



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27 - 31 JULY

EXHIBITION 29 - 31 JULY

CONFERENCE

EXHIBITION

CALL FOR PARTICIPATION

PRESENTERS

MEDIA

REGISTRATION

> SEARCH



sigKIDS



[> Deadlines](#)

[> How to Submit Your Work](#)

[> Online Submission](#)

[> Presenter Recognition](#)

[> Conference Volunteer Application](#)

sigKIDS is an event for kids and adults presented at San Diego's Computer Museum of America during SIGGRAPH 2003 by the local San Diego professional chapter. It demonstrates how computer graphics and interactive techniques can be used in community education and communication.

We are inviting educators, communicators, artists, visionaries, and technologists to submit projects (software, Web sites, video, and surprises that we can't anticipate) that further the above goals. See the [sigKIDS Web site](#) for more information.

[< SIGGRAPH 2003 MAIN](#)

presentations

[> AWARDS](#)
[> COURSES](#)
[> EDUCATORS PROGRAM](#)
[> PAPERS](#)
[> SKETCHES & APPLICATIONS](#)
[> SPECIAL SESSIONS](#)
[> WEB GRAPHICS](#)

experiences

[> ACADEMIC EXHIBITS](#)
[> ART GALLERY](#)
[> COMPUTER ANIMATION FESTIVAL](#)
[> EMERGING TECHNOLOGIES](#)
[> sigKIDS](#)
[> STUDIO](#)
[> TECHNOLOGY OUTREACH](#)

services

[> GRAPHICSNET](#)
[> INTERNATIONAL RESOURCES](#)
[> PATHFINDERS](#)
[> STUDENT OPPORTUNITIES](#)

[^ TOP](#)



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27-31 JULY EXHIBITION 29-31 JULY

CONFERENCE EXHIBITION CALL FOR PARTICIPATION PRESENTERS MEDIA REGISTRATION > SEARCH



call for participation



- > [Deadlines](#)
- > [Early Abstracts & Proposals](#)
- > [How to Submit Your Work](#)
- > [Online Submission](#)
- > [Presenter Recognition](#)
- > [Award Nominations](#)
- > [Conference Volunteer Application](#)

[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

< [SIGGRAPH 2003 MAIN](#)

- | | | |
|---|---|---|
| presentations | experiences | services |
| > AWARDS | > ACADEMIC EXHIBITS | > GRAPHICSNET |
| > COURSES | > ART GALLERY | > INTERNATIONAL RESOURCES |
| > EDUCATORS PROGRAM | > COMPUTER ANIMATION FESTIVAL | > PATHFINDERS |
| > PAPERS | > EMERGING TECHNOLOGIES | > STUDENT OPPORTUNITIES |
| > SKETCHES & APPLICATIONS | > sigKIDS | |
| > SPECIAL SESSIONS | | |

[> WEB GRAPHICS](#)

[> STUDIO](#)

[> TECHNOLOGY](#)

[OUTREACH](#)

[^ TOP](#)



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27 - 31 JULY EXHIBITION 29 - 31 JULY

CONFERENCE

EXHIBITION

CALL FOR PARTICIPATION

PRESENTERS

MEDIA

REGISTRATION

> SEARCH



call for participation



[> Deadlines](#)

[> Early Abstracts
& Proposals](#)

[> How to Submit Your
Work](#)

[> Online Submission](#)

[> Presenter
Recognition](#)

[> Conference
Volunteer
Application](#)

[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](#).

[< SIGGRAPH 2003 MAIN](#)

[presentations](#)

[> AWARDS](#)
[> COURSES](#)
[> EDUCATORS PROGRAM](#)
[> PAPERS](#)
[> SKETCHES &
 APPLICATIONS](#)
[> SPECIAL SESSIONS](#)
[> WEB GRAPHICS](#)

[experiences](#)

[> ACADEMIC EXHIBITS](#)
[> ART GALLERY](#)
[> COMPUTER ANIMATION
 FESTIVAL](#)
[> EMERGING
 TECHNOLOGIES](#)
[> sigKIDS](#)
[> STUDIO](#)
[> TECHNOLOGY
 OUTREACH](#)

[services](#)

[> GRAPHICSNET](#)
[> INTERNATIONAL
 RESOURCES](#)
[> PATHFINDERS](#)
[> STUDENT
 OPPORTUNITIES](#)

[^ TOP](#)



SIGGRAPH 2003
SAN DIEGO

CONFERENCE 27-31 JULY EXHIBITION 29-31 JULY

CONFERENCE EXHIBITION CALL FOR PARTICIPATION PRESENTERS MEDIA REGISTRATION > SEARCH



online submission



[> Deadlines](#)

[> Early Abstracts
& Proposals](#)

[> How to Submit Your
Work](#)

[> Online Submission](#)

[> Presenter
Recognition](#)

[> Conference
Volunteer
Application](#)

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.

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

[< SIGGRAPH 2003 MAIN](#)

presentations

[> AWARDS](#)
[> COURSES](#)
[> EDUCATORS PROGRAM](#)
[> PAPERS](#)
[> SKETCHES &
APPLICATIONS](#)
[> SPECIAL SESSIONS](#)
[> WEB GRAPHICS](#)

experiences

[> ACADEMIC EXHIBITS](#)
[> ART GALLERY](#)
[> COMPUTER ANIMATION
FESTIVAL](#)
[> EMERGING
TECHNOLOGIES](#)
[> sigKIDS](#)
[> STUDIO](#)
[> TECHNOLOGY
OUTREACH](#)

services

[> GRAPHICSNET](#)
[> INTERNATIONAL
RESOURCES](#)
[> PATHFINDERS](#)
[> STUDENT
OPPORTUNITIES](#)

[^ TOP](#)



SIGGRAPH 2003
SAN DIEGO

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.

[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	• • • • • • • • • •	• •	• •
WEB GRAPHICS	1	• • • • • • • • • •	• •	• •
		conference program access	conference documentation	receptions

[< SIGGRAPH 2003 MAIN](#)

[^ TOP](#)



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.

[BACK](#)

The San Diego Professional Chapter of ACM SIGGRAPH

presents:

SIGKIDS SAN DIEGO 2003



[Call for Participation](#)

[Forward-Looking Timeline](#)

[Volunteers Wanted](#)
[\(coming soon\)](#)

[Common Feedback Form](#)
[\(coming soon\)](#)

[Previous SIG KIDS](#)
[\(coming soon\)](#)

[Influences Timeline](#)
[\(coming soon\)](#)

[SIGKIDS 2003 Blog](#)
[\(coming soon\)](#)

[On-Line Brochures](#)
[\(coming soon\)](#)

[Venue Map](#)
[\(coming soon\)](#)

[Links](#)
[\(coming soon\)](#)

[Frequently Asked Questions \(FAQ\)](#)
[\(coming soon\)](#)

[Credits and Thanks](#)
[\(coming soon\)](#)

Last update 15-Aug-2002 by [ABS](#).