ACM SIGGRAPH Annual Report for FY 2010

Awards Committee (Jim Foley)

In 2009 the following awards were given:
Steven A. Coons – Robert L. Cook
Computer Graphics Achievement Award – Michael Kass
Significant New Researcher Award – Wojciech Matusik
Distinguished Artist Award for Lifetime Achievement in Digital Art - Lynn Hershman Leeson and Roman Verostko

Finance Committee (Jeff Jortner)

SIGGRAPH FY10 Budget Report

Opening Fund Balance: $5,059,388 Closing Fund Balance: $2,366,956

Major Income Areas

Dues: $226K Publications (includes DL): $307K
Interest: $13K
SVR Sales: $83K
Contributions : $4K

Major Committee Expenses

Executive Committee (Includes EC Travel, Project Manager, and Special Projects [Siggraph ASIA]): $185K
Publications: $190K
Education: $15K
Information Services: $36K
Chapters: $35K
Arts: $3K
Communications (includes Village and SOMA costs): $68K
SVR: $132K

Conferences

SIGGRAPH 2009: - $1,970K (loss)
All small conferences: + $22K profit
SIGGRAPH Asia 2009: - $501K (loss)

Conference Advisory Group for SIGGRAPH Conference (Jackie White)

New Orleans, LA - SIGGRAPH 2009, the world's premier conference on Computer Graphics and Interactive Techniques, welcomed 11,000 artists, research scientists, gaming experts and developers, filmmakers, students, and academics from 69 countries around the globe to New Orleans this week. In addition, more than 140 industry organizations exhibited at SIGGRAPH 2009. In fact, exhibits experienced the largest percentage of international participation in more than 10 years.

"We are thrilled with the high-quality of the content and the high-energy buzz amongst conference attendees as well as the diverse, creative vibe of this fabulous city," said Ronen Barzel, SIGGRAPH 2009 Conference Chair. "Not unlike other technology-based conferences this year, we were impacted by the current economy. However, the feedback from those that came was awesome and in watching the chatter on our social media channels this week, those that could not make the trip this year are vowing to find a way to make it to SIGGRAPH 2010 in Los Angeles."

In all, more than 965 speakers participated in the conference, which featured more than 150 talks, sessions, panels, papers, presentations, and screenings. Highlights from SIGGRAPH 2009 included: Keynote presentations from industry experts representing this year's additional content focuses on Music and Audio, Games, and Information Aesthetics:

Randy Thom, pioneer in sound and two-time Academy Award® winner with Skywalker Sound Will Wright, video game designer, creator of Spore™ and The Sims series Steve Duenes, Graphics Director, The New York Times Company The renowned SIGGRAPH Computer Animation Festival, highlighting juried and curated animation content from around the globe.

Winners in several categories included:

- Best in Show Award Winner: French Roast, Fabrice O. Joubert, The Pumpkin Factory, France

- Jury Award Winner: Dix, BIF Production, The Mill, United States

- Jury Honorable Mention: Alma, Rodrigo Blaas, Cecile Hokes, Spain

- Student Prize Winner: Project: Alpha, Matthias Bjarnason, Christian Munk Sorensen, Nicolai Slothus, The Animation Workshop, Denmark

- Well Told Fable Prize: Unbelievable Four, Sukwon Shin, In Pyo Hong, United States

A newly expanded focus on video games brought a mass of exciting gaming and real-time rendering content to SIGGRAPH 2009 including content exploring Real-Time Rendering as part

of the Computer Animation Festival, Game Papers, and SIGGRAPH's first game development competition, GameJam!.

Technical Papers, the premier global forum for presenting ground-breaking research from today's leading experts, covered the core topics of computer graphics, such as modeling, animation, rendering, imaging, and human- computer interaction, and also explored related fields of audio, robotics, visualization, and perception by presenters from all around the globe - from the Czech Republic to Japan.

Art Paper presentations on topics exploring the creation of art and its place in society, helping people understand the changing roles of artists and art creation in the increasingly computerized, online world. SIGGRAPH 2009 collaborated with Leonardo, (The Journal of the International Society of the Arts, Sciences and Technology) to publish the SIGGRAPH 2009 Art Papers in a special issue.

Conference Advisory Group for SIGGRAPH Asia Conference (Thierry Frey)

SIGGRAPH Asia 2009 – a kaleidoscope of digital media experiences Yokohama, Japan, 19 December 2009 – The city of Yokohama became the focal point for the digital media, computer graphics and interactive techniques community in Asia and the world this week. As the four-day SIGGRAPH Asia 2009 drew to a close, approximately 6,500 visitors from more than 50 countries all across Asia and globally made their way to Pacifico Yokohama to participate in the region's largest display of the latest in computer graphics, interactive techniques, and digital media and content.

More than 500 artists, academics, and industry experts presented a vibrant array of thought-provoking works, breakthrough ideas and radical innovations at SIGGRAPH Asia 2009. "We are thrilled with the success of SIGGRAPH Asia 2009. Since its debut in Singapore last year, SIGGRAPH Asia has become a highly anticipated digital media and content show for enthusiasts and digital media professionals throughout Asia. The increased enthusiasm we see this year is also an endorsement of the quality of works presented at SIGGRAPH Asia," said Masa Inakage, Conference Chair, SIGGRAPH Asia 2009.

Accelerating knowledge-sharing and transfer Leading experts in the field of animation, computer graphics, digital media production, robotics and interactive techniques were also on hand at SIGGRAPH Asia. Through more than 200 talks, workshops and panels including three Featured Speaker sessions, SIGGRAPH Asia 2009 successfully connected enthusiasts and future talents in the digital media industry with established professionals and academics in the computer graphics and interactive techniques field.

A total of 400 experts from universities such as Hong Kong University of Science and Technology, Stanford University, Tsinghua University and The University of Tokyo as well as

corporations including Pixar Animation Studios, Imagica and Sony Pictures Imageworks offered their insights, experiences and speculative ideas at SIGGRAPH Asia 2009.

The Computer Animation Festival honors the finest works. Always a highpoint at SIGGRAPH and SIGGRAPH Asia, the winners of the Computer Animation Festival Best of Show Award and Best Technical Award received their prizes on 17 December 2009. The winning pieces were chosen by a panel of industry experts based on their commendable use of computer-generated imagery, animation and storytelling. A total of 79 animation pieces, from 16 countries were screened at the Festival.

The award winners are:

Best of Show Award: Anchored by Lindsey Olivares, Ringling College of Art and Design
This production truly deserves the Best of Show title for its innovative and creative expressions of emotions. The skillful integration of sound, character design, art direction and typography creates a beautiful, heartfelt piece that captured the judges' attention and won their commendation.

Best Technical Award: Assassin's Creed 2, by Istvan Zorkoczy, Digic Pictures
This work was selected for its distinct mastery of the finer points in 3D computer graphics production. Incredibly detailed and realistic main characters, clear cinematography, amazing surfacing, and world-class rendering made this a standout piece.

Japanese Works Well-Represented
Leveraging on its presence in Japan, the second largest computer gaming market in the world, SIGGRAPH Asia included many well-known names in the gaming industry such as Sega Corporation, Square Enix Co., and Namco Bandai Games Inc. On the exhibition floor, the Advanced Robotics Lab pavilion showcased a dazzling display of robotics. A special program to market the Japan debut of SIGGRAPH Asia, the Advanced Robotics Lab invited visitors to glean from the cutting-edge technologies that Japan has to offer in the field of robotics, such as human-like robots with the appearance and performance similar to humans, home-assistant or domestic help robots, and guide robots for the visually impaired. In addition, household Japanese brands Sony, NEC and JVC also showcased 3D displays and high-end screens for both industry as well as future use by consumers.

Japanese works were also well-represented in the Emerging Technologies program, representing nearly half of the 27 installations. Among the notable displays from Japan are * Kaidan: Japanese horror experience in Interactive Mixed Reality from Ritsumeikan University * Another Shadow, a collaboration between Takeo Igarashi of The University of Tokyo and Hisato Ogata of Leading Edge Design * SCHEMA, a multi-party interaction-oriented humanoid robot by Waseda University. "There is great variety and creativity demonstrated in this year's Emerging Technologies program – from display technologies and virtual reality, to gestural interface innovations and robotics. Pointing towards future applications that will be cheaper and simpler

to use, you can see the momentum is building for the digital do-it-yourself revolution. For instance, there are displays showcasing instant broadcasting through live video mixing, toolkits that make it easy to assemble your own electronic devices, and new forms of music jamming," said Lars Erik Holmquist, Chair, Emerging Technologies program, SIGGRAPH Asia 2009.

Converging Diversity
A hot-pot of the best and latest in computer graphics and interactive techniques, SIGGRAPH Asia 2009 offered participants a mind-blowing array of the best ideas and possibilities in the digital media field. The Art Gallery program drew both interest and curiosity with innovative installations such as Artificial Nature, a bio-inspired, immersive art installation; Swiss-Japanese collaboration Happy Wear that brought a tee- shirt or a bag to 'life' through animation; A Head of View, a new approach to player navigation and manipulation of game space through video tracking of body movements; and the sensual Light and Shadows display by WOW from Japan.

Said ACM SIGGRAPH President Scott Owen, "Asia is fast becoming a focal point for the digital media industry. SIGGRAPH Asia 2009 expands opportunities for the computer graphics and interactive techniques community from within and out of Asia to network and experience the vibrancy of the industry in this region. Through these interactions, we hope to spark new ideas and breakthroughs that will further seal Asia's spot as a hub for the world's most creative talents."

The next edition of SIGGRAPH Asia will take place in Seoul, Korea, on 15-18 December 2010. SIGGRAPH Asia 2010 will be chaired by Ko Hyeong-Seok, Professor at the School of Electrical Engineering in Seoul National University, Korea. Professor Ko's research focus is in the reproduction of clothes, hair, fluids, and deformable solids. His new fluid simulation method was presented at this year's SIGGRAPH Asia Technical Papers program and as part of the Electronic Theater program.

Professional and Student Chapters (Scott Lang)

The ACM SIGGRAPH Professional and Student Chapters continue to be the largest network of SIG Chapters within the ACM organization. Fifty chapters exist in over fifteen countries around the world. During the last year, we chartered new Professional Chapters in Rio Grande (New Mexico / US), Bangalore (India) and Austin (Texas, USA), We also have several chapters In-Formation, including one which is very close to being chartered in Taipei, Taiwan.

Professional and Student Chapters Committee (PSCC)
We have continued to focus the duties of those on the Chapters Committee over the last year. In addition to the positions outlined last year, we have added the following during 2009 – 2010:

Student Chapters Sub-Committee
At SIGGRAPH 2009, two recent Student Chapter leaders, AJ Christensen and Madelin Woods, stepped forward to take charge of this sub-committee. Over the last year, they have worked to

contact all of our existing and probationary Student Chapters. With this information, we are developing a sub-network to encourage a greater exchange of information and collaboration between our Student Chapters.

European Chapters Council
Mashhuda Glencross is heading up this effort and organized our first meeting at SIGGRAPH 2009. One of the products of this gathering was the SIGGRAPH 2009 CAF Tour which Carlye Archibeque organized in the fall of 2009.

Web Site Guidelines
For the first time since web sites became the primary means of communications for our chapters, we now have a set of guidelines for the ACM SIGGRAPH Chapters. Eric Paquette, chair of the Web Site Committee, has worked with his committee and the chapters network to finalize this document. We will now work through the 2010 – 2011 year to make sure that all chapter web sites adhere to these guidelines.

SIGGRAPH 2009 Podcasting / SCOOP Collaboration
For the last four years, a team of chapters' volunteers has attended the conference and helped in the production of a variety of video segments. Last year was our most successful venture yet, as we partnered with the SIGGRAPH 2009 Podcasting Director, Jim Hillin. We were able to produce and upload 20 podcasts on site with another six longer-form SCOOP venue overviews finalized post-conference.

All our segments were uploaded to the ACM SIGGRAPH YouTube channel (http://www.youtube.com/siggraph). These videos covered a range of topics, from interviews with the keynote speakers to venue spotlights to attendee interviews. In addition to these videos, we also produced four promotional videos for SIGGRAPH Asia, recorded the Student Volunteer Orientation and produced a DVD (overnight) that was used by SVs to review the orientation session, and recorded the Pioneers Reception speaker.

For SIGGRAPH 2010, our team will continue to work with the SIGGRAPH Podcasting Director. We have already been asked to record and produce many more segments this year so we are very excited to see what SIGGRAPH 2010 has to offer.

Associate Membership Program
The NYC and Paris Chapters continue their work with this system and we are now at the point where we are able to add new chapters. These include Silicon Valley (USA), Madrid (Spain), and Cascade (Portland, USA). Over the last year, credit card processing has been added and is in use by the NYC Chapter. We have also added a Technical Profile Area which will allow us to capture member information in areas such as Job Title, Areas of Interest, and Volunteer Availability. Having this bank of information will allow our chapters to identify areas of interest amongst their members and this will help them to plan better events within their program calendars.

SIGGRAPH 2009 Conference Activities

The ACM SIGGRAPH Chapters are involved with many activities at each year's conference. The single most important event for the chapters is the Chapters Development Workshop that is held the day before the conference officially opens. Last year's workshop drew approximately 35 chapter leaders from all around the world. In addition to our usual sessions, we tried our very first Logistics Fair. Modeled after the conference Logistics Fair, it allowed each chapter to meet with the different members of the Chapters Committee and ACM representatives to ask questions and exchange information in a very short amount of time.

The session was very successful and as a result will be a part of our SIGGRAPH 2010 Chapters Development Workshop. Over the course of the conference week, the Chapters hold several public meetings. One such meeting is the Professional and Student Chapter Start- Up Meeting. Last year's meeting drew over 20 interested individuals. We also had several chapter-specific meetings. These included one for our Web Site Committee, one for our Student Chapters, and one for our European Chapters.

The annual Chapters Party was held at the "Generations Hall" nightclub. Over 1,900 people attended this event. For the third year in a row, we also hosted and funded the annual Student Volunteer Alumni Reunion. Attendance was excellent and saw a major surge from the two previous events; close to 100 people attended this activity.

Program Year 2009 – 2010

During the 2009 – 2010 year, our chapters were very active. Total chapter membership around the world is between 2,600 and 3000 professional and student members. Total attendance at chapter events (from those chapters reporting) is over 17,000 people during the course of the year. Events range from lectures to screenings, multi-day conferences to art talks.

Some examples of topics covered over the last year include: "Aliens Among Us: The VFX Behind District 9", "Computer Vision and Computer Graphics for the Analysis of Fine Art", "Illustrators: Analog to Digital", "Computer Graphics in Protein X-ray Crystallography and Drug Discovery"", "The Democratization of 3D Cinematography", "To Middle Earth and Back", and "Virtual Cityscapes: Recent Advances in Crowd and Traffic Simulations". These are just a few examples of the hundreds of presentations that are hosted by the chapters each year.

Over 15 chapters presented the SIGGRAPH 2009 CAF DVDs. In addition, several chapters also presented the SIGGRAPH Asia 2008 and 2009 Electronic Theater DVD. The Chapters Committee helps to support these screenings financially (when possible). Collaboration with other groups is also important for the chapters network. Over the last year, our chapters have worked with groups that include the following: RIT School of Design, Escuela Da Vinci, Hong Kong Comics and Animation Federation, Thai Association of Computer Graphics and Animation (TACGA), National University of Singapore, Visual Effects Society (VES), Fashion Institute of Technology (FIT), The International Academy of Design and Technology – Detroit, Bogota Film

Festival, Electronic Arts, Casual Games Association, and Tourism Vancouver, just to name just a few.

Digital Arts Committee (Jacquelyn Ford Morie)

The DAC has over 450 members on our Ning social networking site! There is a constant buzz of activity there with well over 1500 artists' works being featured on the front page in an ongoing slide show, along with postings, events, blog entries and conversation between the artist members. The NING site became a fee-based, rather than free site this year. We have decided to pay the $499 annual fee to allow the momentum to continue, as it is only about twice what we were paying to keeps the site ad free up until now. Ad-free is included in the new payment structure. We have also started a FaceBook group and have over 300 members there.

The Traveling Art Show continues to be a challenge. The remaining artworks being stored at the Freeman warehouse in Anaheim have been inventoried but it has been slow going to find the artists and return the work. Even with contact, some artists have not been there when the work is delivered, resulting in it being returned to us, and wasting what little funding we do have to return works. With the recent extremely reduced funding it is expected that this process will take a few years now, rather than several months. We interviewed a number of highly qualified candidates for the core committee this year and formed a vibrant new group to lead the DAC into the future.

The SIGGRAPH Digital Arts Community Committee Core Board now comprises: Jacquelyn Morie, Chair. Cynthia Beth Rubin, Li Qin Tan, Greg Garvey, Hye Yeon Nam, and Patricia Galvis-Assmus. Our new Production Assistant is Darold Davis. The new DAC Expert Advisors are: John Hyatt (Global Outreach), Copper Giloth (Digital Art History) and Sue Gollifer (Organizational Outreach).

Since Jacquelyn Morie has been elected to the ACM SIGGRAPH Executive Committee, finding a new Chair for the DAC will be part of the new year's work. We are looking forward to another great year!

Education Committee - education.siggraph.org - (Marc Barr)

Through this annual report, the ACM SIGGRAPH Education Committee aims to help the SIGGRAPH community become more familiar with its year-round education and conference based activities, and seeks to demonstrate ways in which passionate members of the community can participate. The past year brought important changes to our format and contents. The pages of this 2010 Annual Report contain detailed descriptions of the various activities of our subcommittees and also presents an elaborate celebration of the spectacular work of students from around the globe who participate in our prestigious annual juried competitions.

The SubCommittees Curricular and Instructional Resources is responsible for managing the Curriculum Knowledge Base (CKB), the Computer Graphics Educational Materials Source (CGEMS), the cgSource education resource collection, visualization education, and the Digital Art Curriculum Framework project.

Community Building and Support administers the Education Committee Website, the Education Index, Games and Interactive Media, Primary / Secondary Education (P/SE), the Undergraduate Research Initiative, and all Global Outreach, and Conference Activities.

SpaceTime conducts the SpaceTime student competitions and exhibitions.

For a comprehensive report of all activities please see (http://education.siggraph.org/conferences/annual-conference/siggraph- 2010/annual-report/).

Information Services Committee (Jenny Dana)

The Information Services Committee (ISC) provides information services support to the ACM SIGGRAPH community. Our responsibilities include managing/maintaining the siggraph.org servers infrastructure (software/hardware), managing the infrastructure of the ACM SIGGRAPH organization website, handling community (volunteer, contractor, member) requests for access to installed technologies, evaluating and installing new technology offerings both by request and proactively, acting as a liaison on technical tasks between ACM SIGGRAPH, ACM, contractors (Q, Talley, etc.).

The ISC does not develop large scale applications internally though we serve as a technical support resource when such systems are being developed by a group within the community. For example, the Drupal site for S2010. Website content is provided and maintained by the client committees Conference, Arts, Communications, Chapters, Education, Publications, S3 either as a sub-section of the siggraph.org site or on an independent site. Management and decisions about content are the responsibility of the Communications committee especially for sections that don't have a clear owner and provide information to the ACM SIGGRAPH members such as News, Social Networking buzz, general Membership/Committee/Organization Information, inquiries from members via webmaster of a non-technical nature.

In practice, many of these tasks are being handled by ISC which puts an extra strain on our resources or they are falling through the cracks. The ISC is made up of a core team of two part time paid consultants - Ken Bauer - system administrator, Viveka Weiley - web design consultant. The role of CMS consultant (renamed from Plone Consultant) was cut from the FY2010 budget, it was requested again for FY2011, so is currently unfilled. The budgeted hours for the two remaining consultants was also reduced for FY 2010 causing an increased workload for the volunteers and a reduction in our capacity to improve existing systems or rapidly deploy new systems (e.g. FAQ, Drupal site, Google Docs integration).

Ken is supported from two system administrators from his company, Eduardo Romero and Belia Romero. The two paid consultants are supported by a number of volunteers including the ISC Chair - Jenny Dana, ISC past-chair - Thierry Frey, Leo Hourvitz - application/utility expert and sysmgrs, John Michael Pierobon - events calendar.

The sysmgrs are a team of approximately 20 dedicated volunteers/contractors including representatives from the EC and ACM's system administration team who monitor, discuss and handle requests from the community. However only a small subset of these 20 people work on any ISC tasks/projects (4-5), so this can be somewhat misleading in terms of available resources. It is possible and desirable to expand this volunteer pool. However it must be done with care to only include experienced, talented, careful and trusted new volunteers since they require some level of training and privileged server access to do most useful tasks.

ISC Activities

- Sysmgrs meeting and wrap-up held at S2009. Annual sysmgrs meetings arranged for SIGGRAPH 2010
- Submitted FY 2011 Budget for ISC
- Submitted ISC annual, mid-year and Viability reports to the EC
- ISC representatives met with chapter leaders during S2009 and SA2009 and staffed a Chapters workshop logistics fair station. This will be continued for S2010 and possibly SA2010.
- Introductory presentation of ISC services to the S2011 committee and S2010 pre-conference meetup were canceled due to budget cuts - should consider making this part of annual conference budgets since it is important for communication flow and helps reduce last minute scrambles on technical projects that don't get communicated to ISC.
- 100% budget freeze with the exception of contracted invoices and sysmgrs/S2010 attendance for chair/sysadmin/webmaster.
- Organization tasks included streaming media solutions investigation (video), media storage (video, audio, images), Social Media maintenance, FAQs link, new website, software/website task force, Mint and Analytics stats access/maintenance, content updates, events calendar, Encore support, reduce annual website maintenance work - by reducing references that require updates (for example specific year/person mentions), Plone2 editor fix.
- New Drupal install/maintenance used for conferences websites and intended for new siggraph.org website. Also being evaluated for use for Treasurer financial reporting.
- WordPress MU (Multi-user) trial completed and is now available to chapters and other groups.
- Helpdesk requests from Talley/Koelnmesse for conferences lists, aliases, redirects, schedulers, submission deadlines for SIGGRAPH and SIGGRAPH Asia.
- Additional technical advice and assistance on database requests during papers submission, and new conference interactive scheduler PDF generation.

Standing Committee Support

- Chapters - setup chapter electronic services, advise website sub- committee on new guidelines, implement new chapters directory, Scoop/Podcasting e-services.
- Communications - advice and assistance for siggraph-announcements initiative, Drupal mock-up from new site design ideas, server access and information for new content person, answered/forwarded inquiries made via webmaster alias.
- Education - discussion of options for migrating Education site off of Plone2
- S3 - electronic services setup for S3 web presence, adding new chair info to appropriate webpages
- Publications - assistance with trying to recover some lost website content
- Arts - updated some outdated links

Social Network Stats

- 3211 LinkedIn ~25% increase in join requests
- 1752 Facebook - successfully consolidated into two primary (ACM SIGGRAPH group and SIGGRAPH Conferences fan-page, excluding affiliate pages)
- 3200 Twitter (joint organization/conferences primary feed) ~30% increase in followers this past year
- YouTube (channel views: 11,224, upload views: 245,603) - Scoop, Conferences, International Resources Podcasts - primary content creators

Webmaster Report (Viveka Weiley)
Contracted for 50 hours per month (budget reduced to 30 hours per month)

1. Content & Design Maintenance: 20 hours per month - Content, information architecture and visual & interaction design updates (adding & editing pages, sections and templates). - Odd tasks such as updating archived content, Plone disaster recovery, updating the Wiki templates, updating the web stats engines, mailing list management, making banners for the social sites (facebook, youtube).

2. Help: 5-10 hours per month - Assisting users: setting up accounts - Assisting teams such as SIS, newsletter, education - Responding to Webmaster enquiries These tasks are ongoing, and have no beginning or end date. However some others do:

3. Pre-conference and conference activities: 100 hours. - Pre-conference support activities: updates, redirects, logins, wiki and blog config etc. - Support and training for content contributors during conference Three weeks before the conference content maintenance and assistance requests begin to ramp up, totalling perhaps 10 hours that week, 20 hours the next, 30 the week before the conference and then of course full-time during the conference week.

4. Migration of leftover original website content sections to plone. These were generally sections without a clear content owner (jobs, CG resources, travelling art show, art & design). Completed August 2009. Approx. 40 hours.

5. Plone 3: Approx 60 hours. * Setup completed August 2009. * Skin design & implementation: completed September 2009 * Plone 3 content migration: - has been cancelled in order to evaluate shift to Drupal.

6. New site visual design: approx 40 hours. Presented to committee members at SIGGRAPH 2009, but since cancelled in order to focus on Drupal migration.

7. Drupal: Approx 70 hours. * Drupal setup - January 2010 (10 hrs) * Templating, info architecture, configuration for new Drupal site - February 2010 (10 hrs) * Testing Drupal extensions and theming - March 2010 (10 hrs) * Drupal content management & IA research - April 2010 (10 hrs) * Implement Drupal site to committee spec. - May 2010 (30 hrs) The bulk of my responsibilities involve a large variety of ongoing maintenance tasks and helping users. While I was contracted at 50 hours per month, those took approximately 30 hours per month, leaving 20 hours for work on new projects, such as the initial design and setup of the plone site, setup of the wiki, and work on committee websites. With the budget cut to 40 and then 30 hours, the maintenance tasks are still essential, and as the number of sites has increased and the main site has grown their number has increased. However with efficiency measures and increased help from the committee chair they now take around 25 hours per month, leaving 5 hours for work on new projects, such as the design and setup of the Drupal site. This is still clearly not enough. The proposed Drupal shift presents the opportunity to revisit information architecture and design decisions.

Moving the intranet portions of the site to a separate system is eminently sensible. However ACM SIGGRAPH is a large organisation with a lot of activities and a lot to communicate. Any redesign should be undertaken as a main project, not a side activity. Use case scenarios should be written. Business goals should be set; requirements gathered. Card sorting and other contextual investigations into user understanding of the site structure should precede large-scale modifications to the information architecture.

The current budget and volunteer base allows us to maintain what we have, and to set up new sections when we have eager volunteers to run them (e.g. education, arts, chapters). I am happy to work as a volunteer to progress new sections of the site, but my efforts alone are not going to get us big new things quickly. If we want to move faster on new projects, then we need to devote more resources to them. Commercial rates for this kind of expertise and work are high, so perhaps the right answer is to recruit more volunteers for these projects. I don't know the answers, but I do know that there is a lot more demand for web projects than there are currently resources to meet that demand.

System Administrator Report (Ken Bauer)

Contracted for approx. 30 hours per month

#1 Drupal setup and support for SIGGRAPH conference and SIGGRAPH Asia. This includes SIGGRAPH 2010, 2011 and the Asia 2010 conferences. Lots of discussion and support with the web design team of the conferences for this. This is about 40% of our time from my team on this project.

#2 System maintenance and support. Keeping the systems updated, responding to account and mail setup requests. This is about 50% of our time from my team on this project.

#3 Plone maintenance and planning for the migration. We have not done any migration but the movements on Drupal seem to point in that direction. This build of Plone for the main site needs to get moved. Whether manually or some systematic approach, it needs to get moved off. This is about 7% of our time from my team on this project. #4 Authentication systems. We already had authentication with ACM logins for the SIGGRAPH wiki. We have done a proof of working setup on a Drupal install and are currently working on getting this working for our Plone3 installs. This is about 3% of our time from my team on this project.

Membership and Communications Committee (Kathryn Saunders)

Kathryn Saunders, Chair
Hans Westman, e-Quarterly Editor
Claudia Chagui, Booth Manager, Photographer
Newly recruited: Teresa Hardy, Website Strategist

Project Background and Description The Communications and Membership Services Committee oversees the content development of the siggraph.org website as well as membership communications and benefits procurement. The Communications Chair is also in charge of the ACM SIGGRAPH Village at both conferences as well as content capture. Membership: The economic downturn during the past few years has proven to be a difficult time for both the conferences and for ACM SIGGRAPH. Although conference attendance and membership is down, we still enjoy a high degree of loyalty from the computer graphics community who consider SIGGRAPH their academic 'home' and an important social base.

Hence, the membership downturn appears to be a function of the economy and not one of loyalty. Including an ACM SIGGRAPH membership as part of the cost and benefit of a full-conference pass is something that I highly recommend go forward in the next year, at least for the SIGGRAPH conference. Member Benefits: Membership and Member Benefits needs to be an organization-wide endeavour. I would urge the Executive Committee to encourage cooperation and communication not only between the different committees within in the organization but within the Conference and the Organization as well.

If both the conference and the organization were mandated to be on the look-out for membership benefit opportunities, and communicating those opportunities to the Chair, it would go a long way to encourage membership through increased member services and benefits. I have enlisted a new recruit to assist in the market analysis and development of member benefits. We will be working on a report to the Board for the upcoming EC strategy meeting in October.

Outcomes:

Branding

- Changing the perception of ACM SIGGRAPH: This has been a major focus over the last three years. The aim has been to move the perception of ACM SIGGRAPH from an 'evil empire' devoid of humanity to an international organization that is worth belonging to.

- A major component of the re-branding has centered on 'populating' visible assets with photos of members, including the Village booths at both SIGGRAPH and SIGGRAPH Asia as well as the ACM SIGGRAPH booth in Shanghai. In addition, the member graphics have been used for an Asia-centric and a North Amercian centric ACM SIGGRAPH 'Member Resource Guide' promotional pamphlet. The member photographs are taken at the conferences at a photography booth located in the Village.

- We are proposing to include a different 'featured member' on the website to reinforce our image as a member-focused diverse international organization

- We have received extremely positive feedback from the SIGGRAPH community

Communications

- Announcements Listserv. Based on the SIGCHI model, and with ACM's help and the implementation strategy of the ACM SIGGRAPH sysmanagers team, ACM SIGGRAPH now has an Annoucements Listserv. Anyone in the SIGGRAPH community can post, but the listserv is moderated by Kathryn Saunders , Jean Michael Pierbon and Teresa Hardy.

- Siggraph.org website: The overhaul of the ACM SIGGRAPH organization website has begun. We are currently developing a proposal that will go to the Executive Committee for review. Issues such as drupal vs. plone, information architecture, site sustainability, branding and user experience are being examined in addition to two different 'scopes of work' and the monetary and implementation implications of each. At paramount importance is communicating to our community the remarkable things this organization does, and engaging them to participate. We are proposing to possibility of creating new content as well linking and leveraging various off-site content from both SIGGRAPH and

non-SIGGRAPH sites. It is my hope that the e-Quarterly will be folded into the website content in a more strategic way. Possible Website Committee Members Recruits: Etta Di Leo, writer (confirmed) Samuel Lord Black, website content updating (in discussion)

Publications Committee (Stephen Spencer)

It's been a year of belt-tightening and change, but documenting the content presented at our sponsored events is Job #1, and we continue to do that, to the best of our abilities. Fewer events are opting for printed proceedings, replacing them with CD- ROM or DVD-ROM deliverables.

The annual conference has a number of changes in its documentation:

- Technical Papers videos are now user-prepared and included as auxiliary material on the Full Conference DVD-ROM and in the ACM Digital Library, replacing the "Technical Papers Video" DVD discs. (For SIGGRAPH 2010, this resulted in a one-disc reduction in the size of the Full Conference DVD-ROM publication.)

- TOG subscribers will receive a "special issue" DVD-ROM publication with technical papers and their auxiliary material, replacing the printed proceedings which have been sent to them in years past. ACM is implementing an automated copyright form delivery system, and I hope to test it out with a smaller, sponsored event soon. This new system would require authors to deliver their copyright forms and third-party material permission documentation directly to ACM for review. I continue to work with Deborah Cotton at ACM on the complex issues surrounding appropriate uses of third-party material in technical papers and other documentation.

We continue to look at alternatives to the deliverables now produced for the SIGGRAPH Video Review program, and hope that we can make substantive progress in that area soon.

ACM SIGGRAPH Student Services Committee (Lou Harrison)

The ACM SIGGRAPH Student Services Committee (S3) serves as a resource and information hub for ACM SIGGRAPH Student Members, and other students who volunteer their time for ACM SIGGRAPH activities, such as the conferences' Student Volunteer programs.

Since formation in 2007, S3 has been working to organize a core of key volunteers and resources who will provide year-round information and services to the students we serve. This year, Lou Harrison continued as chair of the committee.

The following is the current committee:

Student Services Manager (Josh Grow)

Mentoring Lead (Sarrah Vesselov)
Technical Lead (Nico Gonzales)
Academic Coordinator (Open)
Industry Coordinator (Mikki Rose) in addition to himself as chair and Jim Kilmer as our founder, advisor and unofficial member.

Since last year's annual report, S3 has been involved in a number of activities. First, they have supported the SIGGRAPH SV Program and the SIGGRAPH Asia Intern program by facilitating set-up of the student forums at the CG Society website, and getting all SVs (all of whom are SIGGRAPH student members) access to the SIGGRAPH Forums there and also free access to all the CGS forums as well.

The SIGGRAPH SV program has a long history of providing talks for the SVs on-site, and this year, we assisted at SIGGRAPH Asia in doing the same. We secured 4 timeslots for talks and hand-picked 4 conference presentations to reproduce (sometimes in a shorter format) exclusively for the interns. While the talks were excellent, the highlight was the Q&A period where the students and presenters got into all kinds of topics, from their presentations to education, to work, it was very exciting to see. One highlight was a presentation by Lindsey Olivares, who (after we had picked her) won Best in CAF for her short "Anchored" and did a remarkable job with the students even though it was her first time speaking for a crowd.

We've gone through our first shift change, as Cris Cheng and Alexis Casas both left the Committee. Sarrah Vesselov (who attended our meeting at S2009 as a guest and friend of the committee) has replaced Cris and we're hoping to talk to some interested people at S2010 to replace Alexis. We have resurrected a contest to brand S3, and picked a winner. The new look and feel will be placed at http://s3.siggraph.org/ as time allows. Jorge Ramos Moukel, a student at University of New Mexico, had the winning design and won a conference pass to S2010.

Currently, ACM SIGGRAPH maintains a cooperative agreement with The CGSociety, an online global organization for creative digital artists, to co- brand certain online resources that will provide student members of both organizations with a variety of online services, including a professional portfolio, group and one-on-one mentoring services, and community forums. Through this cooperative agreement, S3 will actively recruit mentors and career counselors to work with students online, accepting questions and providing subject-matter expertise through this online system.

This system has not been as easy to use as we would like, and while we are still using it, we are also looking for other social media tools that might work better, and be closer to what young people are used to. S3 has a Facebook page, which we hope to use as a funnel to send student members to whatever social tools we choose. Heading toward S2010, we've been busy trying to try some tests of a few different mentoring models. We are doing a trials of One-to-many mentoring with a webinars in the weeks leading up to SIGGRAPH, one by the International Committee member Sandro Alberti.

We are also planning on several face-to-face portfolio review sessions for students on-site at S2010, and a small number of one-to-one mentoring for Student Volunteer Team Leaders (the group closest to a career path, and the ones we can best hope to get good feedback from). We have also been planning our annual face-to-face meeting at SIGGRAPH, along with a large number of other meetings to connect with all the people we currently work with and hope to work with. CGS, Educators, CAG, JobFair, Academic Exhibitors, Sysmgrs, EvolveCG and CGcon, for example. Several committee members will also assist the SV committee onsite with SV registration, typically a very busy time at the start of the week.

Small Conferences Committee (Brian Wyvill)

The SCC committee is as follows:
Brian Wyvill, Chair
Marie-Paule Cani, EC liaison
Jeff Jortner (Treasury)
Diego Gutierrez
Caroline Larboulette
Wolfgang Heidrich
Joaquim Jorge
Erin Butler
Heinrich Muller (Chair of the Eurographics (EG) Workshop Board)

Issues and Work Done
The work proceeds, for the most part, smoothly. Some problems arose with regards sponsorship of joint EG/ACM conferences but these were solved and the conferences (SBIM/NPAR) proceeded without problems. I have had considerable correspondence with a large number of conference organizers and joined several conference steering-committees (SBIM, NPAR, CAe, CGI, SMI).

I attended EG 2010 with Marie-Paule Cani and a report was submitted to the SIGGRAPH President. One of the main agreements with regards to Small Conferences was that the head of the Eurographics workshop and symposia board and Siggraph chair of small conferences would serve on the other board to ease the organization of co-sponsored events (currently, Heinrich Mueller and Brian Wyvill). For 2011 NPAR (ACM), SBIM (RG) and CAe (EG) will co-locate with SIGGRAPH. A joint sponsorship agreement is being negotiated.

Web Pages
A draft has been prepared and will be discussed by the SCC at SIGGRAPH 2010. Co-located information for SIGGRAPH 2010 was posted in Spring 2010.

Conferences Handled
Conference Year Type Co- locat ed Approval Received Sent Surplus (deficit)

I3D 2010 Sponsored Approved Sep 24 2009
ETRA 2010 2010 In-Cooperation Approved 03/03 03/24/09
VRCAI 2009 Sponsored Approved 21/7 22/7 2008 $18,289
APGV2009 2009 Sponsored Approved 2008 3,622
UIST09 2009 Sponsored Approved
SG10 2010 In-coop Approved 9/Dec/09
SCA 2010 Sponsored PAF approved
Pacific Viz 10 2010 In coop Approved 26/Jul 26/Jul
Laval Virtual 2010 In coop Approved 10/12/09
JVRC 2010 In coop approved
SPM 2010 In coop approved
Pacific viz 2010 In coop approved
Afrigraph 2010 Sponsored Approved Jan/12/2010
Web 3D 2010 Sponsored approved
CyberWorlds 2010 In coop Approved 21-Dec-09
APGV 2010 Sponsored Approved 24 Dec-09
SCA 10 2010 Sponsored PAF approved Apr 2010
IVA 10 2010 In coop Approved Apr 2010
EG SR10 2010 In coop Approved Apr 2010
FAA 10 2010 In coop Approved Apr 2010
FDG 10 2010 In coop Approved Apr 2010
Visigrapp 2010 In coop NOT Approved Apr 2010
EGSR 2010 In coop Approved MAY 2010
UIST 2010 Sponsored Approved June 2010
VRCAI 2010 Sponsored Approved June 2010

Current Policy
In-cooperation Approval is given if the conference meets the ACM criteria, is a not-for-profit conference that deals with subject matter that falls within the siggraph interest. Conferences that have not been approved have generally been commercial in nature or dealing with subjects other than computer graphics or HCI with no mutual interest content.

Co-Sponsored or Sponsored
The above applies plus the budget has to meet the approval of the SIGGRAPH SCC.

Use of Funds
When a conference has funds left over they may apply for the use of 50% of these funds, towards the cost of enhancing the next conference. SIGGRAPH has a policy guideline that we follow to approve this use of funds. Notably that a one page description of use of funds be approved by the SCC.

ACM contacts: Maritza Nichols (sponsored conferences)
Lauren Thompson (in-coop)