

Courses Fact Sheet

Chair:

Tony Apodaca, Pixar Animation Studios

Conference: Wednesday 16 December – Saturday 19 December

Exhibition: Thursday 17 December – Saturday 19 December

The Facts

- The SIGGRAPH Asia 2009 Courses Program received 39 submissions, of which 25 are accepted. This is an increase of 39 percent in submissions and 28% in acceptance rate as compared to SIGGRAPH Asia 2008.
- The Courses program covers a wide range of topics, from introductory computer graphics to state-of-the-art rendering techniques, from practical tools for artists to tricky technical strategies for feature film production.
- For the very first time in SIGGRAPH history, it will be featuring bilingual Courses in English and Japanese, with some Courses being taught exclusively in Japanese

A Quote from the SIGGRAPH Asia 2009 Courses Chair:

"The SIGGRAPH Asia 2009 Courses Program has made its selections of over 25 courses to be presented at the conference. The courses cover a wide range of topics, from introductory computer graphics to state-of-the-art rendering techniques, from practical tools for artists to tricky technical strategies for feature film production, and a few special surprises as well. Attendees with interests in animated film production, video game production, and hands-on hardware hacking will be especially interested in the program that we've put together this year. And, for the very first time in SIGGRAPH history, we will be featuring some courses presented bilingually in both English and Japanese, and in some cases, exclusively in Japanese. We hope that this new feature of SIGGRAPH Asia will make the Courses Program and the Conference more interesting and accessible to the large home-town audience, while still retaining a fully-featured and compelling program presented in English for our distinguished world-wide audience."

SIGGRAPH Asia 2009 Courses Program highlights include:

- **The Look of Up**

Pixar Animation Studios

Lead Technical Directors from Pixar will explore the process of creating the visual language of the blockbuster movie *Up*. Starting from the inspirations

and desires of the Director and Art Directors, they will show how the camera work, modeling, shading and lighting were designed and implemented, to create a film which had a unique and highly stylized appearance.

- **Sketching Interfaces for Computer Graphics**

University of Tokyo/ JST ERATO

University of Tokyo Associate Professor Takeo Igarashi, winner of the 2006 SIGGRAPH Significant New Researcher Award, will present a fabulous talk on the other half of SIGGRAPH's charter: "Interactive Techniques". He'll discuss his world-famous Teddy system, as well as newer systems for using sketching as an UI paradigm for design, modeling, and animating.

- **Let's Make a Tennis Game!**

SEGA Corporation

Author Hirayama Takashi of Sega Corporation will take students step-by-step through the process of making a simple 3D video game, complete with game physics, graphical effects, sound, and lighting. In just a few hours, students will create a complete, albeit simple, game that really plays!