Many research papers about CG have been presented at SIGGRAPH. Although an organizer has prepared various supplementary events such as exhibition, art gallery, and animation festival to persuade people to join in, the main event is presentation of research papers. Total 320 research papers were presented and among them 59 technical papers were accepted. Kurt Akeley, chair of technology papers, said that he can see the future throughout SIGGRAPH Asia. Also he emphasized that “CG will take the level of technology up by unification of several technologies.”