SIGGRAPH, the largest computer graphics conference in the country, will be hosting its first ever conference abroad. SIGGRAPH Asia 2008 will be hosted in Singapore from December 10-13. The call for participants has begun, SIGGRAPH is looking for everything from technical papers to sketches and posters. Renderosity would love to have as many members as possible participate. Below you will find information direct from SIGGRAPH on how to submit your particular piece of work:

Media: Renderosity Art Community
Issue Date: Friday, 4 April 2008

Art Gallery
The Art Gallery welcomes submissions of printed, interactive, and networked digital art in 2D, 3D and 4D. The program is especially interested in submissions that explore the ways in which digital art can engage and involve the viewer. Digital art is a unique medium where artists can combine traditional artistic techniques with new technologies. SIGGRAPH encourages artists to explore the possibilities of this medium and create works that are both visually exciting and conceptually intriguing.

Computer Animation Festival
1. The official Competition program, which is a juried selection of "the best of the best," showcasing works that provide insight into current trends in computer-generated animation. 2. A special Conceptual Programming will showcases notable films, from classics to experimental productions of the future. The Computer Animation Festival includes an exciting collection of world-class animated works. Professional artists, animators, and researchers from around the world are invited to participate. You can read the full submission requirements and submit your work.

Sketches & Posters
Cover a broad spectrum of topics including digital art, design, science, and engineering. It encompasses ideas ranging from specialization to multidisciplinary projects. This festival welcomes students, practicing professionals, and researchers from around the world to submit their work. SIGGRAPH encourages the exchange of ideas and techniques and provides a platform to showcase the work of young and established artists.

Technical Papers
High-quality papers that set the standard in the field of computer graphics and stimulate future trends. Accepted papers will be published in SIGGRAPH Asia 2008 and published as a special issue of ACM Transactions on Graphics. The deadline for submission to the SIGGRAPH Asia 2008 technical papers program is 28 May 2008. You can read the full submission requirements and submit your work.

There are other exciting opportunities for the computer graphics community, including coursework, education program and emerging technologies. You can read about the entire Call for Participation at SIGGRAPH Asia's website. This conference is in addition to the SIGGRAPH members who were selected to participate in the conference.

If your work is accepted, let us know! We would really like the opportunity to highlight our members that were selected to participate in the conference.

Member Options:
By Event on 4/12/08
I am a member of Renderosity Art Community. If I do not see the option for my type of submission, could you please add it to the list? Thanks.

Member Options:
4/15/08
I am a member of Renderosity Art Community. If I do not see the option for my type of submission, could you please add it to the list? Thanks.
All those links under "Art Gallery" are submission links and info.
Hope this helps :) —Jeni

By: diami403 on 4/7/08
Did someone say Sauron??

By: Kimberly3D on 4/12/08
Wow! I can’t wait to sound some work!

Do you know someone else who would like to see this?
Your Email:
Their Email:
Comment:

[Will be included with e-mail]

Send it off!