



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27 - 31 JULY EXHIBITION 29 - 31 JULY

CONFERENCE EXHIBITION CALL FOR PARTICIPATION PRESENTERS MEDIA REGISTRATION > SEARCH



technology outreach



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The Technology Outreach Program is part of a multi-year effort to keep the annual SIGGRAPH conference in a leading position in its field. Computer graphics and interactive techniques are highly dynamic and fluid. We welcome ideas and comments about what the SIGGRAPH conference might be doing to better serve its community, either through the current programs or through other avenues. Please contact the [Technology Outreach Chair](#) to share your ideas and thoughts. One component of this effort for SIGGRAPH 2003 is an expansion in the number and breadth of co-located workshops and small conferences.

Call for Proposals: Co-Located Conferences and Workshops

SIGGRAPH 2003 is soliciting proposals for co-located workshops and small conferences on topics of interest to the SIGGRAPH community. Interdisciplinary topics are welcome. The events will be held at hotels located near the convention center.

It is our intent that these conferences be sponsored or co-sponsored by ACM SIGGRAPH, and must go through the appropriate [ACM review process](#).

A model for these events is the Graphics Hardware Workshop, co-located with the annual SIGGRAPH conference in 1997, 1999, and 2001. The conference, which is co-sponsored by ACM SIGGRAPH and Eurographics, has been held on the Sunday and Monday of SIGGRAPH week.

Please contact:

[ANSELMO LASTRA](#)

SIGGRAPH 2003 Technology Outreach Chair
University of North Carolina at Chapel Hill

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[Deadlines]

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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[Early Abstracts and Proposals]

Several SIGGRAPH 2003 programs are reviewing early abstracts or early proposals before their formal, final submission deadlines:

[Computer Animation Festival](#)

[Courses](#)

[Educators Program](#)

[Emerging Technologies](#)

[Web Graphics](#)

Early Abstracts and Proposals are part of a collaborative effort to identify submission opportunities. If you would like to receive some feedback on your idea before you write a detailed proposal, or if you need advice on which SIGGRAPH 2003 program is appropriate for your idea, please send an early abstract or early proposal to one of the participating SIGGRAPH 2003 program chairs.

Early Abstracts

An early abstract is a brief summary of a proposal idea in one or two paragraphs. It is not as detailed as a full proposal, but it must be specific enough to convey the key concepts of your idea.

Early Proposals

An early proposal should be more structured. It should include as many details as possible, arranged in the format required by the program you believe is most appropriate.

Benefits of Early Abstracts and Proposals

- **Bridging:** Several SIGGRAPH 2003 program chairs will meet in late 2002 to review and discuss the early abstracts and proposals they have received. Ideas submitted to one program might be of interest to others. When those opportunities are identified, they will be brought to the attention of the proposer.
- **Feedback:** Early abstracts and proposals may generate suggestions from the program chairs on how your final proposal can be improved.
- **Better proposals:** Developing an early abstract or early proposal may help you identify the key concepts of your work and improve your proposal to SIGGRAPH 2003.

Early Abstracts and Proposals are Not Required

But they are encouraged, especially if you want to receive preliminary comments on your proposal idea(s). An early abstract or early proposal can help you focus your

proposal and improve it before the final deadline, but only your final proposal will be considered by the SIGGRAPH 2003 juries and selection committees. If you already have a clear, well-developed understanding of how to present your work, there may be no need to submit an early abstract or early proposal, except for the "bridging" benefit (see above). If you do submit an early abstract or early proposal and receive feedback, be sure to incorporate that feedback in your final proposal. **But remember: including early feedback in your final proposal does not guarantee that your proposal will be accepted.**

Deadline

The deadline for both early abstracts and early proposals is 31 October 2002. Feedback will be provided no later than 30 November.

Please note that there will be no Creative Applications Lab (CAL) for 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

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.

[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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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.

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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.

PRESENTERS	Maximum Registration	Exhibition/Startup Park Electronic Theater Ticket Animation Theater Courses Educators Program Emerging Technologies Art Gallery Papers Sketches & Applications Web Graphics	Conference Proceedings, CD-ROM, DVD-ROM Conference Abstracts & Applications, CD-ROM Electronic Art & Animation Catalog, CD-ROM Course Notes, CD-ROM	Opening Reception Technical 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	• • • • • • • • • •	• • • •	• •
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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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