieces for the Computer Animation Festival? How do you decide if a piece is selected for the Electronic Theater or the Animation Theaters?

All submissions are juried together and based on identical selection criteria: content, technical implementation, innovation, artistic achievement, production values, creativity, originality, narrative, design, entertainment value, and advancement of

visualization in the artistic and scientific fields of digital technologies. Entries representing both technical excellence and innovation are more likely to be shown in the Electronic Theater, while entries representing either technical excellence or innovation will be shown in the Animation Theaters.

Can you tell me if there is a time limit or general suggested length that will help my submission's chances for acceptance in the Electronic Theater?

There is no fixed or ideal time limit for submitted projects. Ultimately, technical excellence and innovation are the deciding factors. Sometimes, the jury asks submitters of longer pieces to edit for time or create a trailer for the Electronic Theater and recommends showing the entire piece in an Animation Theater.

Because the Electronic Theater has a fixed run time, shorter pieces (up to three minutes) do have an advantage. If your work is longer, it needs to be that much better as well. Exceptional work will not be rejected because of its duration. Please note that for the jury review, submitters of pieces that are longer than five minutes are asked to indicate by timecode a shorter selection that they want to make sure the jury will view. This is an attempt to control the total time required to complete jury review.

If there is editing to be done, we would prefer that it be done pre-submission and by the submitters in order to maintain the most artistic integrity possible. However, if you are willing to edit your submission as part of acceptance, please indicate that on the online submission & authorization form.

I am unable to include timecode on the VHS dub of my submission. Will you still accept it for jury review?

The master from which the VHS was dubbed has a timecode. You must use the information from the master to include the timecode number on your submission form. This will ensure that your submission will be eligible, and the jury will review your piece.

The Computer Animation Festival submission guidelines say only NTSC VHS or BetaSP formats will be accepted for jury review. Does Beta include Digital Beta?

No, for the jury review, we require NTSC VHS or BetaSP only. We will not be able to review Digital Beta at the jury meeting.

Are you accepting S-VHS or just standard VHS?

Standard VHS.

Can I submit a digital file instead of a video?

No, the jury will view only NTSC VHS or BetaSP videotapes.

Will SIGGRAPH 2003 have the capability to show digital files in the Animation Theaters or the Electronic Theater?

Possibly. If your work is accepted, we will discuss the display options at that time. However, digital files will not be viewed at the jury review.

"Affiliation" is a required field on the Computer Animation Festival Acceptance Agreement, but I am not associated with any organization or school. What do I do?

You may use "Self" to indicate you are independent. There is no requirement that you be associated with an organization or school.

Are there advantages or disadvantages in categorizing my project as an

animation or architecture, etc.?

No, the categories are for the jury review process only. You should submit your piece in the category that most closely describes your work. The jury is comprised of experts in various fields, so you will want the correct experts to jury your work. Please do not submit the same piece in more than one category using different online submission numbers.

I would like to submit a Flash animation to SIGGRAPH 2003. Will you accept my animation on a CD?

No. For jury review, your animation sequence must be on NTSC VHS or BetaSP videotape. If your submission is accepted, you will receive details about acceptable formats for submission of your final animation.

I don't understand how to pack my videotape for shipping. What is a "fiber or pulp-padded mailer" and why are they not accepted?

Some inexpensive padded envelopes are stuffed with paper-based, fibrous stuffing that creates dust when ripped. This dust can damage both your tape and our playback deck. When in doubt, use bubble wrap in a plain envelope.

How do I get tickets for the Electronic Theater and the Animation Theaters?

If you are a registered SIGGRAPH 2003 attendee, you can attend the Animation Theaters at no charge, and you may purchase tickets to the Electronic Theater at a cost of \$45 per ticket.

Electronic Theater tickets are included with Full Conference and Conference Select registrations. See [Registration](#) for complete information on registration and Electronic Theater ticket options.

If your work is accepted for the Computer Animation Festival, you will receive three tickets to the Electronic Theater, two copies of the Electronic Art and Animation Catalog, and two copies of the Electronic Art and Animation Catalog CD-ROM.

What kind of feedback can I expect to receive about my submission?

Each year, we receive an incredibly large number of submissions to the Computer Animation Festival. Unfortunately due to the time constraints created by these submission volumes, it is impossible for us to respond with any project-specific critiques or suggestions in our responses.

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Read the following detailed instructions carefully to ensure that you have properly completed all the steps to meet the submission requirements for the Computer Animation Festival. **Submitted videotapes and still images will not be returned.**

These three steps must be completed to submit your work to the Computer Animation Festival by the submission deadline (12 March 2003, 5 pm Pacific time):

1. Complete the [SIGGRAPH 2003 Computer Animation Festival Submission Form](#). There you will find instructions on how to complete the online form. You are permitted to edit your forms until all information is complete. When you begin the form, you will be assigned an online ID number. Make a record of that number and include it on all materials. Please submit "Notes to the Jury" in English.

2. Prepare your video submission package and include the following three items:

A. An NTSC VHS or BETACAM SP videotape of your work. In English, label both the videotape and its container with the a) contact person's name, b) affiliation, c) address, d) telephone number, e) online ID number, f) title of piece, g) runtime, and h) timecode (if appropriate). Only NTSC VHS or BETACAM SP videotapes are eligible for the jury review process.

B. Two descriptive statements about your work that are suitable for publication. Attach an extra sheet of paper clearly labeled with your name, telephone number, and online submission ID number and include, in English: A brief description (five to 10 words) of the main point of your entry, suitable for showing with your piece for audience edification. Also include a descriptive statement (100 words or less) that includes a brief description of the storyline, software, hardware, techniques, technology development, or other points of interest.

C. A still image that represents your work. This image is required for publications and pre-conference publicity. It is not juried. Make sure to provide a brief caption for your image. Still images must be submitted in digital format.

Digital format requirements:

Send one copy of a digital still image. Digital images must be of the highest quality possible, at least 300 dpi at 4 inches tall x 5 inches wide, pixel resolution of at least 1500 x 1200, TIFF or EPS files, no compression, MAC or PC platforms. Digital images must be placed on a

Zip disc, Jaz disc, DVD-ROM, or standard CD-ROM only and sent with your submission.

3. Clearly label the physical medium in English with the contact person's name, telephone number, and online ID number. Send your complete video entry submission package to:

[Darin Grant](#)

SIGGRAPH 2003 Computer Animation Festival Chair
Digital Domain
300 Rose Avenue
Venice, California 90291 USA
+1.310.314.2800

All materials must be received by 12 March 2003, 5 PM Pacific time. Submitted videotapes and still images will not be returned.

Additional Requirements

Work in progress should only be submitted if 80 percent of the final version is complete. If the soundtrack is not complete, the jury requests the addition of a temporary soundtrack.

If your submission is longer than five minutes, please clearly indicate by timecode the selections of your work that you wish to be viewed by the jury. Submit only one project or entry per videotape with a single valid online submission ID. Collaborative and group projects are encouraged, but only one completed project per videotape will be accepted: one entry, one tape, one valid online submission ID. Remove the write-enable tab from your videotape entry.

Do NOT submit the following:

- CD-ROM (except for still image), film, digital video, Web sites, stereoscopic images, QuickTime, DVD, MPEG, or other forms of display. They are not accepted for jury review. Do not submit PAL videotape.
- Masters or only original. We will accept first-generation tape as long as it is not the only original. **Note that we are not able to return tape entries.**
- Tapes that include commercial watermarks or "bugs." Tapes that include these devices will not be reviewed.
- More than one entry or completed project per videotape. Videotapes containing more than one project or entry will not be reviewed.
- Fiber or pulp-padded mailers for videotapes. If these mailers tear, the fibers can damage your tape and our playback equipment. Tapes sent in these mailers will not be reviewed.
- Do not wait until the last minute to complete your online submission form. Submission forms are editable until the submission deadline, so there is an advantage to starting them early.

Shipping, Tracking and Receipt Notification

Send all your materials to the above address along with your video. You have sole responsibility for delivering your submission to SIGGRAPH 2003. There is no special assistance available for tracking, fees, or damage claims as they pertain to shipment or receipt of your packages. SIGGRAPH 2003 will not notify you that your submission package has been received. You must retain your shipping waybill number for purposes of tracking your package and confirming delivery.

Customs

Submitters located outside of the United States should note that customs delays of up to two weeks could 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.

Conclusion

For some submitters, meeting the Computer Animation Festival deadline is a difficult and sometimes frustrating challenge. Generally, the frustration increases as the deadline draws near. We encourage you to complete your online form and prepare as many of the submission requirements (written descriptions, still image, and final videotape) as early as possible. Do not wait until your project is complete before you begin the submission process. If you have any questions, please refer to [Frequently Asked Questions](#) or email the [Computer Animation Festival Chair](#).

We will look forward to seeing your submission. Good luck!

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Early discount rate 1 November 2002
 Final reservations 31 May 2003

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8 January 2003

Awards

31 December 2002

Computer Animation Festival

12 March 2003

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8 January 2003

Educators Program

29 January 2003

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8 January 2003

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22 January 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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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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SIGGRAPH 2003
SAN DIEGO

THE WORLD'S LARGEST MARKETPLACE OF COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES
CONFERENCE 27-31 JULY EXHIBITION 29-31 JULY

CONFERENCE

EXHIBITION

CALL FOR PARTICIPATION

PRESENTERS

MEDIA

REGISTRATION

> SEARCH



presenters



New for SIGGRAPH 2003

If your submission is accepted by SIGGRAPH 2003, 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.

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.

PRESENTERS	Maximum Registration	Exhibition	Electronic Theater Ticket	Animation Theater	Courses	Educators Program	Emerging Technologies	Art Gallery	Papers	Sketches & Applications	Web Graphics	Conference Proceedings	Full Conference DVD-ROM	Electronic Art & Animation Catalog	Conference Select CD-ROM	Reception
ART GALLERY	1	•	•	•	•	•	•	•	•	•	•			•	•	•
COMPUTER ANIMATION FESTIVAL	1	•	•	•	•	•	•	•	•	•	•			•	•	•
COURSES																
FULL DAY	4	•	•	•	•	•	•	•	•	•	•	•	•	•		•
HALF DAY	2	•	•	•	•	•	•	•	•	•	•	•	•	•		•
TUTORIAL	1	•	•	•	•	•	•	•	•	•	•	•	•	•		•
EDUCATORS PROGRAM	1	•	•	•	•	•	•	•	•	•	•				•	•
EMERGING TECHNOLOGIES	4	•	•	•	•	•	•	•	•	•	•				•	•
PAPERS	1	•	•	•	•	•	•	•	•	•	•	•	•	•		•
SKETCHES & APPLICATIONS	1	•	•	•	•	•	•	•	•	•	•				•	•
WEB GRAPHICS	1	•	•	•	•	•	•	•	•	•	•				•	•
		conference program access										conference documentation			reception	

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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 - Los Angeles (very preliminary subcommittee and on-site volunteer applications being accepted)

SIGGRAPH 2005 - West Coast (very preliminary program chair applications being accepted)

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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