ACM SIGGRAPH Annual Report - July 2016 to June 2017
Fiscal Year 2017

Submitted by Jeff Jortner, President

Mission of ACM SIGGRAPH:
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: Chris Wojtan, IST Austria
CG Achievement Award: Frédo Durand, MIT
Distinguished Artist Award: Steina Vasulka
Outstanding Service Award: Alain Chesnais, TrendSpottr
Outstanding Doctoral Dissertation Award: Eduardo Simões Lopes Gastal, UFRGS

SIGGRAPH Computer Animation Festival Awards: The festival presents several awards. The Best in Show Award given to "Borrowed Time" qualified 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:
119 papers were presented at SIGGRAPH 2016, selected from a total of 467 submissions. 89 technical papers were presented at SIGGRAPH Asia 2016 selected from a total of 300 submissions. The top 3 viewed papers in the DL from SIGGRAPH 2016 were: (1)Soli: ubiquitous gesture sensing with millimeter wave radar, (2)Fusion4D: real-time performance capture of challenging scenes, and (3)Painting style transfer for head portraits using convolutional neural networks.

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

The SIGGRAPH 2016 Experience Hall which includes the VR Village, Studio, and Emerging Technology, and Art Gallery programs has become a showcase for many communities outside the academic technical programs.

A significant effort has begun to develop and deploy a 5-year strategy for all aspects of ACM SIGGRAPH. The initial concepts have been developed with the vision of "Enabling Everyone to Tell Their Stories."

Events and Programs

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 are continuing to see increased participation rates:

Twitter: 2016 - 26,589: 2017 – 29,600   *Facebook*: 2016 - 29,500: 2017 – 36,644
ACM SIGGRAPH Facebook: 2016 - 4,329: 2017 – 5,338
YouTube: 2016 - 17,372: 2017 – 22,445   LinkedIn 2017 - 10,204: 13,695 (2 groups)

SIGGRAPH, the world's premier conference on computer graphics and interactive techniques returned to Anaheim in 2016 for its 42nd conference attracting attendees from over 75 countries. We also saw the 9th ACM SIGGRPAH Asia Conference and Exhibition in Macau, China. SIGGRAPH Asia attracted attendees from over 53 countries.

ACM SIGGRAPH has agreements with 26 specialized conferences. The second group meeting for all specialized conference organizers was held at SIGGRAPH 2016. The purpose of the meeting was to share ideas and discuss common issues among themselves, ACM and ACM SIGGRAPH. The meeting has significantly improved communication among the EC, SIGGRAPH conferences and specialized conferences.

Key Issues facing ACM SIGGRAPH in the foreseeable future:

Implementation of a new 5-year strategy for the organization and conferences.

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.

Preservation of SIGGRAPH history as we approach our 50th anniversary.