ACM SIGGRAPH Annual Report for July 2014 - June 2015
Fiscal Year 2015

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1. Awards

ACM SIGGRAPH presented its 2014 awards during the Keynote session at SIGGRAPH in Vancouver, Canada:
- Computer Graphics Achievement Award: Thomas Funkhouser, Princeton University
- Significant New Researcher Award: Noah Snavely, Cornell University
- Distinguished Artist Award for Lifetime Achievement in Digital Art: Harold Cohen
- Outstanding Service Award: Scott Lang, Bergen County Academies

The SIGGRAPH Computer Animation Festival celebrated its 41st anniversary in 2014, cresting four decades of presenting the work of some of the most innovative and accomplished creators of computer-generated effects, films, visualizations, games, commercials and short animation. Like the year before, the majority of the festival winners were from outside the United States, a strong indication of the event's international appeal. The 2014 nominees were chosen by an expert panel of jury members from more than 450 submissions.

SIGGRAPH 2014 Computer Animation Festival Awards:
- Best in Show Award: *Box,* Directed by Tarik Abdel-Gawad, United States
- Jury Award: *Paper World.* Directed by Dávid Ringeisen, László Ruska, Moholy-Nagy, Hungary
- Best Animated Short: *Home Sweet Home,* Directed by Pierre Clenet, Alejandro Diaz, Romain Mazenet, Stéphane Paccolat, France
- Best Student Project Prize: *Wrapped.* Directed by Roman Kälin, Falko Paeper, Florian Wittmann, Germany
- Best Visual Effects: *Gravity*, Directed by Alfonso Cuarón, Esperanto Filmoj, United Kingdom
- Best Visualization & Simulation: *Kinematics*, Directed by Jessica Rosenkrantz, Jesse Louis-Rosenberg, United States
- Best Game: *The Crew*, Directed by Maxime Luère, Dominique Boidin, Rémi Kozyra, France
- Best Real-Time Graphics: *RYSE: Son of Rome*, Directed by Chris Evans, Peter Gornstein, Martin L'Heureux, Germany
- Best Commercial Advertisement: *Three, "The Pony,"* Directed by Dougal Wilson, United Kingdom

The SIGGRAPH Asia 2014 Computer Animation Festival received a high number of submissions, further anchoring its position as a major festival in Asia. Selections included outstanding achievements in time-based art, scientific visualization, visual effects, real-time graphics, and narrative shorts.

SIGGRAPH Asia 2014 Computer Animation Festival Awards:
- Best in Show Award: *Bang Bang!* Directed by Julien Bisaro, France.
- Jury Special Prize: *Over the Moon,* Directed by James Cunningham, New Zealand
- Best Student Project Award: *Jinxy Jenkins, Lucky Lou,* Directed by Michael Bidinger and Michelle Kwon, United States.

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

127 Technical Papers were presented at SIGGRAPH 2014, selected from a total of 505 submissions. 66 Technical Papers were presented at SIGGRAPH Asia 2014, selected from a total of 348 submissions. The 2014 papers program at both conferences saw participation from many of the world's leading academic research institutes, and revealed cutting-edge advances in numerous areas, including hands-on demonstrations and installations focusing on virtual reality, augmented reality, robotics, wearable devices, 3D graphics, haptic devices and more.

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

SIGGRAPH
SIGGRAPH, the world's premier conference on computer graphics and interactive techniques, returned to Vancouver, Canada in 2014, for its 41st conference and exhibition. From August 10-14, 14,045 artists, research scientists, gaming experts and developers, filmmakers, students, and academics from 50 U.S. states and 75 countries gathered to experience cutting-edge computer graphics and interactive techniques. There were 6,156 participants from the host country of Canada.

The conference boasted more than 40,000 sq. ft. of exhibit space featuring 175 participating companies - an increase from the 2013 conference in Anaheim, California. Eighteen countries were represented on the exhibit floor, 44% of which are based outside of the U.S., including 28 companies from Canada. Furthermore, 25% of the exhibitors were first-timers, which was the highest percentage in four years. An impressive 1,533 speakers and contributors participated in the conference through a variety of talks, sessions, panels, papers, presentations, tutorials, and screenings.

Among the highlights of SIGGRAPH 2014 was a riveting keynote speech delivered by Elliot Kotek, co-founder of a non-profit organization called "Not Impossible Labs," which uses 3D printers to create prosthetic arms for children wounded in Sudan's decades of warfare.

SIGGRAPH Asia
The 7th ACM SIGGRAPH Asia Conference and Exhibition in Shenzhen, China attracted around 6,000 industry professionals, researchers, artists, developers and enthusiasts from 53 countries, of which 11.6% percent were students from educational institutions across the region. In all, 38% percent of all attendees came from outside Mainland China.

SIGGRAPH Asia's featured speakers were Scott Ross, founder of Digital Domain, and Steven Feiner, Professor at Columbia University. Fascinating, engaging discussions on the developments and future trends of computer graphics and interactive techniques were seen by attendees from all around the world.

4. Innovative programs which provide service to some part of the ACM SIGGRAPH technical community

Digital Arts
The Digital Arts Committee has provided service to the SIGGRAPH technical community by creating online digital art exhibitions with easy year-round access and technical information, with the aim of improving the dialogue between technical researchers and digital arts practitioners.

Education
The ACM SIGGRAPH Education Committee has existed for 31 years. The committee is currently structured so its volunteers focus on specific areas of interest to the computer graphics education community: administration, community building and support, conference activities or curricular or instructional resources.

The Education Committee was also very involved in SIGGRAPH 2014. Education-sponsored BOF's were used as a mechanism to gather as a community at the conference.

Small Conferences
In FY2015, the Small Conference Committee approved 8 sponsored, 5 co-sponsored and 8 in-cooperation conferences. In addition, several conferences co-located with SIGGRAPH 2014, including the ACM Symposium on Applied Perception, the Digital Production Symposium, Expressive 2014, and Web3D 2014.

Student Services
In FY2015, the Student Services Committee coordinated multiple programs engineered to provide value to current student members and make membership more enticing to potential student members. Three of the most popular programs; S3 Talks, Résumé Reel Review (S3R3) and S3 Mentor Me, offered year-round student membership benefits beyond the SIGGRAPH Student Volunteers program, which the committee also oversaw.

The Student Services Committee has also planned a series of webinars on the following topics: Networking 101, Simulation in VFX, The State of the Industry, Alternative Uses for a VFX Education, Discussion of Typical Production Job Titles, Resume Dos and Don'ts, Demo Reel Dos and Don'ts and Gearing up for SIGGRAPH.

Communications
The Communications Committee revamped the responsive design for the newsletter in January of 2015, providing a cleaner, more brand-aligned look that both increased the newsletter's accessibility and made the brand more recognizable, reinforcing the organization's connection

with the computer graphics community. The new site's content and news items have been updated weekly by the content manager, and traffic to the site is strong.

Social media remains a major priority for the Communications Committee, which has established a process of information exchange with SIGGRAPH and SIGGRAPH Asia marketing, to ensure the conferences are promoted equally and enthusiastically. A streamlined social media management application has been adopted by the committee, which has allowed for advance scheduling of social media, strengthened lines of communication between members and the organization, and provided a deeper understanding of the way ACM SIGGRAPH is represented and discussed in the social media space.

The ACM SIGGRAPH social media accounts, maintained by the Communications Committee, send out five to ten industry-related news items and SIGGRAPH conference promotions each day, through each channel. During FY2015 alone, ACM SIGGRAPH's social media accounts gained more than 35,000 followers.

Chapters
There are currently 64 professional and student chapters of ACM SIGGRAPH, and three in-progress chapter applications. Within their local areas, professional chapters continue the work of ACM SIGGRAPH on a year-round basis via meetings and other activities. Each chapter consists of industry professionals involved in education, research and development, the arts, industry, and entertainment. ACM SIGGRAPH chapter members are interested in the advancement of computer graphics and interactive techniques, and related technologies and applications. Oversight of the ACM SIGGRAPH Chapters network is handled by the ACM SIGGRAPH Chapters Committee Chair and the ACM SIGGRAPH Chapters Committee.

5. Events or programs that broadened participation either geographically, or among under-represented members of ACM SIGGRAPH

Digital Arts Committee
The Digital Arts Committee's participation in SIGGRAPH Asia has greatly increased ACM SIGGRAPH's participation in China, Hong Kong, and Taiwan. The core committee now includes people with ties to Korea and Taiwan who will continue Asian outreach. The committee's guide for joining the online digital arts community is currently available in Japanese, Korean, and Chinese.

Education Committee
In FY2015, the Education Committee advised and worked with leadership from the SIGGRAPH Asia Education Symposium. In addition, this year, the beginning of stronger relationships with the ACM Ed Council and the Eurographics Education Chair were initiated.

Student Services Committee
Representatives from the Student Services Committee were sent to SIGGRAPH Asia 2014 to facilitate the MentorMe and S3R3 program at the conference. They also assisted with the student volunteer program on-site, strengthening ties between the communities of computer

graphics students in Asia and ACM SIGGRAPH.

Chapters Committee
ACM SIGGRAPH chapters host activities for their local communities, year-round. These events facilitate geographical networking and bring together the international community of computer graphics enthusiasts as a whole. Below are some examples of chapter events from the past year, with links for more information:

Tehran ACM SIGGRAPH V-Ray Day June 2015
http://tehran.siggraph.org/en/blog/tehran-v-ray-day-2015

London ACM SIGGRAPH Dazzle Ship: Motion Graphics June 2015
http://london.siggraph.org/dazzle-ship-motion-graphics/

Toronto ACM SIGGRAPH: High Performance Computing in Computer Graphics May 2015
http://toronto.siggraph.org/event/high-performance-computing-in-computer-graphics/

NYC ACM SIGGRAPH: Big Hero 6 Character Design and Development Panel Jan 2015
http://www.siggraph.org/discover/news/big-hero-6-character-design-development-panel-nyc

Small Conferences Committee
The Small Conferences Committee brought two new international conferences into the fold during FY2015: Computer Graphics International (Strasbourg, France) and International Conference on CAD / CG (Xi'an, PRC).

6. Key issues that the membership of ACM SIGGRAPH will have to deal with in the next 2-3 years

ACM SIGGRAPH has a longstanding reputation for providing excellent content at our conferences, but we are concerned about a trend toward decreasing conference attendance in recent years. Over the next 2-3 years, our organization will be exploring new ways to engage the community and get them excited about computer graphics, both at our conferences and throughout the year. The complete overhaul of siggraph.org in 2013 was the first step toward maintaining a strong connection with our audience outside of our flagship conferences, and SIGGRAPH 2015 will feature a number of exciting new programs and events that have never before been seen at SIGGRAPH.