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## sketches & applications



### DEADLINE!

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

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The Sketches & Applications program provides a presentation forum for exciting new ideas, works in the making, novel methods, and research and developments in computer graphics and interactive techniques that lead the way to the future of the field! The length of the text required for the submission is short, and the deadline for submission is much later in the year, to attract the latest, cutting-edge work.

The Sketches & Applications program encourages presentations from researchers, developers, and artists from all fields. The program equally embraces work from industry and academic institutions. We encourage submissions from many fields, including computer games, computer vision, artificial intelligence, display devices, input devices, etc. If your work involves a novel use of computer graphics or interactive techniques for any kind of application area, we want to hear from you. Submissions that relate to Web Graphics could also consider the [Web Graphics](#) program.

The Sketches & Applications program communicates inspirations, innovations, diversity, and openness. In these presentations, experts share knowledge derived from their research, production experience, and artistic endeavors, and novices can get feedback from pioneers. We particularly encourage graduate students to submit their work as well as international contributors!

Presenters are expected to give a 15-20 minute talk followed by a 5-10 minute question-and-answer period. Sketches & Applications is a perfect forum for talking about the details of your project.

SIGGRAPH 2003 will be a mind-blowing event, where all aspects of computer graphics and interactive techniques come together. Join this magic world with your contributions!

### [KATERINA MANIA](#)

SIGGRAPH 2003 Sketches & Applications Chair  
University of Sussex

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## sketches & applications



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Categories are intended as an organizational guide. Please submit your sketch in the category that is most appropriate for your presentation. Please contact the [Sketches & Applications Chair](#) if you are unsure about which category to use for your submission.

### Technical

Technical sketches encompass all aspects of novel research and development in computer graphics and interactive techniques. All researchers and developers are invited to submit sketches and applications on their latest ideas and research. We are interested in works in progress, new applications, and new experimental results.

### Art, Design, and Multimedia

Researchers are invited to submit novel work related to art, design, and multimedia. Artists and designers are invited to submit proposals on new artwork, designs, or other works that use new graphics techniques or present a novel way of displaying concepts. It is expected that one or more visuals (images or video) will accompany each submission in this category. If your sketch illustrates an installation piece or concentrates on user interaction, you should include a videotape that demonstrates the installation.

### Animation and Video

Computer animators, filmmakers, and video makers are invited to present their latest techniques, storyboards, and design issues for completed or in-progress work on video, animation, or effects. Naturally, you must include a videotape with your proposal.

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## Presentation Format

Accepted sketches or applications, with figures, are printed in the SIGGRAPH 2003 Conference Abstracts and Applications. Each sketch or application is allowed one page for text, graphs, and figures. The most important part of the sketch or application is the presentation. Each participant will be expected to give a 15-minute presentation followed by a 10-minute question-and-answer period. Presenters may include real-time demonstrations, videos, and audience interaction.

Each presentation is grouped with two or three other presentations based around a common theme. The Sketches & Applications jury may invite authors of particularly interesting presentations to schedule two identical presentations within different sessions. Some presentations may include invited presenters. Experimental or controversial submissions may be presented in a special session. Where appropriate and feasible, the presentations may be held in or near another related SIGGRAPH 2003 program.

## Submission Formats

Authors are required to submit their sketches or applications on one sheet of paper, with figures and graphs focusing on the novel aspects of their submission. (You may also include three extra pages of information for the jury, but the idea of your sketch or application should be well communicated in the initial page.) This is not very much space, so use the space wisely. It's advisable to get right to the heart of the idea at once in the text, with only a small, concentrated preamble. It is also advisable to include a couple of the most significant references relevant to your work. Upon acceptance, authors will have the opportunity to make final minor adjustments.

## Text Format

Authors must submit their sketches and applications in PDF files properly formatted for publication in the SIGGRAPH 2003 Conference Abstracts and Applications. For complete details on font, layout, and image requirements, and instructions for creating your PDF file, please see the [publication guidelines](#) for excellent examples.

## Length

Sketches & Applications are limited to one sheet of paper, including all figures, graphs, and tables. Please refer to the Conference Abstracts and Applications from previous SIGGRAPH conferences and the [publication guidelines](#) for excellent examples.

## Videos

Submitters are encouraged to submit video demonstrations of their projects. If your submission is about an animation project, you are required to submit a video. Videos,

if provided, must be in NTSC VHS format.

### CD-ROMs

Optional: you may include a CD-ROM that contains additional materials such as images, videos, or electronic documents. Please note that CD-ROMs do not form a part of the official submission and will be viewed only at the discretion of the reviewers. All CD-ROM content should be in a portable format, such as PDF or HTML for documents, JPEG for images, and MPEG for video.

### Other Material

Do not send materials other than the sketch or application, a CD-ROM, and the video in your submission. In exceptional circumstances, other materials MAY be considered for review, but only with prior agreement of the [Sketches & Applications Chair](#).

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### Do you have any advice on how to write my sketch so it'll be accepted?

Because sketches have to be reviewed so quickly, not only must there be a new idea in the sketch, it must also be obvious at the beginning of the sketch what the new contribution is. Just one or two sentences such as: "We are developing a new method with N speed up." Or: "We are conducting a new study comparing A and B." Or something similar.

Reference previous work if appropriate--one or two references will suffice. If you have a publication on the topic, reference it and clearly explain why this sketch is different. For example: "We build on our previous work [1] by ..." If there has been previous work by other people in the area, choose one major one, cite it, and state why your sketch is different. For example: "Unlike previous work, such as [2], we ..."

Summarize test results, comparisons, experiments briefly in two or three sentences. Put additional data in a supplementary document if there is no room in the one page. This will reassure the jury that something was actually done. Similarly, there are few graphics techniques and applications that result in absolutely no images. Include an image (or animation if appropriate) illustrating the work. If there is not enough room for the images needed (for example, before and after images), put them in a supplementary document so that the jury can be reassured that something has been done. Be sure that your images are not compressed with a lossy method that renders them useless.

### Why are sketches or applications rejected?

Certainly the most common phrase heard before a sketch or application is rejected by the jury is: "There's nothing new here." The main thing the juries seem to be looking for is novelty. If a sketch or application is just a small, incremental improvement over an already established idea, it is usually rejected. That said, novelty is in the eye of the jury. We attempt to populate the jury with a wide range of individuals with a wide range of expertise. The members of the jury tend to be more tolerant of an idea that is far removed from traditional computer graphics fields. Using standard computer graphics techniques to solve or visualize problems in political science will definitely seem novel to the jury, even if it might not be truly novel. (This, by the way, is OK. We want ideas that are new to the general SIGGRAPH conference audience.)

### Why do you only accept electronic submissions?

In 2002, the technical jury members had to read and review a high number of sketches and applications. There are only two weeks between the submission deadline and the jury meeting. By having the submissions submitted electronically, the jury can start the review process almost immediately.

**My sketch is longer than a page. What do I do?**

Rewrite it. You may include up to three extra pages of supplementary material, but the jury is not required to read this material. Your sketch or application should stand on its own.

**My sketch or application is all about some animation I did, but I don't want to send any videos. Is this OK?**

No. Last year quite a few sketches and applications were rejected mostly because the author did not supply supporting video.

**Who's on the jury?**

The jury is chosen so that all aspects of computer graphics and interactive techniques have a voice.

**My paper got rejected. Can I submit it as a sketch or application?**

The Papers jury could forward a paper to the Sketches & Applications jury with the recommendation that the paper be considered as a sketch or application.

**Is a sketch or application a publication?**

No. A sketch or applications is not considered a publication. It is treated as a record of conference activity. Presenting something as a sketch or application does not preclude publication of the idea in a different venue.

**Why do I have to format my sketch or application myself? Can't I submit a plain text document?**

No, we will not accept plain text documents this year. There are two reasons why SIGGRAPH 2003 is asking authors to format their own submissions:

1. Control of the content. In the past, the SIGGRAPH editorial staff has sometimes required several file exchanges with authors to make sure all the details are correct, especially for sketches that include complex math.
2. Tight deadlines. The Sketches & Applications deadline is the closest to the conference, so there is serious last-minute pressure to get the Conference Abstracts and Applications produced and delivered to the printer. Requiring authors to submit print-ready versions of their sketches saves everyone time and energy, and it will assure accurate presentation of the authors' material.

**I want to submit a videotape with my sketch or application. Can it be in PAL format?**

Unfortunately, no. Our reviewers will typically not have access to equipment that can play such tapes. And the time between the submission deadline and when the jury meets makes it difficult for SIGGRAPH 2003 to convert the tapes. All video submissions must be in NTSC format.

**Do I really have to submit a videotape of my stuff?**

The power of a videotape during the jury process can not be stressed enough. The jury has very little time to read and review the myriad of submissions that we receive. Having the videotape answers many questions that the members might ask on just reading the sketch abstract. It is a shame if the phrase "I wish they had sent a video tape ..." is uttered during the jury session.

**What about authorship credits? Who gets them and where?**

Information about Sketches & Applications is presented in three locations:

1. The Conference Abstracts and Applications. All authors are listed here along with the one-page presentation abstract.
2. The SIGGRAPH 2003 Web Site. All authors are listed here along with a short summary of the presentation.
3. The SIGGRAPH 2003 Program & Buyer's Guide. All authors are listed in this publication along with a short summary of the presentation.

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We must receive your sketch or application and any additional materials (videotapes, for example), and you must complete your online [Sketches & Applications Submission Form](#), by **Wednesday, 12 March 2003, 5 pm Pacific time**. See detailed instructions below.

Sketches and applications that arrive after 5 pm Pacific time on Wednesday, 12 March 2003 will be returned to the authors without review.

Note: The Sketches & Applications 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 Sketches & Applications Submission Form](#) as soon as you decide that you will be submitting a sketch. (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 Send your sketch or application via the online submission system. If you are submitting additional materials, such as videotapes, please send them with your printed, signed form.

Faxed submissions will not be accepted.

3 You must submit a print-ready version of your sketch or application to the jury. We will only accept PDF submissions that are laid out according to *Conference Abstracts and Applications* specifications.

Prepare a PDF version of your sketch or application with the online ID in the title of the document (for example: "Rendering Hair (Online ID 402)". We will remove the online ID before your work is printed, but we need it in the document for the jury process.

The document should be one page in length, including figures. Please follow the [SIGGRAPH 2003 publication guidelines](#) exactly.

This document will be distributed to the reviewers. It is assumed that, if your

submission is accepted, this information is ready and formatted for publication. A good example of a one-page sketch is here: [sketches\\_222.pdf](#).

4 After your submission is complete, return to this Web site and complete the SIGGRAPH 2003 Sketches & Applications Submission Form. The title, keywords, and declared category that you include on this form must exactly match those of the document that you submit.

5 After you begin the submission process, you will be able to upload files by pressing the "Upload" button on your Online Submission Web page. Please upload:

A PDF file containing the print-ready version of your sketch or application described in 3 above. Please put your online ID in all filenames (for example sketches0239.pdf).

Even though the text and figures of the sketch are submitted electronically, every submitter must also send certain items by courier or postal service. These items must also arrive by the deadline:

- If your submission includes additional material, you are allowed three extra pages of text for supporting material that will not be published. You may either upload this material or send six (Animation Sketches and Art, Design, and Multimedia Sketches) or nine (Technical Sketches) copies.
- Animation Sketch submitters **must** send **six** copies of the visuals.
- If your Art, Design, and Multimedia Sketch involves animation, you must send **six** copies of the visuals.
- Technical Sketch submitters must send **nine** copies of any visuals.

Send your submission materials (items 6-9 below) to:

[Katerina Mania](#)

SIGGRAPH 2003 Sketches 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, 12 March 2003, 5 pm Pacific time or they will not be considered for SIGGRAPH 2003.

6 Presenters are encouraged (and sometimes required) to send videotapes documenting their work. The videotapes must be in NTSC format and should be edited for brevity and clarity. Each tape must be labeled with only the submission title and online ID number, and each must have its write-enable tab removed.

- Animation sketches **must** be accompanied by **six** copies of the tape illustrating the work.
- Technical sketch presenters who wish to send a tape must send **nine** copies of the tape.
- Art, Design, and Multimedia sketches must include **six** copies of the videotape. If your presentation is about something that involves animation, you **must** send a videotape.

7 **OPTIONAL:** Submissions may be accompanied by up to three extra pages of documentation describing the details of your presentation. Place the title of the work and your online ID number at the top of each page, and be certain to include page

numbers. This additional material will be distributed to the reviewers. Send six copies (nine if submitting a technical sketch).

8 OPTIONAL: Submissions may include six (or nine if submitting a Technical sketch) copies of an ISO-9660 formatted CD-ROM containing supplementary electronic material. Each CD-ROM must be labeled with only the sketch or application title and online ID number.

9 OPTIONAL: Special presentation requirements. Explain the requirements for hands-on demonstrations, special equipment, or unusual presentation techniques. Note: presenters are required to provide any equipment beyond the [standard SIGGRAPH 2003 configuration](#).

10 OPTIONAL: Use the [English Review Service](#) to help with the text of your submission!

11 If you still have questions, please review [Sketches & Applications Frequently Asked Questions](#).

### **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](#)

### **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 Sketches & Applications Committee will not be returned to the authors, although reviewers may optionally return submissions with written comments.

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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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<a href="#">Academic Exhibits</a>	1 November 2002
Early discount rate	31 May 2003
Final reservations	
<a href="#">Art Gallery</a>	8 January 2003
<a href="#">Computer Animation Festival</a>	12 March 2003
<a href="#">Courses</a>	8 January 2003
<a href="#">Educators Program</a>	22 January 2003
<a href="#">Emerging Technologies</a>	8 January 2003
<a href="#">Papers</a>	22 January 2003
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<a href="#">Student Volunteers</a>	26 February 2003
<a href="#">Web Graphics</a>	12 March 2003

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### [How to Submit Your Work]

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

### New for SIGGRAPH 2003

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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**SIGGRAPH 2003**  
SAN DIEGO

CONFERENCE 27 - 31 JULY

EXHIBITION 29 - 31 JULY

CONFERENCE

EXHIBITION

CALL FOR PARTICIPATION

PRESENTERS

MEDIA

REGISTRATION

&gt; 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.

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

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# SIGGRAPH Conference Volunteer Form

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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](#)

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## Personal Information

Name

Affiliation

Address (work/home)

Work Phone

Home Phone

Fax

Email

URL

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## 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?

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## 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](mailto:capstone@siggraph.org).

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