

ACM SIGGRAPH FY2012 Annual Report

1. Awards

ACM SIGGRAPH presented its 2011 awards during the Keynote session at SIGGRAPH on Monday, August 8, in Vancouver.

- Steven Anson Coons Award: Jim Kajiya
- Computer Graphics Achievement Award: Richard Szeliski
- Significant New Researcher Award: Olga Sorkine
- Award for Lifetime Achievement in Digital Art: Charles Csuri

The SIGGRAPH 2011 Computer Animation Festival presented a total of 77 films during the Festival. In addition to film screenings, the Festival included interactive sessions and exclusive learning opportunities to gain industry secrets and advice from some of the most successful professionals in the field.

SIGGRAPH 2011 Computer Animation Festival award winners included:

- Best in Show Award: The Fantastic Flying Books of Mr. Morris Lessmore
Directed by William Joyce and Brandon Oldenburg, Moonbot Studios
- Jury Award: Paths of Hate
Directed by Damian Nenow, Platige Image
- Best Student Project Prize: Flamingo Pride
Directed by Tomer Eshed, The Konrad Wolf Potsdam-Babelsberg Film and Television University

2. Significant papers on new areas that were published in proceedings

SIGGRAPH 2011 featured 82 Technical Papers and SIGGRAPH Asia featured 67 Technical Papers. In addition to core topics of modeling, animation, rendering, imaging, and human-computer interaction, the Technical Papers program encouraged submissions from areas related to computer graphics, including: computer games, design, vision, scientific and information visualization, audio, and robotics.

3. Significant programs that provided a springboard for further technical efforts

SIGGRAPH

SIGGRAPH 2011, the world's premier conference on computer graphics and interactive techniques, welcomed 15,872 artists, research scientists, gaming experts and developers, filmmakers, students, and academics from 74 countries around the globe to Vancouver - breaking the city's previous conference attendance records. In addition, 156 industry organizations exhibited at SIGGRAPH 2011 - representing 17 countries with approximately half from outside the United States.

Content was once again king at SIGGRAPH with approximately 825 speakers participating in the conference through a variety of talks, sessions, panels, papers, presentations, and screenings.

SIGGRAPH Symposium

In conjunction with the 2011 conference, SIGGRAPH launched a business symposium: The SIGGRAPH Symposium: The Business Think Tank. This one-day event was designed for people in the business of the business, leaders of our global community, the visionaries who define the direction of our industry. It brought together the leaders who have contributed to the direction, production, and evolution of the computer graphics community, a powerful global presence whose members are interconnected and interrelated.

SIGGRAPH Asia 2011

The 4th ACM SIGGRAPH Asia Conference and Exhibition brought together over 7,500 computer graphics professionals, researchers and enthusiasts, hailing from 53 countries across the globe. SIGGRAPH Asia 2011 once again proved itself to be one of the leading platforms for computer graphics and interactive techniques, featuring renowned pioneers including Bill Buxton, Principal Researcher at Microsoft Research; Don Greenberg, Director, Cornell University Program of Computer Graphics; Ken Perlin, Director of the New York University Center for Advanced Technology; Paul Debevec, Associate Director, Graphics Research, University of Southern California; and Robert Neuman, Stereoscopic Supervisor at Walt Disney Animation Studios. In all, over 300 presentations as well as panel discussions and talks were held across the programs, generating robust discussions and deep insights on current and future developments in the field of computer graphics and interactive techniques.

Symposium on Apps

The Symposium on Apps featured panels, presentations, talks and displays on leading-edge works relating to mobile application development, as well as the computer graphics software and hardware to support today's mobile devices.

Symposium on Apps was an inaugural program at SIGGRAPH Asia 2011 in Hong Kong to introduce the opportunities and challenges of mobile applications development to the global graphics community.

The program educated and explored how visual and animation techniques can be used on mobile devices to create compelling end user experiences and to drive the use of advanced graphics capabilities on billions of new devices.

Notably, several sessions at the Symposium on Apps program were focused on mobile augmented reality applications, in tandem with increasing interest in how mobile devices are opening up new opportunities for merging real and virtual worlds. Augmented reality

was also a pervasive topic across the conference, featured in the Art Gallery, Emerging Technologies and Technical Sketches and Posters programs.

4. Innovative programs which provide service to some part of your technical community

Digital Arts

The Digital Arts Committee's social networking site (Ning) has reached nearly 700 members. Of these, 238 report as being official SIGGRAPH members. The activity level on the Ning Social site remains high. There are currently over 2900 artists' works that have been uploaded. Approximately 350 of these are videos; the rest are still images and installation works.

The Digital Arts Committee launched its first juried online ACM SIGGRAPH Arts Show, with the DAC Committee board members serving as jurors. The show was launched in May, 2012 and can be seen via the main arts.siggraph.org site, or specifically at <http://arts.siggraph.org/environment/>. Thirteen artists were chosen from those who submitted via the DAC NING site. Each artist has two works displayed.

Education

One of the major objectives of the ACM SIGGRAPH Education Committee is to help establish a worldwide network of computer graphics educators. Our international ACM SIGGRAPH Education Committee members have active roles in the planning and organization of education-related Computer Graphics events in several countries, which offers an excellent opportunity for us to exchange information and promote our ACM SIGGRAPH educational activities worldwide.

The Eurographics Education Papers were held on May 17th, 2012, at the Eurographics 2012 conference in Cagliari, Sardinia. The SIGGRAPH Education committee works with Eurographics on this program.

On May 19, 2012, a „Visualization Curriculum Workshop“ was held at the University of Cagliari, Sardinia, sponsored by the SIGGRAPH Education Committee. It was a follow-up on the Visualization Curriculum Panel at Eurographics 2012. Participants were David Ebert, Beatriz Sousa Santos, Holly Rushmeier and Gitta Domik.

In 2011-2012 ACM SIGGRAPH Education Committee initiatives were promoted at the following conferences and events held in Brazil:

- SIIMI - 1º Simpósio Internacional de Inovação em Mídias Interativas (*First International Symposium of Innovation in Interactive Media*), 9-11 May 2012
- Academia Digital (*Digital Academia*) – a seminar held at Casa da Ciência, at Rio de Janeiro's Federal University, on 25 May 2012, organized by the Programa Avançado de Cultura Contemporânea (*Advanced Program on Contemporary Culture*).

- Projeto “ARTE COM CIÊNCIA” (“*Art with Science*” Project) - Sergipe, Northeast of Brazil, October 2011

Student Services

Student Services Committee provided resume/portfolio reviews for about 130 students at SIGGRAPH 2011. In addition, S3 is expanding its web presence with an S3 Drupal site. The committee also provided education webinars to past student volunteers.

Communications

ACM SIGGRAPH introduced its monthly e-newsletter Interactions in October 2011. This monthly touch-base with the members includes information on upcoming conference and chapter events, elections, and awards. Social Media remains a major priority for Communications as we continued to keep all of our social media channels up to date, fresh and interactive. We have added several channels since the conference last year including new Facebook Fan pages for the organization and a Google+ page. The Communications Committee has also become admins for the SV and Computer Animation Festival (CAF)’s Facebook Fan pages and has been helping them to maintain, update and keep their feeds in compliance. Our social media channels have truly grown in the past year and have hit several milestones. They have become a great way of reaching our membership as well as fans of the conference and organization. It has also been show that our feeds/channels have had a great influence on submissions for the conferences. Current numbers for the feeds the Communications Committee maintains daily are as follows:

- Twitter has 12,351 followers; In 2011 we had 7,849.
- Facebook (SIGGRAPH Conferences) has 9,620 fans; In 2011 we had 6,179.
- Facebook (ACM SIGGRAPH Group) has 2,559 members; In 2011 we had 2,306.
- Facebook (ACM SIGGRAPH – New!) has 173 fans.
- LinkedIn has 6,772 professionals in our group; In 2011 we had 4,814.
- YouTube channel has 2,669 subscribers and 927,514 views; In 2011 we had 1,557 subscribers and 48,312 views.
- Tech Papers 2012 Preview has 137,833 views alone.
- Google+ (ACM SIGGRAPH – New!) is in 89 circles.

Chapters

ACM SIGGRAPH has a total of 50 Chapters (16 of which are student Chapters). We estimate that there are about 380 ACM members spanning these. It is important to note that not all Chapters report how many of their members are also members of ACM, so this may be a conservative estimate.

A summary of various Chapter matters is listed below:

- Chapter Web Sites - All chapter Web Sites are cataloged and reviewed to ensure that they meet the standards and regulations that had been previously set by the committee.
- Chapter Social Media - All social media sites set up by individual Chapters are located, reviewed and cataloged. A document was started setting up rules and regulations for the Chapters who are choosing to use social media to support themselves, including instructions and suggestions for what to do.
- Chapter Buddies - Buddies are assigned for to every Chapter and a new set of interaction policies was established. A calendar of buddy/chapter interactions and key dates was created and template emails were drafted. These have been used as the basis for communications with Chapters.
- The Associate Membership program is under discussion including a review of which Chapters are participating, the benefits, and a walk-thru of the online system.

5. Key issues that the membership of that SIG will have to deal with in the next 2-3 years.

ACM SIGGRAPH is looking to better position the organization for the future given the trends impacting the industry, membership organizations and our community member's lives. We have long had a reputation for excellent and exciting content. We want to build on our past success by adding programs that invite broader and more active participation from members. To accomplish this we will build an integral relationship with our community that delivers the information, networking and education they want, how and when they want it.