ACM SIGGRAPH Annual Report - July 2015 to June 2016
Fiscal Year 2016

Submitted by Jeff Jortner, President

Mission of ACM SIGGRPH:
ACM SIGGRAPH's mission is to foster and celebrate innovation in Computer Graphics and Interactive Techniques. The organization promotes its vision by bringing people together in physical, on-line, and asynchronous communities to invent, inspire, and redefine the many creative and technical artifacts, disciplines, and industries that are touched by computer graphics and interactive techniques.

Awards that were presented:
Significant New Researcher Award: Johannes Kopf, Microsoft Research
Steven A. Coons Award: Henry Fuchs, University of North Carolina at Chapel Hill
CG Achievement Award: Steve Marschner, Cornell University
Distinguished Artist Award: Lillian Schwartz
Outstanding Service Award: Mike Bailey, Oregon State University

SIGGRAPH Computer Animation Festival Awards: The festival presents several awards. The Best in Show Award qualifies the winner to be considered for nomination in the Academy of Motion Picture Arts and Sciences' Best Animated Short Film category.

Significant papers on new areas that were published in the proceedings:
118 papers were presented at SIGGRAPH 2015, selected from a total of 462 submissions. 84 technical papers were presented at SIGGRAPH Asia 2015 selected from a total of 348 submissions. The top 3 papers that were viewed from SIGGRAPH 2015 were: (1) High-quality streamable free-viewpoint video, (2) Computational bodybuilding: anatomically-based modeling of human bodies and (3) Image based relighting using neural networks.

Innovative Programs which provide service or broaden participation to some part of our many technical communities:

The SIGGRAPH Student Services Committee (S3) took over the XSV (ex-student volunteer) program. This program places ex-student volunteers into positions on SIGGRAPH Executive Committees and Conference Committees. The goal for each XSV is to increase their knowledge of SIGGRAPH, foster their network within SIGGRAPH and groom them for future volunteer roles. We were able to match 8 volunteers in FY15, 4 of which are with ACM SIGGRAPH Executive Committees.

In addition to our monthly newsletter, ACM SIGGRAPH extensively uses social media as a communication path our members and community. All of the social media channels have seen significant increases in usage in FY15:

Twitter: 2015 - 23,400 2016 - 26,589 *Facebook*: 2015 - 25,047 2016 - 29,500
ACM SIGGRAPH Facebook: 2015 - 3,281 2016 - 4,329 *YouTube*: 2015 - 14,206 2016 - 17,372

SIGGRAPH, the world's premier conference on computer graphics and interactive techniques returned to Los Angeles in 2015 for its 42nd conference attracting attendees from over 75 countries. We also saw the 8th ACM SIGGRPAH Asia Conference and Exhibition in Kobe, Japan. SIGGRAPH Asia attracted attendees from over 53 countries.

ACM SIGGRAPH has agreements with 26 specialized conferences. The first ever group meeting for all specialized conference organizers was held at SIGGRAPH 2015. The purpose of the meeting was to share ideas and discuss common issues among themselves, ACM and ACM SIGGRAPH.

We signed a cooperative agreement IEEE VGTC to exchange ideas, space, and possibly presentations at each other's conferences.

We modified our election schedule to give our SIGGRAPH conference attendee members an opportunity to meet and ask questions of our Executive Committee candidates and to encourage their voting participation.

Key Issues facing ACM SIGGRAPH in the foreseeable future:

Volunteer development is a continuing issue for all aspects of the organization. Efforts in this area need to be increased to maintain a healthy diverse volunteer base.

Knowledge transfer is becoming more important as the mainstay volunteer base is aging. More thorough documentation of activities is being stressed as part of the process.