



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27 - 31 JULY EXHIBITION 29 - 31 JULY

CONFERENCE EXHIBITION CALL FOR PARTICIPATION PRESENTERS MEDIA REGISTRATION > SEARCH



papers



DEADLINE!

Final submissions must be received by: 22 January 2003, 5 pm Pacific time.

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The SIGGRAPH Papers program has long been the finest international forum for disseminating ground-breaking, provocative, and important new work in computer graphics and interactive techniques. We invite submission of high-quality papers that will set the standard in the field and stimulate future trends in computer graphics. Previously published work may not be submitted, nor may work be submitted to any other conference or journal during the SIGGRAPH 2003 Papers review period. Any paper that has substantial overlap with a co-submitted or previously published paper will be rejected without review.

For SIGGRAPH 2003, we are especially interested in the work of researchers in interactive techniques. The selection committee will include experts in human-computer interaction in anticipation of broader participation by researchers in this area.

We also encourage submissions from areas that overlap with computer graphics, such as computer vision, cognitive and behavioral modeling, computer games, robotics, audio, haptics, medicine, biology, visualization, and novel applications of graphics. This list is not exhaustive. As always, excellence of the ideas will be the predominant acceptance criterion. Researchers in these areas who are interested in submitting their work to SIGGRAPH 2003 should consider sending a brief description of their work to the Papers Advisory Board (see below) well before the submission deadline.

Papers Advisory Board

An advisory board will work with the chair throughout the submission cycle. You can contact us anytime via the [SIGGRAPH 2003 email contact form](#) with your questions and concerns.

There are several [major changes](#) in the submission process and requirements this year. This year's submission and review process is slightly more complex than before 2002, since papers presented at SIGGRAPH 2003 will be published as a special issue of ACM Transactions on Graphics and will therefore go through a full journal refereeing process.

[JESSICA K. HODGINS](#)

SIGGRAPH 2003 Papers Chair
Carnegie Mellon University

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- Videos and DVDs should not be included in a submission unless substantively similar footage can appear in the SIGGRAPH 2003 Conference Proceedings Videotape/DVD.
- 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](#)

- After the reviews are complete but before the program committee meeting, we will open up the reviewing system to the authors so that they can see the text of the anonymous reviews of their papers. They will have three days before the program committee meeting to craft a rebuttal to factual errors in the review of their paper.
- This year's submission and review process is slightly more complex than before 2002, because papers presented at SIGGRAPH 2003 will be published as a special issue of ACM Transactions on Graphics and will therefore go through a full journal refereeing process.

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Papers on all aspects of computer graphics and interactive techniques are encouraged. However, all papers will be treated by the selection committee as belonging to one of four categories and will be reviewed accordingly. The categories are:

Research

Research papers present a new and useful contribution to the state of the art. They are sufficiently complete so that a competent graduate student in computer graphics could implement the work. Relevant previous work is referenced and discussed. The new and useful contribution is stated explicitly. The new work's advantage over previous work is clearly demonstrated and its limitations and drawbacks discussed.

System

System papers present a blend of algorithms, technical requirements, user requirements, and design that solves a large-scale problem. The system that is described is both novel and important, and it has been implemented. The rationale for significant design decisions is provided, and the system is compared to documented, best-of-breed systems already in use. The comparison includes discussion of how the described system differs from and is, in some significant respects, superior to those systems.

Process

Process papers demonstrate, tersely but with enough detail to reproduce the work, how some novel and significant result was achieved with a combination of known techniques and some new ideas. The standards for Process papers are rigorous. Novelty alone is insufficient; the results must be impressive enough and general enough to merit publishing work in which the research contribution is less than in a standard research paper.

Alternative

Although most papers are expected to be Research, System, or Process papers, authors should not feel compelled to force an innovative paper into one of these categories if none is appropriate. However, papers that are reviewed in the Alternative category may be judged even more rigorously than those reviewed as Research, System, or Process papers. Alternative papers reference and discuss relevant previous work and make a substantial contribution to the computer graphics and interactive techniques community. The selection committee may, if they feel it is appropriate, select any submission for presentation in a special session, or may recommend that a submission, although inappropriate for a presentation in the Papers program, be considered for inclusion in some other SIGGRAPH 2003 program.

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Authors are required to submit fully formatted papers, with graphs, images, and other special areas arranged as intended for final publication. Please use the [ACM SIGGRAPH paper preparation guidelines](#).

Be sure that all pages are numbered and that each page includes the paper's online ID number (see [Submission Procedure Checklist](#)).

Authors are also required to submit a PDF version of the paper (see [Submission Procedure Checklist](#)) that contains the paper's online ID number, without any author identification. It is important that the PDF be identical to the hardcopy that is sent in. Please be careful to keep the PDF version anonymous (in some operating systems, the "properties" of a PDF file may contain the creator's name).

Paper Length

There is no arbitrary maximum length imposed on papers. However, reviewers will be instructed to weigh the contribution of a paper relative to its length. For example, a useful idea presented completely in four pages is more likely to be accepted than the same idea presented in eight pages. Papers longer than 8-10 pages must make a very significant contribution to be accepted. Papers of four or fewer pages will be held to a less-strict standard of citation and description of related work; comparison to the strongest alternative techniques is still important, but an exhaustive review is not necessary. You must declare the page length of your paper in the Papers Submission Form (and it does not need to be an even number).

Videos and DVDs

Papers may be accompanied by a video or DVD that is no longer than five minutes. In recent years, well over half of the accepted papers were accompanied by a videotape. To the extent possible, accepted papers should stand on their own, with the video/DVD providing supplementary information or confirmation of results. However it is appropriate to refer to the video in the paper. Videos and DVDs should not be included unless substantively similar footage can appear in the SIGGRAPH 2003 Conference Proceedings Videotape/DVD. Videos must be in NTSC VHS format. DVDs should play in a consumer-grade (non-computer) player.

CD-ROMs and DVDs

Papers may be optionally accompanied by a CD-ROM or DVD containing additional materials such as images, videos, or electronic documents. These materials do not form a part of the official submission and will be viewed only at the discretion of the reviewers. All content should be in a portable format that is unlikely to require the user to download additional programs (for example, PDF or HTML for documents, JPEG for images, and QuickTime or MPEG for video).

Related Papers

If you have a related paper that is under review elsewhere, please send an anonymous printed version of this paper with your submission materials. You may also wish to include an anonymous version of the paper on the CD-ROM. The reviewers would then be able to access this material with the understanding that it will appear as at least a tech report before the final version of the SIGGRAPH paper is complete.

Other Material

Do not send materials other than the paper, the CD-ROM, the DVD, and the video in your submission. In exceptional circumstances, other materials MAY be considered for review, but only with prior agreement of the [Papers Chair](#).

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Volunteering for the Papers Program

I've been doing graphics for years. May I be on the Papers Committee?

The Papers Chair selects the committee. I'll be selecting with several goals in mind, including: coverage of areas in which I anticipate submissions, getting some "old hands" who have been on the committee before and bringing some new folks into the process, recruiting people who will work well together and treat papers with respect and enthusiasm, and getting representation from diverse communities. If you'd like to participate, send email to the [Papers Chair](#) and tell me about yourself and your areas of expertise.

I've volunteered to be on the committee for three years now, and I've never been chosen. What's up with that?

It may be that others are better qualified, that we already have Committee members with expertise in your area, that the Chairs have not felt that they can work effectively with you, that the chairs do not feel that you've been in the field long enough to be an effective Committee member, or any number of other reasons. The Committee composition does change from year to year, though. Please keep offering your services.

Just what sort of workload is involved in being on the Papers Committee?

You must review about 18 papers. For about nine papers, you must find two additional reviewers, and for the other nine you must find one additional reviewer. You must attend a Papers Committee meeting in late March 2003 from Friday morning to Saturday evening. During this time, you'll discuss papers, possibly be called on to provide additional reviews of a couple of papers, and be expected to listen carefully to a lot of discussion that has little to do with you. You may also be asked to act as a referee for a paper that's been conditionally accepted or conditionally accepted with minor changes, to verify that the final version meets the requirements set for it.

What do I get for all the work that I'll be doing as a Committee member?

In material terms, you get free registration for SIGGRAPH 2003. You also receive the recognition of your colleagues, the gratitude of authors, and the sense of satisfaction that comes from knowing you've given something back to the organization that helps disseminate research in graphics.

Deadlines

Can I submit after the deadline?

No. The deadline is absolute.

But I had a major life event (birth, death, divorce...) just two days ago!

The deadline is absolute. You may, of course, submit the work in its current form by the deadline, even if it's not the paper that you'd like it to be.

But my fancy color printer stopped working at 4 pm and the FedEx deadline is 7 pm!

The deadline is absolute. Equipment failures are common, and SIGGRAPH 2003 cannot adapt its schedule to accommodate them.

I submitted a paper and six VHS tapes. Unfortunately, in our rush to meet the deadline, we incorrectly set our gamma during taping, so we sent a fairly poor-quality video. I have since corrected the problem. May I substitute new tapes for the ones I submitted? The video is identical, except for the gamma correction.

No. The submission deadline is absolute; all materials must be submitted by the deadline; no material will be accepted after it.

I'm using the SIGGRAPH 2003 English review service, and they didn't get back to me soon enough, so it's SIGGRAPH's fault that my paper isn't ready. Can I submit late?

The deadline is absolute. The English review service makes no guarantees about turnaround, and it's up to you to make contingency plans.

I'm not in the US, and US Customs often holds up submissions, so I have to send it off two weeks earlier than US researchers would. Can I send it by the deadline instead, and you'll receive it about two weeks late after US Customs has had a chance to process it?

The deadline is absolute. If your paper must pass through various hurdles to get here, you must plan in advance how to submit it early enough to ensure arrival on time. Note: in a recent year, there were about 300 submissions, and only six or eight were returned for late arrival. Some of those were from the US.

Double Submission

I would like to submit my paper to conference X or journal Y as well as to SIGGRAPH 2003.

You must submit to just SIGGRAPH 2003 and await our response before submitting elsewhere (should your work not be accepted by SIGGRAPH 2003). If you submit your paper to another conference or journal simultaneously, we will reject your paper without review. We'll be in contact with the editors of several graphics journals, and Chairs of other graphics-related conferences, swapping information. We usually find four or five double submissions each year.

But I want my paper to be in SIGGRAPH 2003. I promise that if it's accepted by SIGGRAPH 2003, I'll withdraw it from the other conference or journal.

We appreciate your eagerness to have your paper published by SIGGRAPH 2003. There is only one route to having this happen: see ACM Copyright Form.

Where can I find a list of the Computing Reviews categories? Also, are we restricted to using keywords specified on the Web site?

See [ACM's Computing Classification System](#), which includes a "how to classify" document that should answer all your questions.

How do I include a reference to myself without identifying myself?

See [Document Preparation for Conference Proceedings](#) for a sample SIGGRAPH

paper that shows how to include self-references. The general rule is to use the third person, so that if Fred Brooks were to write a paper, he might, in his "related work" section say: "Brooks et al. [12] discuss a system in which molecular visualizations are ... Our work builds on some of the ideas presented there, and on the ideas of Smith et al. [14] and the interaction techniques described by Wolford [18]." He would NOT say: "The authors, in prior work [12], discussed a system in which molecular visualization ..." The only case in which anonymous references are appropriate are unpublished manuscripts, in which case he might write: "The authors have also developed closely related techniques for molecular manipulation [15], but that work is outside the scope of this paper." Reference 15 would then read: [15] Anonymous Authors. Molecular manipulations through computer graphics, submitted to CACM.

I have a problem with the video material I need to submit. My work involves manipulation of video, which has already been captured in PAL format. I can use a conversion service to go to NTSC, but this will negatively affect the quality of the video material. Would it be OK to submit the video as a quicktime movie on a CD-ROM, instead of as a VHS tape?

While there is no guarantee or requirement that the reviewers will look at your CD-ROM, it is a reasonably safe bet that they will. I suggest that you submit a converted video in any case, and indicate in a note attached to the CD-ROM that you prefer that they view the CD-ROM in place of the video if at all possible.

The Submission Procedure Checklist says pages should be numbered, but the document preparation instructions say that page numbers should not be included. Which is correct?

You should number the pages. For the final version, if your paper is accepted, we'll ask that you not number the pages, but please number them for the submission. The sample documents in Document Preparation for Conference Proceedings all include page numbering.

I know I am supposed to remove my name, company name, etc. from the document, but should I also remove names from the acknowledgments? If the paper is accepted, should I send another copy to you with this additional material?

You should not include an "acknowledgments" section in the submission. If your paper is accepted, you will submit a revised version that identifies you and your co-authors, your affiliations, and any acknowledgments that are appropriate.

I am thinking about submitting a paper to SIGGRAPH 2003, and I'm uncertain about the requirements. Specifically, "Your paper cannot have been previously published in an equivalent or similar form. A paper is considered published if it has appeared in a peer-reviewed journal or in published meeting proceedings that are commercially available afterward to non-attendees, regardless of the language of that publication." Does this include abstract-reviewed published meeting proceedings (for example, SPIE proceedings)? Does your restriction apply to papers accepted for journal publication?

If the meeting proceedings are published in a form commercially available afterwards to non-attendees (as in the case of SPIE proceedings) then it is not appropriate to submit a paper that has been so published to SIGGRAPH 2003. If your work has been accepted for journal publication (or even submitted), it is not appropriate for submission to SIGGRAPH 2003.

Submission/Presentation Format

Could you tell me how I can "Print the online ID number (from the Papers Submission & Authorization Form) on each page" in a LaTeX file?

See [Document Preparation for Conference Proceedings](#) for information on how to do this in LaTeX and Microsoft Word, and how to use these programs to produce properly formatted documents overall.

May I include black-and-white images in the submission, knowing that in case my work gets accepted they are required to be in color? (My color printer is broken.)

Yes. But the reviewers will have to make a guess at what your color pictures will look like, and that may reduce your paper's chances for selection.

Are papers merely published as conference papers, or is there a presentation as well?

There is a presentation; the length of the presentation will generally be related to the length of the paper.

Does the video submitted by 22 January have to be final quality? Or will people whose papers are accepted have the opportunity to prepare a more polished video?

You'll have the opportunity to prepare a more polished video. Of course, the better the submission video looks, the more likely reviewers will be able to see the strength of your work, so early polishing is a good investment of time and energy. You must have permission to present and publish the video that you submit on 22 January or the acceptance of your paper will be withdrawn.

Where can I get the "ACM Copyright Form" on the Web? I need to show it to my employers before I submit.

[ACM Copyright Form](#)

Do we have to prepare the paper in the final format?

Yes, please do so. Seeing a paper in final format lets us verify the page count and allows us to compare it to other papers.

Submission Content

I presented an initial version of my work as a sketch at SIGGRAPH 2002; the abstract was printed in the SIGGRAPH 2002 Conference Abstracts and Applications. Does that mean I can't submit it as a paper?

No. Of course, if the work was submitted as a paper last year and rejected, but you were advised to submit it as a sketch, it probably won't get accepted this year unless you've made substantial progress since last year. If you have, however, you're welcome to submit a paper describing the work and the new progress. Do not submit an identical abstract, since that has been published before.

At SIGGRAPH 2002, I presented my work on topic X. Since then, I've done some more work on topic X. How much new stuff do I need to have done to get the paper into SIGGRAPH 2003?

It's very hard to quantify the amount of additional work that might be necessary. The committee has frequently responded negatively to incremental work, especially, for example, in the case of an eight-page paper where only two pages really present anything new. If you've written about the subject before, the new paper should tell what's new. As a simple guide, there should be no paragraphs in your submission that appear in any other paper you've published, and no images of that sort either, except in cases where you want to show how much the work has improved.

My company has a great new product that is of general interest to the

SIGGRAPH community. I'd like to submit the product announcement as a paper.

Please don't. It will be rejected, since its topic does not fit any of the categories for submission.

What are the session titles for SIGGRAPH 2003?

Unlike many other conferences, the annual SIGGRAPH conference organizes the papers into sessions after the selection process. This removes the sort of bias where the committee says: "We really NEED one more paper on topic X to fill out the session, so let's accept this." This means that occasionally there are sessions at the conference that lack a coherent theme. You need not be concerned about sessions during the submission process.

Patents and Confidentiality

What about patents and confidentiality? Are the two senior reviewers and the three tertiary reviewers under a confidentiality agreement not to disclose the contents of the paper to others? Some organizations like IEEE have all reviewers sign a confidentiality agreement. It's very important that I know for sure, since my employer may want to apply for a patent, and it affects when I may submit the paper to the SIGGRAPH conference. Can I, for example, get a written guarantee of confidentiality?

Reviewers do not sign a confidentiality agreement. In general, there is wide respect for the confidentiality of submissions, but we cannot promise anything, or provide a written guarantee.

It would not be wise for SIGGRAPH to give you legal counsel on the matter of patents and publication; we urge you to seek independent legal advice. The main issue is that in different jurisdictions (such as Europe) prior public disclosure could invalidate a patent application. The situation is different in North America and perhaps Japan, where you have one year after public disclosure (for example, publication) to file a patent. This is entirely anecdotal, but a common situation is that people generally prepare a patent filing coincidentally with their SIGGRAPH publication.

If you are submitting a patent application on the material, we ask that you mention this in the final version of your paper, if it is accepted.

Review Process, Communications

I am submitting a paper on topic X, which I know is an area of expertise for committee member Y. Can I ask that Y be the senior reviewer of my paper?
No.

I am submitting a paper on topic X, which I know is an area of expertise for committee member Y. Can I ask that Y not be the senior reviewer of my paper, because Y works for a competing company?

No. Indeed, Y may well be the best qualified reviewer for your work, and if so, we may ask Y to be the senior reviewer.

Am I allowed to ask for my paper to not be reviewed by someone from whom we do not expect a fair review?

No. The reviewer selection process includes no such provisions. Surprisingly often during the committee meeting there is discussion such as: "This paper got scores of 5, 4, 5, 4.5, and 2, but let me explain the score of 2. The reviewer picked at small details, was angry that his own work had not been properly cited (although when I

looked at it, it appeared to have been treated more than fairly), and then wrote a very cursory review of the main contribution of the paper. It seems as if there's something going on here that doesn't have to do with the quality of the paper and we should discount this score as an outlier."

I'm not sure which category I should submit my paper in. I checked your category descriptions, and it looks like both the Research and Systems categories are possible for my submission. In the paper, I describe a novel concept that can be applied to other systems in addition to the prototype I've implemented. I also discuss previous research work.

If your focus is on the system that you have built and the lessons learned from it, then your paper would be a Systems paper. If on the other hand your focus is on a research result, then you would have a Research paper.

Hey, I know your REAL email address. Can I use that?

No. Here's why: Material sent to the Papers Committee will go not only to me, but also to the Papers Advisory Board, and will be archived as well. Things sent directly to me will be bounced to the Papers Committee anyhow, and will just make my job harder.

Isn't the committee more likely to accept papers by committee members and other insiders? How do you prevent a conflict of interest?

Any paper on which a committee member has a conflict of interest will not be discussed while that committee member is in the room. While each committee member has a list of papers and the committee members who reviewed them, these lists are customized so that the names of the members who reviewed papers on which I have a conflict of interest will not be shown on my list. In general, the acceptance rate for papers by committee members has been slightly higher than the acceptance rate for those in the overall submission pool. But the acceptance rate for these same people has also been higher in years when they were not on the committee; they're invited to be on the committee, in part, because of their expertise in the field.

With respect to related (unpublished, but submitted) papers, the SIGGRAPH 2003 Call for Participation appears to make clear that we should send one copy for the senior reviewers, and we should reference (cite) them anonymously. Is it permissible to include additional (anonymous) copies for the benefit of the reviewers, or is there some other way in which we can make copies available to reviewers who so desire (presumably without destroying the anonymity of the process)?

These are (at least) two separate issues. The first has to do with determining whether a work submitted elsewhere is sufficiently different from the work submitted to SIGGRAPH 2003. The other is whether or not one work is essential to understanding the other. If your work is in the latter situation, you are welcome to submit six copies of the related work, but clearly indicate that this is the case so that we don't mistake that work as a SIGGRAPH 2003 submission.

Getting a Paper Accepted

What follows is not "official" SIGGRAPH policy, but rather the Papers Chair's idiosyncratic impressions, based on several years of being on the Papers Committee.

Is it important to submit a video with my paper?

There is a very strong correlation between submitting a video and getting accepted. It's not absolute, but at the Papers Committee meeting, the papers are listed in a sorted six- or seven-page handout. The great majority of those on the first page have

videos. The majority of those on the last page do not. An animation paper without a video is almost certain to be rejected.

Why do good papers get rejected from SIGGRAPH?

There's a distribution of quality in the papers submitted, and there's a threshold of quality that's high enough to get accepted. At or near the threshold, the error in classifying a paper as "good enough" or "not good enough" is relatively high. Because the SIGGRAPH threshold has always been very high, this means that some good papers get rejected. Sometimes (though not always) those same papers are accepted the following year, especially if they have been rewritten taking into account the reviewers' comments.

But what sorts of things put a paper on the wrong side of the line?

I can't answer that exactly, because it depends in part on the composition of the Papers Committee, but I can say several of the things I've heard most often as partial explanations. Failure to treat prior work fairly, or to give proper credit to those who had good ideas before you, is very dangerous. After all, those prior authors are likely to be your reviewers. Try starting with the phrase: "Building on the pioneering work of X, Y, and Z, we have found an approach to a new but related problem..." You may find that this looks wrong, but it's a far better place to start than "X, Y, and Z all tried to do this, but their solutions were inadequate in the following ways..."

What else?

It's enormously important to promise in the abstract what you will actually deliver. "In this paper, we present a general algorithm for improving rendering time for all scenes by at least 20%" is a very strong claim. If it turns out that your algorithm handles "all" scenes, as long as they only contain axis-aligned equilateral triangles, your paper will die right then and there. Conversely, claiming "this paper presents a method for modeling a new class of polygonal objects," without telling the reader what those objects are or providing examples, is too small a claim; the reader may get bored before finding out what you've REALLY done, and the paper may get sent to the wrong reviewers because it's too difficult to quickly determine the nature of the contribution. It's also important to bound your claims: in a "discussion" section of the paper, I strongly recommend that you clearly state the strengths AND limitations of your work, presenting the criticism that your best friend would give you to keep you from ruining your chances by over-representing your results.

Wordiness, sloppy writing, and careless copy editing are not appreciated. Almost every committee member (and almost every reviewer) has worked hard at some point to get his or her SIGGRAPH paper to a minimal number of pages, with clear and pithy explanations. A disorganized and rambling paper says to the reviewer, "I know many people will spend a lot of time on this, but my time is more important, so I'm not going to bother to make their lives easier."

And don't disclose your identity. SIGGRAPH papers are supposed to be written to disguise the author's identity (and, to the degree possible, his or her institution). A photo that includes the author's face, references to the author's work without appropriate third-person citation, or mention of the author's institution -- all of these serve to disclose the author's identity.

What else leads to troubles?

If a paper cannot be replicated by the members of the Papers Committee (if they say: "This looks really impressive, but I simply cannot figure out how to do most of it from what's written here."), it will probably be rejected. Papers that feel as if they are simply a working-out of the next logical step from a previous paper are also often rejected.

Is there anything positive you can tell me?

Yes. If you've written a paper about some topic, it's always nice to show that the method you've developed is somehow useful for more than the initial goal. Perhaps your fur-rendering algorithm can also be used to render fields of grass, or maybe your new soft-shadow-buffer architecture can also be tricked into doing motion blur over multiple frames. I personally always find such lagniappe very appealing. Also, papers that break new ground and do something that others never thought of trying at all -- even if the initial results are not particularly promising -- tend to appeal to reviewers. There are, of course, curmudgeonly reviewers who say: "This isn't what I'm used to, so it shouldn't be in SIGGRAPH." But they are, at least sometimes, outvoted.

Anything else?

Make sure that all the statements you write are either true, or are clearly indicated as opinion, as in: "We believe that this method can be extended to scenes with millions of polygons without substantial increase in rendering time, but have not yet had the opportunity to verify this." If you need to support your work with mathematical theorems, be certain that the theorems are true. (This sounds silly, but lots of not-quite-right mathematics suffices to make pictures good enough to fool an optimistic author into believing the math is correct.)

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A papers selection committee and a set of reviewers, both consisting of recognized experts, will judge submitted papers. The committee will select papers to be presented at SIGGRAPH 2003 and published in the *Conference Proceedings*.

Papers undergo a three-phase reviewing process:

1. Each paper is assigned by the Papers Advisory Board to two senior reviewers, who are members of the selection committee (30-40 members) that has been convened by the Papers chair. Papers that are inappropriate may be rejected at this stage, before the selection committee meets to review submitted papers. A paper may be designated as inappropriate because it solves a problem already solved, or is unaware of important prior work on the same problem and doesn't address how it is different, or has no evaluation via proof, experiment, or analysis, or is solving a problem sufficiently minor that the senior reviewers do not believe that it belongs in the program. Papers will also be rejected at this stage if they are discovered to have been submitted to another conference or journal.

2. Each paper is distributed to three or more additional experts. Two of them are selected by one of the senior reviewers of that paper (the primary reviewer), and the third is selected by the other senior reviewer (the secondary reviewer). The senior, secondary, and tertiary reviewers all write a full review. At least five reviews are thus written for each paper that has not been rejected during phase one. Two reviews are written by senior reviewers who know the identities of the authors of the paper, and three or more are written by additional reviewers who do not.

After all reviews are complete, the review system will allow the authors access to the body of the reviews for their papers (without the scores or recommendations). The authors have three days to enter rebuttals if they feel that the reviewers have made substantive errors.

3. The full selection committee of senior reviewers meets in March 2003 to determine acceptance or rejection of each paper. In cases where the reviews do not clearly indicate either acceptance or rejection, additional committee members may read the paper, and their evaluations will be taken into account in the decision.

All papers submitted to SIGGRAPH 2003 must be original, unpublished work. Any paper that has been previously published in substantially similar form by any other conference or in any other journal will be automatically rejected, as will papers that are simultaneously submitted to SIGGRAPH 2003 and to any other conference or journal.

We require that all submitted papers be formatted for publication; reviewers will be instructed to judge the papers as they are submitted. Please respect the substantial volunteer efforts of the selection committee, and all the additional reviewers they recruit, by submitting only complete, well-edited work.

At the committee meeting, each paper will be either conditionally accepted, conditionally accepted with minor changes, or rejected by the committee. The two kinds of conditionally accepted papers will undergo a second "refereeing" process, in which a referee (a member of the committee or other expert appointed by the Papers Chair) verifies that a final version of the paper is either substantially the same (in the case of conditionally accepted papers) or has been altered according to the required changes (in the case of conditionally accepted-with-minor-changes papers). In both cases, authors may choose to incorporate other suggestions from the reviewers. The referee will verify that such changes are acceptable. This second and final stage determines the final acceptance status of all papers. The referee's decision is final. Papers that do not satisfy the referee are rejected.

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Authors of papers conditionally accepted by the committee, or conditionally accepted with minor changes, must prepare camera-ready versions of their papers in ACM-standard format for the second, refereeing stage, and eventual publication in the *Conference Proceedings*. SIGGRAPH 2003 will also produce a CD-ROM of all the accepted papers, so they must also be prepared in electronic form. Detailed instructions for preparation of papers in these two formats will be provided to authors of papers conditionally accepted by the committee.

In late March, about a week after the Papers Committee meeting, conditional acceptances, conditional acceptances with minor changes, and rejections will be sent to authors, along with reviews of papers and a list of required minor changes, if appropriate. By 30 days after the committee meeting, a revised version is due to the referee. If a revised version is submitted sooner, the referee may provide early feedback to help with the process. By 45 days after the committee meeting, the author will receive the referee's report. We anticipate that, in general, this will be an indication that the revision is satisfactory and is accepted as the camera-ready form for publication. In cases where the referee is not satisfied with the revisions, the authors will have five more days to submit a final copy for approval or rejection.

[Session Room Set-Up and Equipment](#)

A complete summary of the resources available for presentation of your paper. Arrangements for equipment outside the standard set-up are the sole responsibility of the paper presenter.

[Presenter Recognition](#)

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

Authorization for Use

Any material that supports a paper's acceptance for publication must be available as part of the final publication. Thus all material submitted for review (video, CD-ROM, DVD) will become ACM-copyrighted material upon acceptance, and the required permission forms must be sent to ACM with the submission. If it subsequently becomes apparent that the necessary permissions cannot be given for publication of substantially similar material to that submitted for review, acceptance of the paper will be withdrawn.

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We must receive your paper, along with your [Papers Submission Form](#) by Wednesday, 22 January 2003, 5 pm Pacific time. See detailed instructions below.

Papers that arrive after 5 pm Pacific time on Wednesday, 22 January 2003 will be returned to the authors without review, as will any papers for which a Papers Submission Form has not been completed by the deadline. Papers whose title, abstract, keywords, or page length differ significantly from those of the corresponding Papers Submission Form may also be returned without review.

Note: The Papers submission deadline will be strictly enforced.

Use this checklist to ensure that your submission is complete and that it meets all applicable program requirements:

1. Create an online SIGGRAPH 2003 [Papers Submission Form](#) as soon as you decide that you will be submitting a paper. (You can change your mind later.) When you create this form, your entry will be assigned an online ID number that will be used to identify your submission throughout the review process. Make a record of this number. There will be some fields in this form that you cannot complete at this time. These fields will be completed later.

2. Prepare six copies of the paper, printed on 8.5-inch x 11-inch or A4 size sheets.

Staple each of the six copies individually.

Number each page.

Print the online ID number (from the Papers Submission Form) on each page.

Indicate the category of the paper (Research, System, Process, or Alternative) beneath the title on the first page.

Include an abstract of approximately 200 words.

Select one or more topic areas that best describe your paper.

Remove any information from your submission (including your paper and optional video, CD-ROM, or DVD) that unnecessarily identifies you or any of the other authors, or any of your institutions or places of work. You must completely reference all relevant work, however, including

your own and that of the other authors. In the paper, refer to your own published or otherwise widely known work, and to that of the other authors, in the third person (for example: his work, her work, their work). Reference as "anonymous" only work that you or the other authors have submitted for publication, but that has not yet been published.

Print images on the pages of the paper, or attach them to the pages.

3. Prepare a Portable Document Format (PDF) version of the paper, including the online ID number in some prominent place (for example, in the title, as in "Rendering Hair (Online ID 402)," or in a running header).
4. After your paper is complete, return to this Web site and complete the SIGGRAPH 2002 Papers Submission Form. The title, abstract, topic areas, and declared category that you include on this form must exactly match those of the printed paper that you submit. You must also declare the length, in final formatted pages, of your paper as it will appear (if it is accepted) in the *Conference Proceedings*. Since your submitted paper must be in final format, the declared page length must be the number of pages in the submitted paper. The number of pages may be either even or odd.
5. Send the six copies of the paper and any other submission materials to:

[Jessica Hodgins](#)

SIGGRAPH 2003 Papers Chair
5475 Mark Dabling Boulevard, Suite 108
Colorado Springs, Colorado 80918 USA
+1.719.599.3734

All of your submission materials must be received at this address by Wednesday, 22 January 2003, 5 pm Pacific time or they will not be considered for SIGGRAPH 2003. Faxed or electronic submission materials are not accepted.

6. Include a single copy of each paper that is closely related to your SIGGRAPH 2003 paper and that you or a co-author have submitted to another conference or journal where it is currently under consideration, or has been accepted for publication. These papers need not be anonymous, as they will be used only by the senior reviewers to determine the uniqueness of the submitted work. Alternatively, you may include these papers in anonymized form on the CD-ROM.

Your paper cannot have been previously published in an equivalent or similar form. A paper is considered published if it has appeared in a peer-reviewed journal or in published meeting proceedings that are commercially available afterward to non-attendees, regardless of the language of that publication.

7. Use the electronic submission system to upload a PDF version of your paper, also by Wednesday, 22 January 2003, 5 pm Pacific time.
8. OPTIONAL: Submissions may include six copies of an NTSC VHS videotape or DVD appropriate for a stand-alone (not-computer-based) player (maximum length five minutes). Each tape or DVD must be labeled with only the paper title and online ID number, and each videotape should have its write-enable tab removed.
9. OPTIONAL: Submissions may include six copies of a CD-ROM or DVD containing supplementary electronic material. Each disk must be labeled with only the paper title and online ID number.

10. OPTIONAL: If your paper is a revision of a paper that has previously been submitted to a SIGGRAPH conference, you may include copies of the reviews that it received, and of your responses to them. Only the senior reviewers will see these earlier reviews and comments. Note that simply responding to all earlier criticisms will not guarantee acceptance. It is not necessary to identify a paper as a revision of a previous submission, however, or to include any review information regarding earlier submissions.

11. OPTIONAL: Contact phone number. Occasionally during the Papers Committee meeting, members of the committee wish that they could have some additional information that only the author can provide. If you would like to provide us with a phone number at which we can try to contact you during that weekend meeting (21-23 March 2003), please enter your phone number in the submission form. If you do so, be sure to indicate the hours at which we may call you, including your time zone.

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.

Return of Review Materials

Materials submitted to the SIGGRAPH 2003 Papers Committee will not be returned to the authors.

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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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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
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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 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](#)

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				
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TUTORIAL	1	• • • • • • • • • •	• • • •	• •
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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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[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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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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