

siggraph 2007

FACE TOMORROW

Conference: 5–9 August 2007

Exhibition: 7–9 August 2007

San Diego Convention Center,
San Diego CA USA

Sponsored by ACM SIGGRAPH
www.siggraph.org/s2007

ComputerGraphics
WORLD

Post



Communications
"Our Goal is Your Success"

Produced by COP Communications

Images courtesy ACM SIGGRAPH and Blizzard Entertainment Cinematics.

SIGGRAPH 2007 Committee

Conference Chair

Joe Marks - Walt Disney Animation Studios

Art Gallery

Vibeke Sorensen, Chair - University at Buffalo
Lina Yamaguchi, Associate Chair - Stanford University

Computer Animation Festival

Paul Debevec, Chair - USC Institute for Creative Technologies

Courses

Sara McMains, Co-Chair - University of California, Berkeley
Peter-Pike Sloan, Co-Chair
Microsoft Corporation

Development Donations Coordinator

Pete Braccio
Monterey Bay Aquarium Research Institute

Educators Program

Janese Swanson, Chair - The Art Apprentice

Emerging Technologies

Kathy Ryall, Co-Chair
Mitsubishi Electric Research Laboratories (MERL)
John Sibert, Co-Chair
The George Washington University

FJORG!

Patricia Beckmann-Wells, Chair - DreamWorks Animation SKG
Samuel Lord Black, Co-Chair - Autodesk

GraphicsNet

Swaroop Shivarajapura, Chair
Purdue University

Guerilla Studio

Rebecca Strzelec, Chair
Penn State Altoona

International Resources

Kirsten Cater, Co-Chair
University of Bristol
Scott Lang, Co-Chair
Bergen County Academies

IP Marketplace

M.K. Haley, Chair
Disney New Technology
Patricia Beckmann-Wells, Associate Chair
DreamWorks Animation SKG

Outreach and

XSV: Ex-Student Volunteer Mentoring

Janet McAndless, Chair
Mitsubishi Electric Research Laboratories (MERL)

Panels & Special Sessions

Jessica Hodgins, Co-Chair
Carnegie Mellon University
Jerome Solomon, Co-Chair - Industrial Light & Magic

Papers

Marc Levoy, Chair - Stanford University

Publications

Stephen N. Spencer, ACM SIGGRAPH Director for Publications
University of Washington

Sketches & Posters

Marc Alexa, Co-Chair - Technische Universität Berlin
Adam Finkelstein, Co-Chair
Princeton University

Student Volunteers

Matylda Czarna, Chair - The Bakersfield Californian

In Store at SIGGRAPH 2007

"SIGGRAPH is about rampant diversity." These are the words of Joe Marks, vice president of technology at Walt Disney Animation Studios in Burbank, CA, and conference chair for SIGGRAPH 2007. "You will find dozens of great new ideas, artworks, and products every day at the conference. It's a true intellectual and sensory feast."

Attendees who absorb what is presented at SIGGRAPH should feel completely caught up with all that's relevant to their vocation in the computer graphics and human-computer interaction fields, Marks explains. "If that's the feeling that most attendees have at the end of the conference, then I'll be happy."

"SIGGRAPH has been and remains the focal point of my career," admits Marks, who has worked in computer graphics and interactive techniques since 1983. "I can stay current in all my areas of interest simply by spending one week a year at the conference."

Marks and the SIGGRAPH 2007 team put forth a special effort to curate or invite content to augment the juried works in most of the programs. "I'm hoping that attendees will notice greater novelty, quality, and relevance in this year's content across the board," Marks mentions.

"We also worked hard to attract more co-located events, which will allow attendees to dig deeper into select topics." (For more on events, see pg. 3.)

In addition to the return of the Job Fair, SIGGRAPH 2007 features two experimental programs sure to draw considerable attention. FJORG! is a live contest designed for animators, whereas IP Marketplace is a service devised to connect inventors with innovators capable of turning novel, marketable ideas into new products and services. (For more on FJORG! and IP Marketplace, turn to pg. 10.)

"Novel display and camera technologies continue to be important in the technical programs, as they have been for the last three years," explains Marks. "The convergence of the technologies used in games and CG movies is another continuing trend. The globalization of digital art is a prominent theme this year in the Art Gallery, Computer Animation Festival, and the Guerilla Studio. Finally, the seemingly insatiable demand for educational opportunities in CG is again evident at various venues."

Also unique to the 2007 event, featured speakers will appear in lieu of the single-person keynote address. Glenn Entis, senior vice president and chief visual and technical officer, Electronic Arts, will present "Recent Accomplishments and Upcoming Challenges for Interactive Graphics in Videogames," whereas author and comics artist Scott McCloud will deliver his talk, entitled "Comics: A Medium in Transition."

"A career in CG is still an attractive option for many young people, even though the competition is intense," Marks says. "If you want to remain relevant as an artist, a business professional, or a technologist, invest the time to acquire new skills and knowledge. Attending SIGGRAPH is the best way to do just that."



Joe Marks



Photo courtesy Timothy Hursley.

Registration

Attendees can register for SIGGRAPH 2007 online at www.siggraph.org/s2007, or in person at the show in Hall H of the San Diego Convention Center during the following times:

Saturday, August 4 1 – 7 p.m.
Sunday, August 5 7:30 a.m. – 6 p.m.
Monday, August 6 8 a.m. – 6 p.m.
Tuesday, August 7 8 a.m. – 6 p.m.
Wednesday, August 8 8 a.m. – 6 p.m.
Thursday, August 9 8 a.m. – 3:30 p.m.

*For more information, contact SIGGRAPH 2007
Registration Management at:*

Phone 877.244.4432 or +1.301.698.2510
Fax +1.301.694.5124
E-mail registration@siggraph.org

ACM SIGGRAPH

SIGGRAPH 2007 is sponsored by the Association for Computing Machinery (ACM) SIGGRAPH, an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for lifelong learning, career development, and professional networking.

For ACM SIGGRAPH membership information, contact:



ACM SIGGRAPH

ACM
Phone +1.212.626.0500
Fax +1.212.944.1318
E-mail acmhelp@acm.org
Web site www.siggraph.org



THE ORPHANAGE

Iron Man
Live Free or Die Hard
Fantastic Four: Rise of the Silver Surfer
Pirates of the Caribbean: At World's End
The Last Mimzy
Grindhouse
The Host
Superman Returns
Pirates of the Caribbean: Dead Man's Chest
Night at the Museum

theorphanage.com
hollywood/san francisco/vancouver

Co-located Workshops and Events

Five in-depth, industry events related to computer graphics and interactive techniques will take place throughout San Diego in cooperation with ACM SIGGRAPH. For specifics about each, visit www.siggraph.org/s2007 or the corresponding Web sites below.

Emerging Display Technologies

(EDT, www.edt2007.org)

Saturday, August 4, 9 a.m. – 5 p.m.

San Diego Convention Center, Room 3



Graphics Hardware 07

(GH, www.graphicshardware.org)

Saturday and Sunday, August 4 and 5, 9 a.m. – 5 p.m.

Hilton San Diego Gaslamp Quarter Hotel

Fifth International Symposium on Non-Photorealistic Animation and Rendering

(NPAR 2007, www.NPAR.org/2007)

Saturday and Sunday, August 4 and 5, 8:30 a.m. – 5:30 p.m.

San Diego Convention Center, Room 10



Sandbox: An ACM SIGGRAPH Videogame Symposium

(SAND, <http://sandbox.siggraph.org>)

Saturday, August 4, 9 a.m. – 8 p.m.

Sunday, August 5, 9 a.m. – 3 p.m.

San Diego Convention Center, Rooms 29A-D, 30AB

Symposium on Computer Animation

(SCA, www.siggraph.org/sca2007)

Friday and Saturday, August 3 and 4, 8:30 a.m. – 5 p.m.

Wyndham San Diego

Art Gallery: Global Eyes

Expanding awareness of people and nature; illuminating the role of digital media in shaping, extending, and reflecting world views and cosmologies; exploring ecological, social, and political issues in imaginative and innovative ways; and fostering respect, tolerance, and empathy among people and nations—these are the goals, and the achievements, of the artwork to be displayed in the SIGGRAPH 2007 Art Gallery.

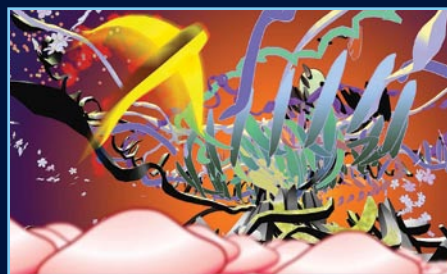
With the theme “Global Eyes,” this year’s Art Gallery has been coordinated by Vibeke Sorensen (chair) of University at Buffalo and Lina Yamaguchi (associate chair) of Stanford University.

Global Eyes presents juried and curated work in the following categories:

- ⊙ Animation
- ⊙ Artists Books
- ⊙ Art Panels
- ⊙ Art Papers
- ⊙ Digital Performance
- ⊙ Installations
- ⊙ Monitor-based Work
- ⊙ Wall-based Work



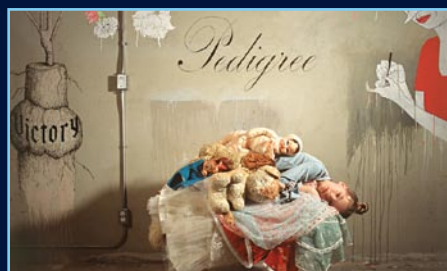
Till Nowak



J. Walt Adamczyk



Olaf Arndt



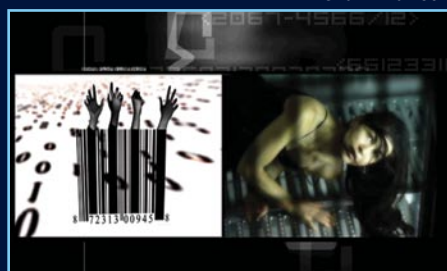
Davida Kidd



Masakazu Takano



Shawn Lawson



Michael Masucci

Computer Animation Festival



Paul Debevec

When Paul Debevec, computer graphics researcher with a Ph.D. in computer graphics, attended SIGGRAPH for the first time in 1994, he was amazed with virtually every aspect of the show. “All things having to do with computer graphics—the academics, art, commercial, all the different things people were doing with graphics—were under one roof,” Debevec enthuses.

The highlight of the show for Debevec, however, was the Computer Animation Festival and, in particular, the 1994 Electronic Theater. Like other Electronic Theaters before and since, the 1994 event showcased an incredible spectrum of content—eye-catching visual effects to budding research finds to beautiful works of art to amusing animated shorts—all put together and providing a snapshot of the state of the art in the field. At that moment, he knew he wanted to be involved. Soon, his own films were featured in the illustrious Electronic Theater; and now, he finds himself entrusted with the responsibility of chairing the SIGGRAPH 2007 Computer Animation Festival.

Just as Debevec’s enthusiasm is perhaps unpar-

alled, this year’s Computer Animation Festival may prove unrivalled. “This year is marked by a number of different firsts,” Debevec explains. “In particular, we saw a huge surge of submissions. We had markedly larger numbers of submissions in the real-time, art, and commercial areas. It’s a far more representative show.”

2007 is a breakout year for video game content and visual effects reels in the Electronic Theater, which also features more than eight minutes of real-time material. “It’s an indication that computer graphics which can be rendered in real time has an unprecedented level of quality and, by virtue of being in the Electronic Theater, it’s something people need to be aware of and following to stay current in the field.”

Among the strong content in this year’s Computer Animation Festival are three entertaining, high-production-value studio shorts. “We have Pixar’s film “Lifted,” directed by Gary Rydstrom; the latest *Scrat* animation from Blue Sky Studios, “No Time for Nuts;”



Copyright 2007 Valve Software.



Hochschule der Medien, Univ. of Applied Sciences Stuttgart



Studio Mansarda



Copyright Carnegie Mellon University.



Supinfocom/Premium Films



Supinfocom/Premium films

and a funny film with amazing production value, character design, and effects called “A Gentleman’s Duel” from Blur Studio,” says Debevec.

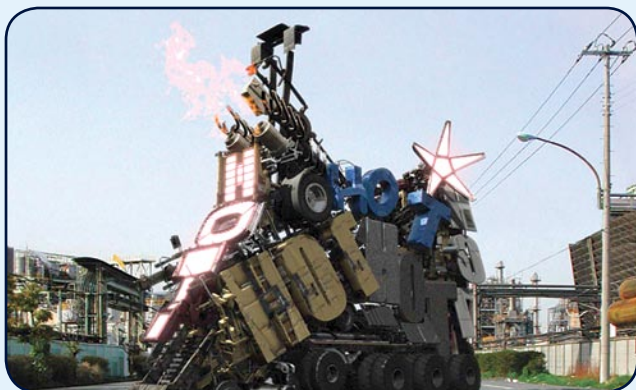
2007 also proves an impressive year for independent shorts, which garnered the top three honors at the year’s SIGGRAPH Computer Animation Festival (see “And The Winners Are...”). Moreover, this is the first year the committee has accepted high-definition material as part of the jury process. It gave the jury a chance to build an especially representative show.

Still a mystery is the interactive fun in store for Electronic Theater attendees at the start of each showing. “We’re still putting things in place,” says Debevec, “but I can reveal that it’s an interesting and fun nod to the past, and one in keeping with the real-time content and representation of the video game industry in the show.

“I am looking forward to a show that from beginning to end shows us things that we have never seen before,” admits Debevec. “Hopefully people will look back on the show and see a snapshot of the state of the art in computer graphics—the art, technology, hopes, and dreams. I hope that it gets your head spinning and makes you reevaluate what you think is possible: what artistry can envision, what research can enable, what industry can accomplish; and that it opens up the mind to figure out what will take us into the future.”



Blizzard Entertainment Cinematics



Space Shower TV

And The Winners Are ...

Best of Show—Ark

Grzegorz Jonkajtys and Marcin Kobylecki
www.thearkfilm.com, Poland

An unknown virus has destroyed almost the entire human population. Oblivious to the true nature of the disease, the only remaining survivors escape to the sea. In great ships, they set off in search of uninhabited land untouched by the deadly virus. So begins the exodus, led by one man...



Award of Excellence—En Tus Brazos

François-Xavier Goby, Edouard Jouret, and Matthieu Landour
Supinfocom Valenciennes, France

A remarkable tale of the greatest tango dancer of the 1920s, who finds himself confined to a wheelchair after an unfortunate accident. Thanks to his loving wife, he recovers the use of his legs just in time for the most magical dance of his life.



Jury Honors—Dreammaker

Leszek Plichta
Institute of Animation, Visual Effects, and Digital Post Production
Filmakademie Baden-Württemberg, Germany

In the past, this talented dreammaker created the most beautiful dreams for people. Now, he lives in solitude focused on only one purpose—the creation of a special dream—his dream...

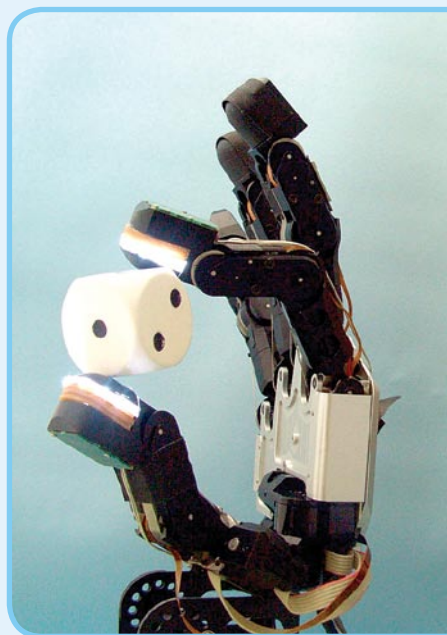
SIGGRAPH 2007 Computer Animation Festival Stats

Total entries..... **905**
(20 percent more than 2006)

Accepted entries **39** Electronic Theater,
93 Animation Theater

Countries represented: Australia, Canada, France, Germany, Israel, Japan, New Zealand, Poland, South Korea, Spain, Switzerland, United Kingdom, USA

Emerging Technologies



The Emerging Technologies program

highlights some of the most unique, creative, and ground-breaking technologies and applications in the industry. On display at SIGGRAPH 2007 will be innovations in the areas of displays, robotics, input devices, interaction techniques, computer vision, wearable computing, data and scientific visualization, bio-technology, graphics, collaborative environments, and design.

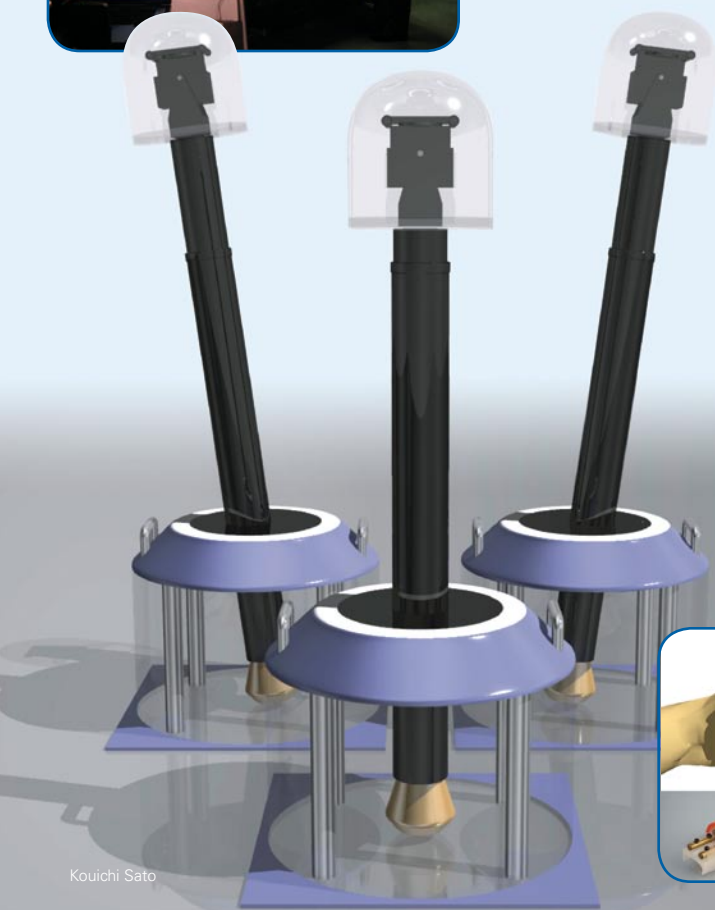
Overseeing the SIGGRAPH 2007 Emerging Technologies segment are co-chairs Kathy Ryall, principal technical staff at Mitsubishi Electric Research Laboratories (MERL) Technology Lab, and John Sibert, professor at The George Washington University's Department of Computer Science.

The Emerging Technologies team of industry experts selected 23 technical, thought-provoking installations from 75 submissions that hailed from six countries, including France, Hungary, Italy, Japan, Korea, and Sweden.

Of the accepted pieces, seven feature display technologies, five incorporate haptic technologies to enable interactivity, and at least eight boast additional curated technologies.

"From an academic perspective, SIGGRAPH is a critical venue for paper publication. I believe SIGGRAPH has one of, if not the, lowest acceptance rates of any computing conference—the work presented here is of journal quality," Ryall says. Additionally, the SIGGRAPH conference provides a unique opportunity due to its hands-on nature. Many of its programs—most notably Emerging Technologies, Guerrilla Studio, and the Exhibition—showcase cutting-edge technologies and provide the chance to experiment firsthand with them—oftentimes sparking a new avenue of research or exploration."

"The SIGGRAPH 2007 Emerging Technologies program provides a unique look into the future capabilities of computer animation technologies in very practical, everyday environments," Sibert mentions. "This

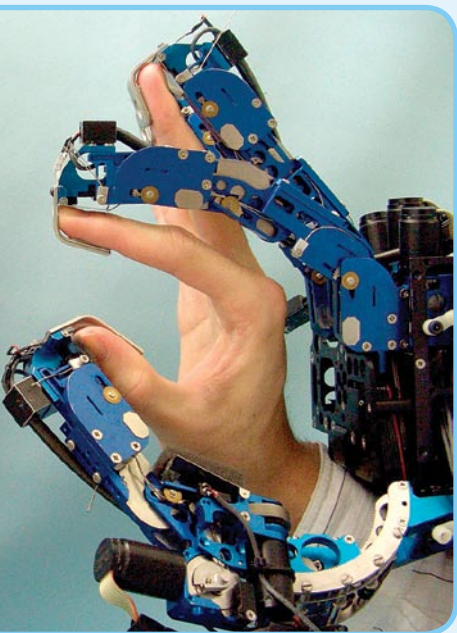


Takuji Nanumi

Bruno Raffin

Kouichi Sato

Kouta Minamizawa



Katsunari Sato

year's selection of technologies explores how advanced computer technology significantly impacts human interaction."

This year's Emerging Technologies section focuses on digital innovations that promise to change the way we work, live, and play in the near future (10 years maximum). The 2007 program also contains a record amount of curated content, which highlights such areas as sensor and video technology, robotics, and display technology.

The 2007 Emerging Technologies team received 75 submissions, of which 23 were accepted. Thirteen were accepted from Japan, five from the United States, and one each from Korea, France, Italy, Sweden, and Hungary.

To qualify for Emerging Technologies, submissions should stand out in one or more dimensions: as a cutting-edge technology that breaks new frontiers, a "killer" application that everyone will want, or an engaging user experience for attendees (also known as the "wow factor").

Each year, the Emerging Technologies content seems to grow stronger and stronger, and this year is no exception, say Ryall and Sibert. They want attendees to enjoy their experience, but their larger goal is for Emerging Technologies to inspire and excite people in their work and their lives.

The SIGGRAPH 2007 Emerging Technologies program includes:

String Walker

Hiroo Iwata, University of Tsukuba

String Walker is a locomotion interface that uses eight strings actuated by motor-pulley mechanisms mounted on a turntable. String Walker enables users to maintain their positions while walking in various directions in virtual environments. Proprioceptive feedback for walking is not provided in most virtual environments.

Gravity Grabber: Wearable Haptic Display to Present Virtual Mass Sensation

Kouta Minamizawa, The University of Tokyo

The Gravity Grabber is a new form of ubiquitous haptic interaction that delivers weight sensations of virtual objects. Gravity Grabber is derived from the novel insight that fingerpad deformation provides a reliable sensation of weight even when proprioceptive sensation is absent. The goal of this project is to meet the increasing demand for realistic haptic feedback with a simple haptic display that can present realistic sensations of objects.

TransPen & MimeoPad: A Playful Interface For Transferring a Graphic Image to Paper by Digital Rubbing

Woohun Lee, Korea Advanced Institute of Science and Technology

With novel drawing tools, children and adults can use rubbing motions to transfer a digital image directly to paper and produce a drawing with a personal touch and natural texture, just as in traditional rubbing.

CoGAME: Manipulation by Projection

Kazuhiro Hosoi, The University of Tokyo

CoGAME is an example of an application enhanced by the "manipulation-by-projection" technique. This cooperative game enables players to visually and intuitively control a robot with projectors. Players interchangeably move and connect their projected images to create a path that leads the robot to its goal.

An Interactive 360-Degree Light Field Display

Andrew Jones, USC Institute for Creative Technologies

This display renders the light field of an object—with correct geometric, accommodation, and vergence cues in a horizontal plane—by rendering and projecting imagery at 5000 frames per second onto a spinning anisotropic reflector. Motion-tracked vertical parallax is then employed to allow for unrestricted 3D movement with correct geometric cues.

Also of note are:

- Fibratus Tactile Sensor
- GlowBots: Robots That Evolve Relationships
- Prakash: Lighting-Aware Motion Capture for Dynamic Virtual Sets
- Lensless Stereo-Microscopic Imaging
- The Sound of Touch
- TORSO: Completion of Egocentric Telegnosis System
- Transparent Cockpit
- BYU-BYU-View: A Wind Communication Interface
- Freqtric Game
- Fuwapica Suite
- Grimage: Markerless 3D Interactive Haptic Telexistence
- Holographic and Action Capture Techniques...and more!

Fjorg!

“SIGGRAPH has given me the freedom to be a maverick, which in turn has influenced my professional work for the better,” acknowledges Patricia Beckmann-Wells, FJORG! chair and DreamWorks Animation SKG professional. Whether nature or nurture is the cause, Beckmann-Wells is an enthusiastic, inventive, passionate, and driven member of the computer graphics community with a keen understanding of and insight into animation students’ wants and needs.

In just more than a decade, Beckmann-Wells has impacted the industry by working as an animator on feature film, television, and Internet projects; assisting in the creation of and chairing the largest animation program in the country; and managing professional development and training departments at Disney and DreamWorks Animation. She continues this trend in her role as a SIGGRAPH 2007 program chair, launching a new inventive event called FJORG! (pronounced “forge”).

A unique graphics event modeled after “The Iron Chef” and the brainchild of Beckmann-Wells and assistant chair Samuel Lord Black of Autodesk, FJORG! is a 32-hour animation contest that challenges 15 three-person teams to create at least 15 seconds of animation based on a theme and assets to be revealed at the event. Teams will be judged on story and movement, as well as on team management and strategy. The added benefit to FJORG! is that industry recruitment is vying for the talent.

The “iron animator” event is sponsored by DreamWorks Animation, but all studios are invited to provide mentors, speakers, and judges. This year, the event is only for animators and storytellers, but future events are likely to cover a range of disciplines.

“Everyone will be inspired by the enthusiasm born out of this event,” Beckmann-Wells predicts. “The event will be full of humor, cheering, and suspense. Mentors will feel good about sharing advice, and participants will make connections to other talented people they may know the rest of their professional career. The audience will witness the rise of the new film genius. Recruiters will be lurking. Hopefully, this event will share the thrill of the teaching experience, inspire more people to be mentors, and bring dedicated animators out into the open to show the world what they can do.”

IP Marketplace

“My professional work, much like SIGGRAPH itself, has always interwoven creative, technical, and innovation throughout,” says M.K. Haley, SIGGRAPH 2007 IP Marketplace chair. Haley has been involved with SIGGRAPH since 1989—or since before she had a career, as she tells it.

Haley, who manages collaboration technologies and initiatives for Walt Disney New Technology and New Media, was entrusted with the position of chair after the unfortunate and untimely death of the original chair, Bill Kovacs. “Bill had done a great job of setting up the mission of the IP Marketplace,” she explains. “He defined what it should (and should not) be based upon thorough research, as well as his own experience with intellectual property. With Bill’s great foundation and my own history with the organization, I was able to hit the ground running on this important initiative.”

IP Marketplace, making its debut at SIGGRAPH 2007, is a listing service for intellectual property. Inventors and owners of patents, software libraries, circuit cores, and so on can list them for sale or license in exchange for a nominal fee. IP listings are available online now, and will be presented in poster format at SIGGRAPH 2007. Potential buyers can peruse the listings and contact sellers in person at the conference to potentially purchase or license them. The details of each deal will be decided solely by the buyer and seller.

“No other place in our industry has such a fantastic mix of academic, business, industry, creative, and technical people, all with something great to share with each other,” Haley says. “It seemed natural to develop a tool and a program to facilitate these sorts of pairings. Smaller research labs and academics may not have the expertise or business models in-house to monetize their IP in the fullest way possible. Meanwhile, there are plenty of folks with the expertise and strategy just looking for good ideas. It seemed natural to broker the introductions.”

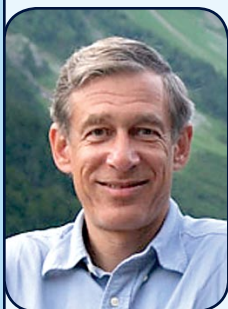
IP listings can be viewed online at www.creativeheads.net/ipmarketplace.

“It is an ongoing online initiative, it does not just live in one space and time, and it will serve to connect our community before, during, and after the conference,” Haley notes. “If one piece of IP finds a good home as a result of the IP Marketplace, it’s a wholly invaluable initiative!”

Papers

The SIGGRAPH Papers program is an international forum for disseminating new scholarly work in computer graphics. Each year, industry professionals are invited to submit high-quality papers that promise to set the standard in the field and stimulate future trends.

SIGGRAPH 2007 Papers chair and professor of Computer Science and Electrical Engineering at Stanford University Marc Levoy, together with a three-person Papers Advisory Board and 54-person Program Committee, accepted a record number of papers this year. Of 455 papers received, the Papers Committee accepted 108, translating to an acceptance rate of 23.7 percent, the highest since 1984. These papers span the core areas of modeling, animation, rendering, and imaging, but also touch on related areas such as visualization, computer vision, human-computer interaction, and applications of computer graphics, says Levoy.



Marc Levoy

New this year, paper presentations are limited to 20 minutes and will be followed by five minutes of discussion with the session chair serving as moderator. Attendees can submit questions to discussants electronically or via passed notes.

"One trend I've seen is a continuing increase in the number of papers related to imaging, both still photographs and video," Levoy notes. "One buzzword we're hearing a lot about these days is 'computational photography.' It was the topic of recent issues of IEEE Computer and IEEE Computer Graphics and Applications, and it is the subject of a sizeable fraction of the papers at this year's conference. We are also seeing a continued convergence of the computer graphics and computer vision fields."

On being the Papers program chair for SIGGRAPH 2007, Levoy says: "It's a huge amount of work, but also a great source of satisfaction. The impact of individual SIGGRAPH papers may not be known for years."

Visit www.siggraph.org/s2007 for specifics about presentation speakers, topics, dates, locations, and times.

Exhibition and Exhibitor Tech Talks

Hundreds of technology companies in the industry present their latest hardware systems, software tools, and creative services at the SIGGRAPH 2007 exhibition over a period of three days, August 7 through 9.

During the exhibition and exhibitor tech talks at SIGGRAPH 2007, attendees gain the opportunity to test-drive software, hardware, and systems; witness new creations and computer graphics and interactive techniques made possible by the latest solutions and technologies; and enter into one-on-one conversations about how specific applications can improve professional and technical performance. Visit www.siggraph.org/s2007 for the complete Tech Talk schedule.



Partial List of Exhibitors

1642	1 Beyond, Inc.	623	e-on software, inc.	727	Pixar Animation Studios
749	3D Consortium	1823	Electronic Arts Inc.	1742	Pixellexis Systems & Technology
409	3dMD/3Q	238	Electrosonic Systems Inc.	915	Pixelogic, Inc.
1851	5DT (Fifth Dimension Technologies)	1745	EON Reality, Inc.	521	PNY Technologies, Inc.
412	A K Peters, Ltd.	815	eyeon Software Inc.	424	Point Grey Research Inc.
343	Aberdeen LLC	139	Field Emission Technologies, Inc.	151	Polhemus
153	Academic Superstore LP	1815	Flat Pyramid	1515	Purdue University, Department of Computer Graphics Technology
937	Academy of Art University	243	Florida Interactive Entertainment Academy	249	RapidMind Inc.
1523	Act-3D, B.V.	112	Form Fonts	1829	Reallusion Inc.
1737	Activision	115	Forum8 Co., Ltd.	1629	REALVIZ S.A.
736	Addison-Wesley Professional	1720	Frantic Films Corporation	946	RedEye RPM
010	Aguru Images, Inc.	952	Freedom of Teach	851	Renderosity
611	AJA Video Systems Inc.	843	Future Publishing Limited	721	Rhythm & Hues Studios
1102	AMD	927	Gnomon, Inc.	421	Ringling College of Art and Design
448	American Paper Optics, Inc.	203	Google	145	Robert McNeel & Associates
252	Andersson Technologies LLC	028	Graduate School of Culture Technology	116	Sandio Technology Corporation
436	Animation Magazine Inc.	351	Hash, Inc.	408	Savannah College of Art and Design
1837	ANIMATIONMENTOR.com	103	Hewlett Packard Company	341	Scalable Display Technologies
947	Animazoo	148	HighRES, Inc.	106	Seefile Software LLC
637	Anthro Corporation	026	IBRIX, Inc.	127	Side Effects Software Inc.
651	Apace Systems Corporation	137	IdN Magazine	503	Softimage Co.
1746	ARC Science Simulations	327	IEEE Computer Society	1840	Solid Modeling Solutions
240	ARRI Inc.	1814	Immersion Corporation	146	Solidscape, Inc.
1215	Art Institutes, The	746	Immersive Media Corp.	1414	Sony Pictures Imageworks Inc.
629	auto.des.sys, Inc.	1629	Inscape	845	Sound Ideas
703	Autodesk, Inc.	303	IntegrityWare, Inc.	1725	SpheronVR AG
747	Axceleon Inc.	329	International Academy of Design & Technology	428	Springer
313	Ballistic Media Pty. Ltd.	1615	InterSense	1643	Stash Media Inc.
1551	Barco	1529	Isilon Systems, Inc.	853	Supacam
403	Bell Computer	1741	ITT Educational Services, Inc.	1543	Syfflex LLC
347	BITMICRO Networks, Inc.	128	IWANE Lab, LTD.	149	T-Splines, LLC
1819	Blue Box ME	942	John Wiley & Sons, Inc.	1826	TechViz
215	Blue Sky Studios, Inc.	836	JourneyEd.com	442	TeraRecon, Inc.
209	BlueArc Corporation	227	Khronos Group	837	Texas Memory Systems
1436	BOXX Technologies, Inc.	1637	LAIKA	317	The Cleveland Institute of Art
450	Brigham Young University	152	Lightspeed Design, Inc.	110	The University of the Arts
1110	Bunkspeed, Inc.	1124	Lucasfilm Ltd.	236	The3DShop.com
1841	CEA - Haption	1118	lynda.com, Inc.	647	Thomson Course Technology
416	cebas Computer GmbH	1428	Massive Software	738	THQ Inc.
741	Center for Computation & Technology at Louisiana State University	617	MAXON Computer Inc.	506	Tippett Studio
325	CGAL Project, The	748	Measurand Inc.	006	Tobii Technology AB
221	Chaos Group	443	Mercury Computer Systems, Inc.	1724	Toon Boom Animation, Inc.
349	Cinalit, Inc.	420	millimeter	102	Torcomp, Inc.
643	Cogswell Polytechnical College	1721	Mitsubishi Electric Research Laboratories	502	Total Immersion
1818	Collins College	715	Morgan Kaufmann/Focal Press Publishers	1547	Triple Squid Software Design
1719	Contour Design, Inc.	527	Motion Analysis Corporation	307	Turbo Squid, Inc.
1645	Corel Corporation	1229	Mova	418	Vancouver Film School
840	Cosmic Blobs - Dassault Systemes S.A.	603	NaturalMotion Ltd.	237	Verari Systems, Inc.
850	Craft Animations and Entertainment AB	1621	NaturalPoint Inc.	902	Vicon
745	Creaform 3D	248	NEC Display Solutions of America, Inc.	545	Virtools SA
114	Create Magazine	440	New York University - CADA	142	VisMasters
740	Cycling '74	1237	NewTek, Inc.	118	VR Times Co., Ltd
641	DataDirect Networks Inc.	653	Nexstar	821	Wacom Technology Corp.
1729	Digimax, Inc.	1537	Next Limit Technologies	827	Walt Disney Animation Studios
842	DigiPen Institute of Technology	1723	Noren Products Inc.	136	Wolfram Research, Inc.
321	Digital Anarchy	413, 513	NVIDIA Corporation	1853	WorldViz LLC
921	Digital Domain, Inc./D2 Software, Inc.	1828	Objet Geometries, Inc.	309	Xerox Corporation
551	Digital Media Arts College	737	Okino Computer Graphics, Inc.	109	Xsens Technologies B.V.
1444	Digital-Tutors	742	PI. Engineering, Inc.	948	Z Corporation
402	Dimension 3D Printing	844	Panoscan Inc.	449	Zygotte Media Group, Inc.
427	e frontier, Inc.	1451	PhoeniX Technologies Incorporated		
		337	PipelineFX, LLC		