



SIGGRAPH 2003
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web graphics



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[Early Abstracts and Proposals](#)

31 October 2002

If you have questions, or if you are looking for feedback on your Web Graphics idea, contact the Web Graphics Chair by 31 October 2002.

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

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For SIGGRAPH 2003, Web Graphics continues as a forum for the best and the brightest Web-graphics talent to demonstrate and discuss the most innovative online work available, and the best place for interaction between Web professionals and the international computer graphics community. SIGGRAPH 2003 encourages Web Graphics submissions across all conference programs and events. This program is designed to complement, but not replace, traditional offerings of the annual SIGGRAPH conference.

SIGGRAPH 2003 invites your submissions to two coordinated programs in Web Graphics:

- Web Graphics Presentations: the latest techniques and noteworthy discoveries will be presented in short talks. Abstracts will be published in the SIGGRAPH 2003 Conference Abstracts and Applications.
- The new SIGGRAPH Web Expo invites you to submit novel and exciting Web-graphics content that will be considered for inclusion in a new Web-graphics gallery. The Web Expo will be launched to coincide with the opening of SIGGRAPH 2003, identifying the most noteworthy Web-graphics content of 2003 in one spectacular Web site.

These two programs are not exclusive. You can describe your work in a short talk and also submit it to the Web Expo. We expect that the technical and artistic efforts behind the most innovative Web sites are worthwhile topics for presentations. In some cases, we may ask a Web Expo submitter to provide a presentation to explain the site, and in other cases we may ask Web Graphics Presentations submitters to allow their content to be used in the Web Expo.

What are we interested in?

- Navigation, interaction, and usability
- 3D interfaces
- Artistic uses of graphics on the Web
- Applications of Web graphics in education, science, government, and industry
- Multi-user spaces
- Research and development
- Alternate devices
- Animation
- Games
- Motion graphics
- Works in progress that illustrate potential new directions in Web graphics
- Technical concerns of deploying across multiple platforms, borders, and languages
- Standards

The Web is the most public of media. And so, while anyone can view your work, we also want to know about your process. This is an unprecedented opportunity to share your ideas, abilities, triumphs, and experiments, both with Web-graphics professionals, and with the worldwide computer graphics community. More than ever before, the Web is a place where design and technology, art and animation, entertainment, education, and research all come together. It's a very exciting time; submit your work to SIGGRAPH 2003 and be part of this adventure.

[ALAN NORTON](#)

SIGGRAPH 2003 Web Graphics Chair
Colorado School of Mines

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[Early Abstracts and Proposals]

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

[Computer Animation Festival](#)

[Courses](#)

[Educators Program](#)

[Emerging Technologies](#)

[Web Graphics](#)

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

Early Abstracts

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

Early Proposals

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

Benefits of Early Abstracts and Proposals

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

Early Abstracts and Proposals are Not Required

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

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

Deadline

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

Please note that there will be no Creative Applications Lab (CAL) for 2003.

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[Submission Guidelines]

The Web Graphics program explores and celebrates the best in online graphics and interactivity. Sometimes the most convincing work must be seen or experienced to be understood. The Web Expo is an opportunity to present new and interesting work, with or without explanation. In the Web Graphics Presentations, we are interested in presentations that are process oriented, that go beyond just demonstrating new work and thoroughly explore a new tip, technique, or technology. These may be targeted at experienced Web-graphics professionals, cover fundamental issues for newcomers to the field, or cater to attendees technically adept in other aspects of computer graphics technologies, although perhaps not yet as experienced in Web graphics. We envision Web Graphics Presentations to be of two lengths: one will be 15-20 minutes long, the other 30-40 minutes. Both lengths of presentation will also include 10 minutes for questions and answers.

SIGGRAPH 2003 encourages Web Graphics submissions across all conference programs and events. This new program is designed to assist, but not replace, the annual SIGGRAPH conference's traditional offerings. For example, if you feel your submission is more suited to Courses or the Educators Program, feel free to submit there. If you have any questions about the correct program to submit to, please contact the [Web Graphics Chair](#), but remember that many of the other programs have far earlier submission deadlines.

How to Strengthen Your Proposal

Organize your proposal according to the [Submission Procedure Checklist](#).

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[Submission Procedure Checklist]

The first step is to begin the SIGGRAPH 2003 Web Graphics Submission Form. You will then be assigned an online ID number. Please put this on all submitted documents, files, and correspondence.

Your proposal must include:

- The SIGGRAPH 2003 Web Graphics Submission Form.
- A 30-word summary suitable for pre-conference publicity
- The URL for the submission. This should link to the relevant content as directly as possible. Please ensure that it does not delay the review process with lengthy registration procedures. Also, make sure that the URL will continue to function correctly until the end of the reviewing process (mid-April 2003). Note that, because this is a Web graphics program, the functionality of your Web site will be of particular interest to the reviewers. If the Web site is in development or is missing some significant functionality, make sure that you identify such discrepancies and explain what are your plans to correct them.
- A statement of any required software installations needed for browsing the Web site, plus any information required to configure client and/or server for the Web content.
- Offline content can be provided on CD-ROM.

Web Expo submissions require in addition:

- The name of the author and a list of all collaborators, contributors, and their affiliations.
- A one-page introduction to the Web site, describing any significant features of the Web site, setup instructions (for example, client software installations required), instructions for navigation, and any background material that is important for evaluation of the site.

Web Graphics Presentations require in addition:

- The name of the speaker and a list of all collaborators and their affiliations.
- A one-page abstract that clearly explains the work you have done (not just the project, but the aspect of the project you are planning to talk about) in sufficient

detail for evaluation.

- Your abstract should include one or two images and any necessary illustrations. Please put the title, authors, and online ID number on the first page of the abstract. The abstract will be distributed to reviewers. It is assumed that, if your submission is accepted, this information is ready for publication. For a good example of a one-page abstract, see this [Web Graphics abstract](#) from SIGGRAPH 2002.
- A one or two page statement of what you intend to say during your presentation.
- A detailed description of special presentation requirements. Explain 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](#).

Electronic Submission

After you begin your online submission, you will be prompted to upload your files. Please upload the following files: A PDF or ASCII file containing the materials described in Required Materials. Please number all pages and put your online ID in all filenames (for example webgraphics265.pdf). For inclusion in the printed documentation, please include one or two still images (at least 1200 x 1500 pixels, at least 300 dpi at 4 inches x 5 inches, TIFF or EPS file formats, Mac or PC platforms, with no compression). Please provide captions in a separate text file. Other uploaded materials are not guaranteed to be reviewed by the jury.

Supplemental Materials

CD-ROMs and other supplemental materials must be received before the Web Graphics submission deadline (12 March 2003, 5 pm Pacific time). Please send supplemental materials to:

Alan Norton
 SIGGRAPH 2003 Web Graphics Chair
 5475 Mark Dabling Boulevard, Suite 108
 Colorado Springs, Colorado 80918 USA
 +1.719.599.3734

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A jury of experts will review submissions to the Web Graphics program, both for the Web Expo and the Web Graphics Presentations. Presentation submissions will be evaluated according to: quality of abstracts and submissions, level of speaker expertise, technical relevance, and technical innovation. Web Expo submissions will be evaluated based on technical relevance and innovation, and artistic merit. Submitters should hear the results of the jury process by late April 2003.

Upon Acceptance

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](#)

In addition, we must receive signed SIGGRAPH 2003 Authorization Forms from ALL presenters (signature of parent or legal guardian is also required if contributor is under age 18). Presenters who have not submitted signed forms will not be allowed to present.

If your Web site is selected for inclusion in the SIGGRAPH 2003 Web Expo, you will be asked to provide a version of your Web site that can be linked from the SIGGRAPH 2003 Web site for one full year, with no access restrictions, and without commercial content. Alternatively, if your Web site requires only data download, you may provide a copy of your Web site on CD-ROM appropriate for copying onto the SIGGRAPH 2003 Web site.

If you are selected for a presentation in the Web Graphics Presentations, you will be asked to provide any late-breaking revisions to your submitted abstract or visuals. You will also be asked to submit your abstract 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.

[Presenter Recognition](#)

A summary of what you will receive if your work is accepted by SIGGRAPH 2003. The SIGGRAPH 2003 Web Expo will include credits and author biographies on the Web site. Abstracts of Web Graphics Presentations will be published in the SIGGRAPH 2003 Conference Abstracts and Applications. One Conference Access pass and one copy of the *Conference Abstracts and Applications* and the Conference Abstracts and Applications CD-ROM will be given to one designated contributor for each Web Graphics Presentation and Web Expo Site.

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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

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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.

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Academic Exhibits	1 November 2002
Early discount rate	31 May 2003
Final reservations	
Art Gallery	8 January 2003
Computer Animation Festival	12 March 2003
Courses	8 January 2003
Educators Program	22 January 2003
Emerging Technologies	8 January 2003
Papers	22 January 2003
Sketches & Applications	12 March 2003
Student Volunteers	26 February 2003
Web Graphics	12 March 2003

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[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.

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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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[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

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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