



ACM SIGGRAPH Annual Report
July 2019 to June 2019 Fiscal Year 2020
Submitted by Jessica Hodgins, President

Mission:

ACM SIGGRAPH's mission is to nurture, champion, and connect researchers and practitioners of Computer Graphics and Interactive Techniques. (Approved by ACM August 2019)

Five-year Vision: Enabling Everyone to Tell Their Stories

By **Everyone**, we mean not just our traditional audiences of the professional movie, animation, and game makers but everyone with a story to tell, be they trained or novice, with significant time for the development of their story or intending to publish with just a single click.

By **Tell**, we mean all mechanisms of conveying a story: watching, experiencing, interacting, and creating.

By **Stories**, we mean not only our traditional media of movies, animations, and games but also newer forms of media such as augmented, virtual, or mixed reality, or forms of interactive and sensory experiences not yet invented. Stories may be narrative, abstract, educational, or scientific. They may be purely digital or they may involve the physical artifacts either through incorporation or creation.

Why this vision?

- Computer Graphics and Interactive Techniques (CG&IT) is about communicating in innovative and inspiring ways.
- Telling stories using CG&IT, whether it's explaining research findings, entertaining audiences, or helping people understand the world, can change societies and cultures. We want to be the showcase for the existing and emerging fields that use CG&IT to connect people.
- We want to ensure we are relevant and meaningful to our existing diverse communities—this diversity of content and community has always been a strength of SIGGRAPH.

- We want to welcome newly emerging communities—this breadth is critical to our future success.

Executive summary:

As with most organizations and SIGs, our carefully laid plans for this year were drastically altered in mid-March when the members of our community moved to work from home and we began thinking about what it would mean to take our conferences virtual. Our two large conferences will both be virtual in 2020: SIGGRAPH 2020 (originally scheduled for D.C. in late July) and then SIGGRAPH Asia (originally scheduled for December in Daegu Korea). After a mammoth amount of work on the part of the SIGGRAPH 2020 conference organizing committee, we were able to put on a successful conference in late August. Because the organization had maintained a healthy reserve above the ACM required fund balance and because we included a virtual exhibit, we should close the conference with a fund balance for the organization that is not very far below the amount required by ACM. There were significant costs to these events, not only financially but in stress on volunteers who had to step up to a job that was much less well defined and much more work than what they had signed up for. We also had to cancel most of the organization's strategic efforts on behalf of the community just at the moment when many members of our community were seeing major and unexpected shifts in their career paths. The next year will be critical for ACM SIGGRAPH as we layout strategic plans to attempt to best support our community during this difficult period for our industries, restore financial stability to the organization, and plan for future events that may also be fully virtual.

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Strategy Committees

For the past four years, the ACM SIGGRAPH Executive Committee has been directing its work to support the strategic needs of our communities. We devote the majority of in-person meeting time to strategic discussions and save the administrative and operational work for bi-weekly hour-long telecons. Now that in-person meetings are no longer possible, we have weekly calls, alternating between operational and strategic topics. We formed six strategy committees within the EC with the assistance of a few non-EC members and some of the standing chairs. One of those strategic committees (Governance) has become a standing committee, one has merged with an existing standing committee (Communication), and one is being retired (Data).

Nurturing our Existing Communities

Mission:

Our objective is to develop strategies to retain existing communities as part of ACM SIGGRAPH, and in particular to encourage participation in our conferences. We have worked on several projects, and seen some of them through to implementation. Documents mentioned in the report are on the team drive

Accomplishments:

- Travel Grants: Committee formed, three grants per year. Note: these were not awarded because SIGGRAPH 2020 became a virtual conference and the funds have now been canceled from the budget.
- SIGGRAPH events
 - Thesis Fast Forward: (Alex Vasilescu and Eftychios Sifakis) was located in the International Theater in 2019 and was very successful with a larger number of attendees (~50) than previously.
 - The Doctoral Consortium at SIGGRAPH 2019 in Los Angeles, CA, was chaired by Peter Hill. The event was only open to the panel and the six selected PhD student applicants. At SIGGRAPH Asia 2019 Brisbane, the Thesis Fast Forward was integrated with the Doctoral Consortium with Brian Wyvill and Alyn Rockwood as chairs. The Brisbane event was public, with a good attendance (~50).
- Membership benefits: Preston has rewritten the earlier report and gathered data on other organizations.
- Lunch meeting with advisors at SIGGRAPH 2019. Advisors: Gavin Miller, Andrew Glassner, LA chapter chair.
- Began discussion of mentorship brainstorming document and onboarding template.

Goals:

- Year-round SIGGRAPH: A chair is being sought to manage a committee to redesign the Thesis Fast Forward as a year-round virtual event in light of SIGGRAPH 2020 has gone virtual. Making it a year-round event will also allow it to be better timed with the graduation of the students that it aims to serve.
- Discussion on improving the accessibility processes for inclusion across communities (adding subtitles, accessibility features as a norm) are in process.
- SIGGRAPH App: The project was transferred to the Digital Presence Strategy group.

New Communities

Mission:

The mission of SIGGRAPH Frontiers is to reach out to new communities to broaden the base of SIGGRAPH to support our members as they evolve their research and industry careers to fit the changing landscape in computer graphics and surrounding areas. “New-Communities” here includes both, upcoming communities organizing around emerging research areas and established communities exploring problems where our expertise in computer graphics and interactive techniques can provide value. Our primary activities are a series of workshops at both SIGGRAPH and SIGGRAPH Asia and a set of morning talks at SIGGRAPH.

Accomplishments:

SIGGRAPH 2019:

- Frontiers Workshops: The Frontiers Workshops were full-day explorations into complex new problems for the SIGGRAPH community, providing a deep-dive for attendees on various topics as below:
 - SIGGRAPH 2019 Workshops: Computer Graphics for Autonomous Vehicles, Content Generation for Workforce Training, Sim-to-Real: From Skilled Virtual Agents to Real-World Robots, Immersive Visualization, Cybersickness: Causes and Solutions, and Textiles: Virtual to Actual.
 - SIGGRAPH Asia 2019 Workshops: Computer Graphics for Autonomous Vehicles and Car Experience, Truth in Graphics and the Future of AI-Generated Content, and Virtual Reality and Artificial Intelligence
- Frontiers Talks: The Frontier Talks were shorter format 45 min talks that highlighted problems where ACM SIGGRAPH’s expertise was uniquely suited to help create solutions. These included, How Computer Graphics Expertise Will Further the State of the Art in Machine Learning, Imaging a Black Hole with the Event Horizon Telescope, Metric Telepresence, Speculative Futures, Virtual Reality, and the Patient Experience, and Telling Complicated Scientific Stories with Graphics.

Both the Talks and Workshops programs were very successful in 2019. One talk had to be moved to a larger room to accommodate the 450+ person audience. Several attendees also encouraged us to expand the Frontiers programs for 2020.

Goals:

Having run some impressive full-house talk/workshops in 2019, we are looking to build on the momentum and expand the program this year. Trying to adapt to the changing times, we are also exploring ways to turn this into a yearlong program to keep the community engaged. Our goal for 2020 is to develop a virtual, and potentially year-round, format for Frontiers events. The SIGGRAPH community has been largely virtual for three months now and we have made several observations: virtual meetings are more tiring than in-person meetings and it is more difficult to hold people's attention in virtual meetings, especially when those meetings are one-way "webinars." These observations have led us to embrace a sort of "fireside chat" model, something less formal than a traditional panel and focused around 3-6 people chatting for an hour with questions/interaction from the audience. We do not yet know what will work best but plan to experiment and develop best practices that we can use even after the pandemic to deliver year-round content and connect our community.

Data

Mission:

The data strategy group's mission is to enhance our understanding of SIGGRAPH's community and future. We would like to better understand "Who is SIGGRAPH", what are the backgrounds, interests, and demographics of the community, at the conference and organization level. We are also pushing for an effort to increase the quality of our data.

Accomplishments:

A survey of the technical papers community was conducted to determine interests and concerns with moving the deadline away from the winter holidays. Ultimately there was no consensus to move the papers deadline, for more details see this [blog post](#).

The data group assisted with a quantitative analysis of the tablet surveys that were conducted during the 2019 conference. It also provided data and had discussions with a firm the EC hired to evaluate the organization's marketing capabilities. During the December EC meeting, it was decided to wind down this strategy team and move the work that was being done to a standing committee.

Digital Presence

Mission:

Improve the organization's digital presence to help people connect to information and other people, including:

- Collecting and archiving current and historical assets.
- Developing databases, servers, and interfaces for asset metadata storage and searching.
- Providing an online platform for networking, mentoring, and collaboration.

Accomplishments:

- Collected and stored many more assets in Google Drive.
- Developed a working prototype of a graph database back end with a visual query-based exploration interface.
- An ongoing investigation into existing platforms for year-round networking, collaboration, and mentoring.
- Started work on an online volunteer database and an interactive org chart to help keep personnel listings on our website correct and to help find potential candidates for open positions.

Goals:

- Continue to collect assets.
- Continue work on the graph database prototype; use it to store and manage all of the SIGGRAPH-related Digital Library assets and potentially all other collected assets.
- Get the volunteer database ready for real use; enter all relevant volunteer data.
- Choose and set up platforms for online networking.
- Hire a project manager and recruit help to make all of this happen.

Conferences

SIGGRAPH 2019

The SIGGRAPH 2019 conference in downtown L.A. concluded with its highest attendance since 2013, boasting 18,700 global professionals in computer graphics and interactive techniques. At the conclusion of the event, SIGGRAPH 2019 Conference Chair Mikki Rose said, "SIGGRAPH

2019 was a true spectacle for our community and I could not be happier for this event to have helped creators and scientists recharge and refuel for the year ahead. This year's presenters delivered incredible content, once again, and I saw more young folks eager to learn than I've seen in my 17 years volunteering. I am so proud to be part of this global community and cannot wait to see it thrive for many years to come."

SIGGRAPH 2019 played host to the latest innovations in art, science, technology, and more from over 700 presenters throughout its five-day stay in downtown L.A., and was enjoyed by an international audience from 79 countries. Representation from six out of seven continents included participants from the United States, Canada, Japan, New Zealand, Nigeria, France, Brazil, China, and more. This year's Exhibition housed more than 180 diverse companies, each showcasing the latest in computer graphics hardware, software, and more. Select live-streamed sessions also reached an audience of nearly 20K additional viewers.

Other highlights from the conference included a fireside-chat format keynote on career and industry from Executive Vice President of Production at Marvel Studios Victoria Alonso ([watch the live stream](#)); the presentation of over 150 research papers; four world-premiere immersive experiences from Walt Disney Animation Studios, Magic Leap, Epic Games, and Parallax and NYU Future Reality Lab; a one-night-only Computer Animation Festival Electronic Theater event at Microsoft Theater; a two-day Business Symposium; sneak peek Production Sessions focusing on not only film and games but prestige TV from Netflix and HBO; a Talk on foundational principles for "the metaverse" from Epic Games CEO Tim Sweeney; Tuesday night's Real-Time Live! retrospective and live awards vote; the first-ever 55-seat venue for virtual reality storytelling in the VR Theater; and, a special session celebrating 40 years of the Facial Action Coding System, or FACS. Attendees also enjoyed digital art installations and the chance to create and make within the Experience Hall.

SIGGRAPH 2019 Conference Award Winners:

Art Gallery

Best in Show – "RuShi"

John Wong, John Wong Art

Art Papers

Best in Show – "CAVE: Making Collective Virtual Narrative"

Kris Layng, Ken Perlin, Corrine Brenner, and Sebastian Herscher, New York University / Courant and Parallax; and, Thomas Meduri, New York University / Courant and VRNOVO

Computer Animation Festival Electronic Theater

Best in Show – "Purl" by Kristen Lester, Pixar Animation Studios (United States)

Best Student Project – "Stuffed" by Élise Simoulin of Supinfocom Rubika (France)

Jury's Choice – "The Stained Club" by Mélanie Lopez of Supinfocom Rubika (France)

Audience Choice – "Mayday – Final Chapter" by Muh Chen, Grass Jelly Studio (Taiwan)

Emerging Technologies

Best in Show – “Matching Visual Acuity and Prescription: Towards AR for Humans”

Jonghyun Kim, Michael Stengel, Ben Boudaoud, Josef Spjut, Kaan Akşit, David Luebke, Rachel Albert, Trey Greer, Ward Lopes, Zander Majercik, and Peter Shirley, NVIDIA; Jui-Yi Wu, NVIDIA and National Chiao Tung University; Morgan McGuire, NVIDIA and University of Waterloo; and, Youngmo Jeong, NVIDIA and Seoul National University

Immersive (*Immersive Pavilion and VR Theater*)

Best in Show – “Bonfire”

Larry Cutler, Eric Darnell, Wei Wang, Michael Hutchinson, and Nathaniel Dirksen, Baobab Studios

Real-Time Live

Best in Show and Audience Choice –

“GauGAN: Semantic Image Synthesis With Spatially Adaptive Normalization”

Taesung Park, University of California Berkeley; Ting-Chun Wang, Chris Hebert, Gavriil Klimov, and Ming-Yu Liu, NVIDIA; and, Jun-Yan Zhu, MIT

SIGGRAPH Asia 2019

The 12th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia took place in Brisbane, Australia at the Brisbane Convention & Exhibition Centre (BCEC). The annual event, which rotates around the Asian region, attracts technical and creative people from all over the world who are excited by research, science, art, animation, gaming, interactivity, education, and emerging technologies.

Last year’s edition of SIGGRAPH Asia, themed ‘Dream Zone’, featured eminent industry figureheads who are at the cutting-edge of the CGI, FX, and Animation industries. They inspired continuing dialogue about the industry’s challenges, and responsibilities, for matters such as cybersecurity for virtual worlds and characters, the impact of deep fakes and facial recognition, accurate and science-based data visualization, as well as the applications of visualization to, for example, autonomous driving vehicles. The event attracted 5,120 visitors and participants from 50 countries and regions, featuring over 800 speakers, and 68 participating exhibiting companies and brands, who came to Brisbane from over 15 countries and regions.

The Technical Papers program received a total of 309 submissions, out of which 93 were accepted to SIGGRAPH Asia 2019, resulting in an acceptance rate of 30%. The submitted articles represent the collective work of 1398 authors from 36 different countries, reviewed by the Technical Papers Committee (PC), which comprises of 45 experts from academia and industry.

Awards

SIGGRAPH presented eight awards at SIGGRAPH 2019, and inducted eight people into the SIGGRAPH Academy:

2019 Stephen Anson Coons Award: Michael F. Cohen

For groundbreaking work in numerous areas of research—radiosity, motion simulation & editing, light field rendering, matting & compositing, and computational photography.

2019 Computer Graphics Achievement Award: Denis Zorin

For fundamental contributions that have advanced the fields of geometry processing, multiresolution shape modeling, and geometric principles of physics-based simulation in graphics.

2019 Significant New Researcher Award: Wenzel Jakob

For work in rendering and geometry.

2019 Outstanding Doctoral Dissertation Award: Lingqi Yan

For a unified comprehensive view of visual appearance modeling for computer graphics rendering.

Honorable Mentions for the 2019 Outstanding Doctoral Dissertation Award:

- Angela Dai, Stanford University
- Hao Su, Stanford University
- Adriana Schulz, MIT

2019 Outstanding Service Award: Jackie White

For long term excellent dedicated service to ACM SIGGRAPH.

2019 Lifetime Achievement Award in Digital Art: Donna Cox

For pioneering work in the art of scientific data visualization.

2019 ACM SIGGRAPH Practitioner Award: Stephen Hill

For implementing multiple advanced real-time techniques in various games and virtual reality experiences, and for leadership in sharing ideas with the rendering community.

2019 ACM SIGGRAPH Distinguished Educator Award: Andries van Dam

For impact on research practice in education as it relates to graphics and interactive techniques, cumulative contributions to the field, innovation in education, influence on the work of others, and being active in the ACM SIGGRAPH Community.

2019 SIGGRAPH Academy inductees

Frederick Brooks
Marie-Paule Cani
Donna Cox
Markus Gross
Dinesh Manocha
Ravi Ramamoorthi
Hanan Samet
Denis Zorin

Standing Committees

Awards Committee

Chair: John (Spike) Hughes

Mission:

The Awards Chair is responsible for the oversight of the various awards committee chairs, and the SIGGRAPH academy chair, and for organizing the Awards Luncheon at SIGGRAPH. The Chair is also responsible for coordinating publicity (e.g., making sure the awardees don't tell about their awards before SIGGRAPH has a chance to announce them), and working with contractors on the Awards presentation portion of the SIGGRAPH conference. Finally, the Chair is responsible for ensuring that individual awards chairs follow a reasonable sequence of succession, particularly for ensuring that the rising chair for any committee is known before SIGGRAPH, so that they can be announced, and the retiring chair thanked during the awards ceremony. This particular "chair" assignment is a little idiosyncratic, as there is no specified committee nor any committee meetings.

Accomplishments:

We have awards selected for this year and announced them publicly. We are in the process of ordering plaques and teapots for the award winners and sending checks to those awardees whose award includes an honorarium.

Planning for the Awards lunch was underway until the live conference got canceled. This simplified things a good deal. It similarly simplified making travel and housing arrangements for awardees, for which we'd set up a new system that removed the Treasurer as middle-man in the arrangements.

Because there will be no in-person conference, we are creating award presentations recorded on video, with a brief video summary of the work of the awardees and examples of their work (although this is challenging for things like the dissertation award, educator award, and the service award).

Goals:

- The Chair hopes, by the end of his second year, to have some understanding of who is who, and what is what. For instance, this report is supposed to go in the "Committee Drive," but the chair does not know what that is, or where it is located. Similarly, the chair was informed of the need to be at a Chair's meeting that was to take place two days before SIGGRAPH ... which wasn't part of the arrangement signed up for. So one goal is to collect all this kind of information -- the actual duties of the chair and the various chairs of the different awards committees -- in a single place so that the next person will have a better idea of what obligations they're incurring. (This includes things like a sketch of how to build a budget for the Awards program, for instance).
- Make nominations for the Athena award (or ask the Technical Awards chair to do so).
- Finish up arrangements with ACM for the automated inclusion of the Educator and Practitioner award winners in the Academy.
- Assuming that S2021 is an in-person conference, test and debug the new travel-and-housing arrangements system that we'd planned to use for S2020.

Chapters Committee

Chair: AJ Christensen

Mission:

The ACM SIGGRAPH Professional and Student Chapters Committee strive to unite and grow ACM SIGGRAPH's community of researchers and practitioners of Computer Graphics and Interactive Techniques by empowering our worldwide network of chapter leaders to operate as entrepreneurs to organize local events, collaborate across topics of expertise, interest, and

emergence, bridge geographical and cultural distance, and promote learning and professional networking all year long.

Accomplishments:

Professional (30 Active Chapters):

*Bangkok ACM SIGGRAPH Chapter
Bogota ACM SIGGRAPH Chapter
Caracas ACM SIGGRAPH Chapter
Chengdu ACM SIGGRAPH Chapter
Detroit ACM SIGGRAPH Chapter
Fort Lauderdale ACM SIGGRAPH Chapter
Guadalajara ACM SIGGRAPH Chapter
Helsinki ACM SIGGRAPH Chapter
Hong Kong ACM SIGGRAPH Chapter
London ACM SIGGRAPH Chapter
Los Angeles ACM SIGGRAPH Chapter
Madrid ACM SIGGRAPH Chapter
Montreal ACM SIGGRAPH Chapter
New York City ACM SIGGRAPH
Paris ACM SIGGRAPH Chapter
Portland ACM SIGGRAPH Chapter
Rochester ACM SIGGRAPH Chapter
San Francisco ACM SIGGRAPH Chapter
Santiago ACM SIGGRAPH Professional Chapter
Shanghai ACM SIGGRAPH Chapter
Shenzhen ACM SIGGRAPH Chapter
Silicon Valley ACM SIGGRAPH Chapter
Singapore ACM SIGGRAPH Chapter
Sydney ACM SIGGRAPH Chapter
Taipei ACM SIGGRAPH Chapter
Tokyo ACM SIGGRAPH Chapter
Toronto ACM SIGGRAPH Chapter
Vancouver ACM SIGGRAPH Chapter
Viborg ACM SIGGRAPH Chapter
Washington DC ACM SIGGRAPH Chapter*

*Five Probationary Chapters
Dhaka ACM SIGGRAPH Chapter
Munich ACM SIGGRAPH Chapter
Orlando ACM SIGGRAPH Chapter
Stamford ACM SIGGRAPH Chapter*

Wroclaw ACM SIGGRAPH Chapter

Student Chapters (13 active chapters):

Bilkent University ACM SIGGRAPH Student Chapter

Bowling Green State University ACM SIGGRAPH Student Chapter

Drexel University ACM Student SIGGRAPH Chapter

Embry-Riddle ACM SIGGRAPH Student Chapter

MTSU ACM SIGGRAPH Student Chapter

NJIT ACM SIGGRAPH Student Chapter

PCAD ACM SIGGRAPH Student Chapter

RIT ACM SIGGRAPH Student Chapter

San Jose State ACM SIGGRAPH Student Chapter

Texas A&M University ACM SIGGRAPH Student Chapter

University of Illinois at Urbana-Champaign ACM SIGGRAPH Student Chapter

University of Pennsylvania ACM SIGGRAPH Student Chapter

University of Tulsa ACM SIGGRAPH Student Chapter

2 Probationary Chapters

Louisiana State University ACM SIGGRAPH Student Chapter

Stanford University ACM SIGGRAPH Student Chapter

CONFERENCE ACTIVITIES:

SIGGRAPH North America 2019

- Workshop:
 - The Los Angeles workshop was again a great success. We invited the EC and Standing Chairs to have breakfast with the PSCC and the Chapter leaders for the groups to interact, build relationships, and funnel new leaders into ORG leadership roles. Chapter leaders got to know each other by working on a collaborative problem-solving activity and continuing progress on our Chapter Management Handbook.
- Chapters Party:
 - This was another great success. We hosted a VIP area for conference and ORG volunteers which had less attendance than expected, so we will work harder to promote this amongst ORG volunteers in the future. The Autodesk sponsorship provided light up toys for guests. We met the bar minimum easily, so the event was a financial success.
- Chapters Fast Forward:
 - The Chapters Fast Forward was again held during the main conference instead of during the workshop. The event was held Wednesday morning at the ACM SIGGRAPH Theater. It is an opportunity for Chapter leaders to learn about what types of events other chapters are succeeding at, and what other chapters are

struggling with, for ACM SIGGRAPH members to understand what it takes to run a chapter, and for folks interested in starting a chapter to ask questions.

- Chapters + Student Volunteer Luncheon:
 - This event has been a great opportunity to engage with student volunteers and raise their awareness of the organization and help them consider starting or joining student chapters. This year some unexpected hiccups prevented the event from being as successful as in the past that we will work on in the future.
- Leadership Hand-off:
 - At the end of SIGGRAPH North America, Jacky Bibliowicz handed over the leadership of the Chapters Committee to AJ Christensen for his first term as Chair. AJ began working on assembling the next iteration of the committee with some old faces and many new ones to begin planning for SIGGRAPH Asia 2019 and chapter activities in 2020.

SIGGRAPH Asia 2019

- Workshop:
 - The workshop in Brisbane had fewer attendees than usual, but five chapter leaders were still in attendance. We spent hours discussing how the Chapters Committee could better engage with our Asian chapters. We also welcomed an attendee who was considering starting a chapter in St. Petersburg.
- Chapters + Student Volunteer Luncheon:
 - This event was a really impressive success and consumed a lot of planning and attention from the three PSCC volunteers who attended the conference. They were truly inspired - we had many conversations that lasted well past the event and made some lasting connections.

Goals:

SIGGRAPH North America 2020:

- Workshop 2020: We are in the beginning stages of planning a virtual workshop for chapter leaders.
- Chapters Party
- Chapters Fast-Forward
- Chapters/SV luncheon

SIGGRAPH Asia Conference 2020:

- Workshop:
 - We will do extra outreach to grow participation numbers, and aim to find ways to build bridges between Asian chapters and the rest of the chapters network, as this has previously been a weakness.
- Student Volunteer Luncheon:
 - We plan to repeat this very successful event with a fresh audience that SIGGRAPH Asia draws each year.

Other Initiatives:

- Bring the chapters network together more closely and interactively than ever before through a shared Slack space (this is in the beginning stages of rollout)
- Offer chapters the ability to host events for their members and the rest of the chapters network on a shared Chapters Zoom account that has a large attendance cap (currently 500, with the ability to grow to 1000).
- Understand how corporate relationships can be shared back and forth between the conference, the organization, and local chapters. How can we present a united front and offer both small and large opportunities for sponsorship?
- Build our recognition initiatives of new chapters in the community and successful chapters building up the community.
- Virtual all-hands video check-ins with chapter leaders throughout the year
- Continue the newsletter initiative
- Document our procedures as a committee, and encourage chapters to document their procedures in running chapter business
- Improve communication between Asian chapters and the rest of the chapters network
- Improve the PSCC's productivity through a suite of virtual tools (Trello, Slack, Google Calendar, Zoom)

Communications Committee

Chair: Evan Hirsch

Mission:

The Communication and Membership Committee recommends and then implements appropriate communication channels for the organization and its constituents. Designs and supervises build out of ACM SIGGRAPH electronic presence. Works with the EC to realize strategic communication and marketing goals. Oversees the SIGGRAPH Village at both SIGGRAPH conferences.

Accomplishments:

Over the last year, the Communications and Membership Committee has begun a restructuring process to better reflect the needs of the global organization from a strategic perspective, and also to reflect how our operating environment has changed over the last few years (pre-COVID). This began with the awarding of a contract, to a consultancy and the subsequent completion of an audit with analysis of all marketing and communications efforts across the entire organization. These findings were reviewed by representatives from the EC, the NA, and Asia Conference teams. While the detailed findings have been shared with the EC, the review resulted in many recommendations and policy adoptions, that include, but are not limited to:

- The conferences should no longer create a new logo/brand treatment for each conference (each year) as doing so dilutes the value of the overall SIGGRAPH brand identity. A preliminary set of new logo guidelines has been shared with the NA and Asia conference CAGs to use going forward. A more thorough SIGGRAPH Brand Style and Usage document will be completed and shared later this year.
- The conferences have been asked to:
 - Align their marketing as intentionally as possible with the organization's Mission Statement; this includes improving alignment between all of the teams' editorial messages and calendars.
 - Ensure all communications are presented from the perspective as to their relevance and value to a constituent, and less emphasis on current trends or entertainment values.
- An agreement was reached to do a predominately aesthetic facelift of the organization's website (this process will start in fall 2020)
- The organization will shift its communications efforts to have a strong emphasis on video as communications media.
 - We auditioned a few video editors and subsequently hired one to create multiple video pieces for use on the organization's website, YouTube channel, and assist the history committee.
 - Starting with 2020, the Communications team is creating videos for each Award winner that visually celebrates their work. These videos will initially be shown when the awardee receives their award, and the Awards page on SIGGRAPH.org afterward.
 - A set of recruitment videos to drive volunteer recruitment using the theme "Why I volunteer for SIGGRAPH"
 - All videos created by our team will be edited to emphasize the relevance of computer graphics and interactive techniques to the society beyond our memberships
- Conference-in-a-Box was ready to go to purchase, however, this has been tabled until the ramifications of COVID on conference attendance become clearer.
- Responsibility for Membership and the SIGGRAPH Village have been transferred to other standing committees to enable the Communications team to tighten our focus

Goals:

- We have re-evaluated the roles and responsibilities needed for the Communications committee going forward and have arrived at the following list of volunteers needed:
 - **Communications Chair** (Evan Hirsch): Overall committee leadership strategic alignment of EC needs with communication efforts including Editorial Calendars, Brand Identity, logo and brand protection, management, co-branding, and standards.
 - **External Programming Chair** (new role, Barb Helfer): works with external conferences and strategic partners to determine what SIGGRAPH content is most appropriate to being shared with the respective audiences.
 - **Social Media Manager** (TBD): manage all of the organization's social media efforts and needs, interfaces with NA and SA Social media efforts.
 - **Member Profiles editor** (Theresa-Marie Rhyne): creates spotlight pieces for various members throughout the year

- o **Video Manager** (new role, Christobel Chang): to manage all video production and needs
- o **Frontiers newsletter** (*need still to be clarified, TBD): provide specific content to bolster the organization's strategic efforts to broaden our appeal beyond what has been traditionally viewed as CG+IT. (likely to be 9 issues per year, by guest editors of Pioneers)
- o **Video Editor(s)** (Contractor): professional video editors to edit content for respective channels
- o **Communications/PR Consultant** (contractor): professional PR person to help drive messages and create trade, business, and consumer media-friendly content and messaging.
- o **Content Manager** (Contractor, TBH): part-time contractor to manage all the content needs across all Communications efforts.

Digital Arts Committee

Chair: Victoria Szabo

Mission:

Fosters year-round engagement and dialogue within the digital, electronic, computational, and media arts. Facilitates dynamic scholarship and creative programming for the digital arts within the ACM SIGGRAPH organization. Promotes collaboration between artists and the larger computer graphics and interactive techniques community. Promotes collaboration between the Digital Arts Committee (DAC) and the art programs of the conferences.

Accomplishments:

This year, as we did last year, the Digital Arts Community continued its focus on engaging with the Annual Conferences and the broader Digital Arts Community. At the annual conference in 2019, we debuted a new online, juried exhibition, "The Urgency of Reality in a Hyperconnected Age," after soft-launching it at SIGGRAPH Asia 2018. This exhibition debuted in talks and through a kiosk co-located with the Art Gallery. We held the Art Party on-site at the Art Gallery at S2019, a first in several years, which brought together a wider group at the conference and made special arrangements to bring in the local digital arts community in LA through an Eventbrite ticketing system. We also hosted a very successful joint panel on AI and Art with Leonardo LEAF. Over the course of the year, we updated our policies and procedures to help organize our events and serve as a model to other committees. We also continued to build the Digital Art Archives project, with the support of ACM. We have developed a new online platform for showcasing DAC activities and are looking to upgrade the Ning platform while we investigate possible portfolio-sharing platforms in the future. We have developed our Facebook presence, and continue to prioritize social media and outreach for next year to ensure we cast a wider net to include more potential community members.

Goals:

We are currently finalizing our latest online exhibition, “Digital Power: Activism, Advocacy, and the Influence of Women Online,” which we will launch online in July. In anticipation of the virtual S2020 we anticipate hosting online synchronous and asynchronous sessions on the Archives project, Digital Power, and potentially topical discussion sessions related to current issues, ideally in partnership with Leonardo LEAF and Ars Electronica. We are also exploring the use of virtual world environments for community “mixers” online during the conference, and are considering their ongoing use post-conference. Our goals for next year include launching a new online exhibition, and developing periodic, perhaps monthly live crits and presentations with speakers in coordination with Diversity and Inclusion, Education, and other specialized communities. We will also be working on converting our older WordPress based exhibitions to a static format to ensure the longevity of access as technology platforms change. We plan to represent our community at the College Art Association and ISEA International and to work more closely with SIGGRAPH Asia to ensure the DAC is visible in those venues.

Diversity and Inclusion Committee

Chair: Tony Baylis

Mission:

Celebrates the diversity that exists within the ACM SIGGRAPH community and provides opportunities, both in-person and year-round, to connect with others with common backgrounds, ethnicities, and gender for mentoring and inspiration. The goal of this committee is to create a welcoming and nurturing community for everyone working in computer graphics and interactive techniques independent of gender, sexual orientation, ethnic background, or abilities.

The Diversity and Inclusion Committee focused on refining our strategic plan, goals and objectives, and execution of actions. Our committee also grew as we added new members: Lynn Villafuerte (new to ACM SIGGRAPH), Gwen Loftman, Adam Shay, and Myriam Beauvais (former Student Volunteers). Jessica Butterbaugh, Aparna Dattawalker, and Santiago Echeverry scaled down their involvement with the committee.

Accomplishments:

During the 2019 fiscal year, the Diversity and Inclusion Committee completed the following activities:

- Curated panels and presentations for the SIGGRAPH 2019 North America and Asia conferences, listed:

[SIGGRAPH 2019](#)

[SIGGRAPH 2019 International Resources Committee](#)

- We co-hosted the Women’s Research Luncheon at SIGGRAPH 2019.
- Together with the International Resources Committee, we developed Diversity and Inclusion content of interest to our international community at SIGGRAPH Asia.
- This year, our work also included raising additional awareness of our committee by hosting town halls, attending community get-togethers, advertising via ribbons at conferences, and marketing using social media.
- We refined our Mission, Vision, Purpose, and Goals, and have been added to the [SIGGRAPH website](#).
- We expanded our SIGGRAPH Cares initiative to engage and also train other areas of our community including but not limited to our conference student volunteers. Our chair for SIGGRAPH Cares also created a reporting form and process to assist with the intake of incidents.
- We began working toward collecting data from conference attendees via surveys at our major conferences. We are still at the initial phase of this evaluation thus we anticipate to continue this effort through multiple years at the conferences.
- Alex Bryant was active in highlighting relevant individuals by facilitating the ACM SIGGRAPH blog and SIGGRAPH Spotlight Podcast.
- Two members of the committee, Tony Baylis and Diana Arellano were invited as speakers at Eurographics 2020 as part of the [Diversity and Inclusion](#) panel
- We released a [call for participation](#) for the NA conferences that resulted in 10 submissions.
- We launched a webinar series that will highlight the content of interest from the entire community. A [guide to SIGGRAPH D&I webinars](#) were also created by Myriam Beauvais and Alain Chesnais.

Education Committee

Chair: Ginger Alford

Mission:

The Education Committee works to support educators in computer graphics and interactive techniques. This encompasses technical, creative, applied, and interdisciplinary studies in higher education that intersect curricular areas of computer science, engineering, art, design, and related disciplines. The Education Committee undertakes a broad range of projects and activities in support of the computer graphics and interactive techniques education community, such as developing curriculum guidelines, providing instructional resources, organizing SIGGRAPH conference-related activities, and outreach.

Accomplishments:

- Support and engagement of VR Educators have gained momentum. The second VR Educators BoF in 2019 spurred 40 interested VR Educators to meet throughout the year and work on several areas. One group is developing curriculum and soliciting instructional materials. Another group is working on what has become known as The Dome Project, which aspired to provide a 18' Dome as a resource at the conference. Another group will be presenting juried content at the Educators Forum. Also, the Education Committee sponsored an ED-EX 2019 Workshop during the VRCAI 2019 Brisbane.
- The recently created Communications Director role has resulted in the regular and more intentional use of social media platforms including Facebook, LinkedIn, Twitter, and Instagram. The Communications Director is committed to implementing a communications plan that is coordinated across the committee and the organization. This has been an effective structural change on the committee and promises to be a good vehicle for future communication.
- Ongoing conference activities organized by committee members included a popular Industry panel on how to prepare students for industry, the annual SpaceTime Student Poster Contest, Faculty Submitted Student Work Showcase of Assignment and Student Work, Educators Meet and Greet and Education Committee sponsored Birds of a Feather.
- A pilot conference program called 'In Good Company', in coordination with exhibitions management, had two speakers from the exhibitor list discuss generic education-focused problem solutions at the Education Booth.
- Our work developing relationships with other organizations include designating Susan Reiser as the SIGGRAPH representative to the ACM Education Council, designating Erik Brunvand as SIGCSE Liaison to arrange reprise presentations at our respective annual conferences. We also regularly have Beatriz Sousa-Santos, the Chair of the Eurographics Education Committee, in attendance at our meetings. We informally connect with the LEAF Education Committee. This is an area, in general, that would benefit from more intentional development.
- High School Outreach has changed significantly. The Conference Education Liaison has taken on the coordination for local high school groups wishing to visit the conference. The Pioneer Mentor Program was retooled to serve students of a minimum age of 18, who would be recent high school graduates. There was a drop in the number of participants to only 8 for 2019. The prospect of the program for 2020 is uncertain with a virtual conference. This is a program that deserves additional clarification to review the goals and the most effective ways to meet student needs.
- Glenn Goldman did significant work developing committee policy documents per EC direction and samples. Reviewing and revising as a committee is something we do annually at our in-person meeting.
- The Resources Subcommittee provided a new interactive tool for more effective browsing a collection of assignments provided through the Faculty Submitted Student Work program. They report over 16,000 website visits over the year, with 10% returning.

Decisions regarding what platforms the larger organizations support will impact our ability to maintain the website and is a bit of a concern.

Goals:

- Install an 18' Dome at the 2021 SIGGRAPH Conference for showcasing student work in immersive environments and to support discussions of best practices and challenges in immersive education. With a great deal of the groundwork established for having a dome and with more time to coordinate use across the entire organization, the Education Committee Dome Working Group continues to work towards achieving this goal. This will require early and frequent conversations with all stakeholders. The EC can help provide direction and facilitate coordination with other Standing Committees.
- We will continue to develop resources. We have identified the priority as creating a repository of VR/AR/MR instructional materials and best practice experiences on the Education Committee website for VR educators.
- Move conference activities to a virtual format as appropriate. This includes the SpaceTime Student Poster Contest and the Faculty Submitted Student Work.
- Develop new virtual initiatives to strengthen, engage, and support the education community in light of current COVID-19 restrictions including focused virtual gatherings to discuss challenges of online teaching, sharing of resources, and more focused issues.
- The Resources Subcommittee is planning to create curated lists of useful educational resources in the ACM Digital Library and at SIGGRAPH University. These lists will be posted on the Education Committee website to serve as an easy to use an index into a small subset of materials by topic. With 16,000 visitors to the website each year, we hope this index will increase the usage of archived materials.

External Relations Committee

Chair: Diana Arellano

Mission:

Manages relationships with professional societies and organizations that are external to ACM. Working with the EC, this committee identifies and establishes relationships with new organizations according to the current strategic plan.

Accomplishments:

- The External Relations Committee was formed and it is composed of seven members who can help grow our relationship in the arts, industry, and scientific fields.
- We renewed our partnerships with VIEW Conference, IEEE VGTC, Eurographics (adjustment of joined membership discount), CG-ARTS. We initiated a new partnership

with VR Days and we're working on a partnership with the recently successful RealTime Conference.

- We initiated conversations with the SAE (Society of Automotive Engineers).
- We released a blog article about our partner conferences that went online (e.g. Laval Virtual) and other conferences in the field and their experience going online.
<https://blog.siggraph.org/2020/04/outlook-the-present-and-future-of-partner-conferences.html/>

Goals:

- To sign cooperation agreements with SAE and Ars Electronica
- To work together with the CAFAB (Computer Animation Festival Advisory Group) in joint agreements.
- To define and shape the idea of a "Partners Lounge". This is the option for a scalable Partners Space at SIGGRAPH.
- To collaborate with the Diversity and Inclusion Committee to come up with a type of agreement that includes D&I initiatives. A first example would be together with Eurographics and IEEE VR.
- To find a better way to collaborate with the Communications Committee to have a standardized promotion exchange with partners (part of our cooperation agreements).
- To find ways to support CG-ARTS to work closely with the Education Committee.

Governance Committee

Chair: Scott Owen

Mission:

The Governance Committee examines the policies, procedures, and structure of ACM SIGGRAPH and recommends changes to the Executive Committee who approves or rejects them. All of the changes below are reflected in the ACM SIGGRAPH Policy Guidelines.

Accomplishments:

In the past year the Governance Committee has recommended, and the Executive Committee has approved, the following significant changes:

- The Governance Committee changed from a Strategy Group to a Standing Committee.
- Section 2.7 Meetings. Formalized method of voting, the conduct of EC meetings, and content of EC meeting minutes.
- Added to Section III the Officer Term limits and Officer Selection process.
- Section 4.2 Modified composition of the Finance Committee.

- Modified Section 5.4 Petition Candidates.
- Section 6.2 Advisory Boards. Formalized method for soliciting and approving of Advisory Board
- Chairs.
- Added Section 7.9 on policy for significant Program Changes for SNA and SA.
- Section 9.2 Added new policy on changes and cancellations for Specialized Conferences.
- Section 9.3 Modified to clarify bookkeeping issues.
- Section 11 Expense Policy - Added that all meetings should be finalized eight weeks before the meeting and must be finalized four weeks before.
- Modified Section 11.3 Air Travel.
- Modified 11.5 Hotel Expenses to state that for SNA and SA the hotels must be booked by the official cut-off date.
- Modified Section 11.7 Travel Finances.
- Section 12 Automatic induction into SIGGRAPH Academy for Education and Practitioner awardees.
- Section 12.1 Modified description of Outstanding Service Award Committee
- Added Section 12.5 Creation of New Awards
- Added Section 14.5 on Executive Committee emails lists

Goals:

- Policy on making major monetary commitments for the distant future for Specialized Conferences.
- More detail in the procedure for SNA/SA choice of cities.
- The Guest pass policies for SNA and SA.
- Policies on External Relations with commercial (for-profit) entities.
- Possible Committee(s) on Membership and Volunteer retention.
- Policy on Section XIII: Logo Use about all external communication, marks, etc.
- Who should be in charge of SIGGRAPH Village at SA/SNA.
- Should we have a Courses Advisory Board with someone from New Communities Strategy Group.

History Committee

Chair: Mary Whitton

Mission:

The committee's goals and priorities are: (1) to preserve the stories and artifacts of our community and industry, (2) to make the collected materials broadly accessible by the public,

and (3) to document the impact of SIGGRAPH on the development of computer graphics, the computer graphics industry, and industries enabled by the graphics and imaging. (EC added this in 2019.)

Accomplishments:

- Committee news: Erica Hornung, a professional archivist, has joined the committee
- Preserving Stories: Reb Perry and the team recorded ten new interviews; two new session recordings.
- Preserving Artifacts: Papers of Mark Elsen almost ready to go to the Charles Babbage Institute; SVR issues 1-130 reformatted and archived on SIGGRAPH shared Google drives.
- Making Material Accessible: Our star project is the SIGGRAPH Art Archive website, <https://digitalartarchive.siggraph.org/>. Julian Gomez and Paul Strauss continue to work on graph/query-based searching; pipeline from CVS to data visualization in place (alpha).
- Documenting impact: Ramping up this project has been hard as it is rather undefined as to target audience and scope.

Goals:

- Celebrating SIGGRAPH's 50th conference and 54th year in 2023—honoring the past and moving forward. Finding key volunteers soon is essential
- Design and begin a population of the History Web Site
- Continue finding funding for preservation/archiving/indexing
- Gathering stories: Integrate better with a conference-related interview and video capture plans and funding.
- Impact: Work with strategy folks to understand what they want from this project and get their help finding a lead for it.

Interactive and Immersive Experiences Committee

Chair: Mark Billingham

Mission:

The vision of the Immersive and Interactive Environments Committee is to support researchers and practitioners involved in the design and creation of interactive and immersive experiences and promote them throughout the SIGGRAPH organization. The Immersive and Interactive Environments Committee was created to raise awareness of Interactive and Immersive Experiences at the SIGGRAPH conferences and in the broader community. This includes creating a web portal showcasing Interactive and Immersive Experiences, identifying leading examples of Interactive and Immersive Experiences, promoting education and innovation in the area, etc.

The 2019-2020 year was the first year that the committee was in operation, and this was mostly spent focusing on establishing the committee, arranging regular meetings, and getting an initial program of activities started. Our efforts have been significantly hampered by the COVID-19 pandemic, but we anticipate being able to increase our activities from July 2020 onwards, as countries and institutions begin to open up again.

Accomplishments:

Progress was made in the following areas:

- Recruiting a diverse membership to committee roles
- Setting annual goals and a vision statement
- Establishing regular meetings
- Beginning a program of work to encourage more interactive and immersive technical paper submissions to SIGGRAPH and SIGGRAPH Asia
- Coordinating with the External Relations Committee
- Beginning social media and web developments

Goals:

Annual Goals: In 2019 we set the following goals for 2020:

- *Complete recruiting committee members*
 - We will create a diverse committee of 7- 10 members who can work together to achieve the goals of the Interactive and Immersive Experiences committee.
- *Increase technical submissions in VR/AR/Interactive Experiences for SIGGRAPH*
 - We plan to significantly increase the number of submissions and accepted technical content in SIGGRAPH in the areas of AR/VR and Interaction. To achieve this, we will need to develop a plan for increasing SIGGRAPH technical submissions with AR/VR/Interactive content.
- *Create a Social Media presence and a Social Media Plan*
 - We will create a Social Media presence that we can use to communicate with and connect to the broader SIGGRAPH community and beyond. This should include platforms such as Facebook, Twitter, LinkedIn, etc.
- *Create a Website*
 - We will create an online presence for our committee, which can be used as a repository for Interactive and Immersive related material, a place for announcements to be made, an online focus for the community, etc.
- *Connect with other external SIGGRAPH committees*
 - We will work with other ACM SIGGRAPH standing committees, also CAG and SACAG to get our influence on future conference programs, and alignments, so we can help more than less.

We will continue to work on these in the second half of 2020, and plan to revisit our goals at the end of 2020.

- Promoting Publications: One of the main goals for 2019/2020 was to devise a plan for increasing AR/VR/Interactive submissions to the technical program of SIGGRAPH and SIGGRAPH Asia. Although AR/VR/Interactive works are well represented in the Etech, Art Gallery, and other areas, they have typically been significantly underrepresented in the technical papers program. Laura Trutoiu has been working with the current and previous Papers chairs for SIGGRAPH to understand the extent of submissions and explore options for increasing them. We will have a report about this created in July/August 2020 and then move to work on a plan for increasing submissions.
- External Relations Committee: Mark Billingham was invited onto the External Relations Committee at the end of 2019, chaired by Diana Arellano. Since then he has been attending monthly meetings, specifically with a focus on helping identify opportunities for SIGGRAPH to connect to the various AR/VR/Interactive conferences and events being held.

Information Technology Services Committee

Chair: Aaron Hosier

Mission:

The Information Technology Services committee manages and supports various services for ACM SIGGRAPH including the servers used to host organizational websites; creating, maintaining, and supporting email lists used within the organization for committees, conferences, and chapters; and the management and support of the ACM SIGGRAPH Google GSuite site.

The ITS committee also participates in organizational strategic efforts. The ITS committee is involved with the Data and Digital Presence strategy teams. Working in conjunction with the History Committee it is working to identify, collect, and organize assets owned or available to ACM SIGGRAPH. As part of the Data team, it has been working to redesign the conference registration questions and post-survey system to gain better and new insights into our attendees.

Accomplishments:

One of the more significant efforts this year has been working with ACM SIGGRAPH's new project manager. This work has helped bring to light several significant issues with the ACM SIGGRAPH website that we have been working to resolve. It has also forced us to re-evaluate some of the design decisions of the website, looking for better ways to operate and maintain the site.

With respect to our Google GSuite site, we have seen tremendous growth in usage. For Chapters, it has become a growing resource for their needs and has allowed them to consolidate a lot of their information, documents, etc. in a common location where they can then centrally control the access. The strategy teams have also greatly utilized the system for various things.

Work this year has also been done on several items related to ACM SIGGRAPH's strategic efforts. Assets have been collected from throughout the organization, placed within various GSuite Shared Drives, and then made available to organized and cataloged.

Goals:

Initial designs for a volunteer database system have been completed, with work on an initial data entry system being done at this time.

International Resources Committee

Chair: June Kim

Mission:

Promoting ACM SIGGRAPH and Connecting our global community of computer graphics and interactive techniques with both on-site and year-round activities.

Accomplishments:

Conference organization focused:

- Organization of ACM SIGGRAPH theatre and International Centre for the SIGGRAPH 2019, Los Angeles
- Organization of ACM SIGGRAPH theatre collaborating with the Diversity & Inclusion Committee at the SIGGRAPH Asia 2019, Brisbane, the first time in SIGGRAPH Asia
- Ran the 'What is ACM SIGGRAPH?' session first time in SIGGRAPH Asia inviting ACM SIGGRAPH committee members/chairs to introduce the activities of each committee such as DAC, Chapters, D&I, and Interactive & Immersive committees

Creating a healthy and collaborative committee environment:

- Run the first half day International Resources Committee workshop on the last day of SIGGRAPH 2019
- Slack channel and fortnight meeting are on to create an open and collaborative committee environment

- Collaboration with SIGGRAPH Asia Student Volunteer team to work on the audio guide and translation work together
- Organization of an inclusive IRC luncheon at both SIGGRAPH 2019 and SIGGRAPH Asia 2019 inviting a couple of student volunteers, regular BOF organizers, and other committees to listen to stakeholders' opinion to improve our service

Goals:

- Consideration on opening a two-way/open communication channel to listen and discuss expectation of attendees and SIGGRAPH members from IRC and ACM SIGGRAPH
- Organize gatherings such as an international night at the SNA, ACM SIGGRAPH coffee & tea at SA.
- Maintain a supportive and transparent environment that all committee members share and support each other

For sessions we run as a part of SIGGRAPH theatre, our goals to focus are:

- Showcase the landscape of CGI industry not yet widely known countries to ACM SIGGRAPH community (i.e. Work in progress of organizing to introduce VFX industry in Morocco and Tunisia in this SIGGRAPH 2020)
- Running more panel session to discuss the hottest topic of a year in a particular region (Asia, Latin America, etc.) to have in-depth debates than share overviews only

Enriching the organization of ACM SIGGRAPH theatre in SIGGRAPH Asia conference:

- Organize sessions to introduce and promote ACM SIGGRAPH to SIGGRAPH Asia community and local CGI community.

Nominations Committee

Chair: Rebecca Strzelec

Mission:

Selects slate for the annual Executive Committee election. Recommends candidates for Chairs of Standing Committees to the Executive Committee.

Accomplishments:

The Nominations Committee facilitated the interviewing and selection of the Executive Committee slate for 2020. The slate is as follows:

DIRECTOR A:

Corinne Price, ICF

Elizabeth Baron, Silverdraft

DIRECTOR B:

Jesse Barker, Unity Technologies

Makai Smith, Bentley Systems, Inc

DIRECTOR C:

Hanspeter Pfister, Harvard John A. Paulson School of Engineering and Applied Sciences

Tomasz Bednarz, The University of New South Wales (EPICentre)

The Commonwealth Scientific and Industrial Research Organization (Data61)

The Nominations Committee managed applications, conducted interviews, and made recommendations for the following for Chair positions:

APPROVED: Paul Kry (Specialized Conferences, replacing Joaquim Jorge)

APPROVED: Ginger Tontaveetong (Early Career Development, replacing Corinne Price)

APPROVED: Jonali Bhattacharyya (Lifelong Learning Committee, new committee)

APPROVED: Elizabeth Baron (Practitioner Career Development, new committee)

Rebecca Strzelec and Scott Owen worked through an issue identified in the use of our new slate format with ACM. There is now a modified policy that reflects which category a petition candidate is assigned to. They are assigned by ACM Election Services according to the most fitting field/occupation. The petition candidate does not get to choose which category they are assigned to after the slate is announced. The policy caused the petition potential candidate to decline their candidacy.

Goals:

Assuming an in-person conference for SIGGRAPH 2021, we will not be holding any type of Nominations event to meet the EC candidates. It has been determined that it is a waste of money. Additionally, the Nominations Committee recommends that any printing of PR materials to advertise for the election be eliminated from the budget. It is also a waste of money as it does not increase voter participation.

As Chair, I hope to find a better cadence with regards to EC and Nominations Committee communication. This year there were several instances where decisions and processes were held up, in some cases for months, because the conduit between the Nominations Committee and the EC was ineffective. These mostly occurred with the posting of position advertisements, but we can also do better with day to day communication and follow through--all around.

Publications Committee

Chair: Stephen Spencer

Mission:

Documents the content presented at our annual events, using channels that are efficient and cost-effective. Works with ACM Publications Board as new situations arise and on items with broader implications.

Accomplishments:

Ongoing initiatives include working with the organizers of numerous sponsored events to collect content and prepare the proceedings of their event, working with vendors to prepare physical deliverables for distribution, and working with ACM personnel to import that content into the ACM Digital Library.

Over the past twelve months, I have worked with the organizers of the following sponsored events: SIGGRAPH 2019, SIGGRAPH Asia 2019, CSCS, CVMP, DigiPro, ETRA, I3D, MIG, SAP, SCA, SCF, SUI, VRCAI, VRST, and Web3D.

Goals:

- Working with conference organizers, program chairs, and ACM personnel to rewrite several of ACM's rights management forms to better serve the conferences' needs.
- Continuing to improve the documentation available to authors of works submitted to sponsored events.
- Creating completely new documentation for contributors and production editors for their interaction with TAPS, and working with ACM personnel to prepare documentation for TAPS, hopefully building on what has already been written.
- Continuing to provide support to ACM personnel on all matters related to TAPS. Our sponsored events have used TAPS since the fall of 2019, they are using it at present, and ACM will be making TAPS available to the ACM community in early 2021.

Specialized Conferences Committee

Chair: Joaquim Jorge

Mission:

Approves and monitors specialized conferences to ensure that they are financially and intellectually healthy and aligned with the mission of ACM SIGGRAPH. Promotes awareness of the specialized conferences and the resulting archival content to the broader community and works to improve the integration of the specialized conferences with other SIGGRAPH events. Together with the External Relations Committee, the SCC works to strengthen existing ties and

identify new venues, emerging themes, or potential relationships with other conferences and organizations to broaden the scope of SIGGRAPH.

Accomplishments:

- Coordinated the approval of PAF and TMRF of over two dozen supported or in-cooperation events.
- Added CSCS 2019 (Computer Science in Cars) as a 100% sponsored event – to be co-sponsored with SIGAI in 2020.
- Worked with External Relations to renew the ACM/SIGGRAPH IEEE/vgTC MoU.
- Joaquim Jorge personally co-chaired Expressive 2019 and VRCAI 2019 co-located with SIGGRAPH Asia, the most profitable specialized event sponsored by SIGGRAPH, at a 15K USD surplus.
- In FY2020, the Specialized Conference Committee approved six sponsored conferences, as well as six co-sponsored conferences and over a dozen in-cooperation.

Goals:

- Paul Kry will be taking over as SCC Chair in September 2020.

Student Services Committee

Chair: Corinne Price

Mission:

The S3 committee, in their role as the Early Career Development Committee, continued to bring additional year-round value to ACM SIGGRAPH student members and emerging professionals. S3's mission is to plan, develop, and facilitate activities that assist with integration into the larger SIGGRAPH community and enhance career development. Emerging professionals are defined as undergraduate and graduate students, as well as, those within the first three years of graduation.

S3 also provides continuity and institutional memory for the student volunteer and intern programs at SIGGRAPH North America and SIGGRAPH Asia and collaborates with other SIGGRAPH entities (conferences, chapters, committees, etc.) on issues that affect student and emerging professional members. S3 has four key programs - resume and reel reviews known as S3R3, mentoring for ACM SIGGRAPH student members known as MentorMe, XSV, and a series of webinars and talks.

Accomplishments:

General Updates

- Responded to the COVID-19 pandemic by offering additional programming and establishing a close working relationship with the SIGGRAPH 2020 Student Volunteer Committee (SVSC) and other EC committees.
- In the process of revamping the S3 website to include increased resources, additional social media, and updated branding.

- Establishing a Discord channel with rules and guidelines to facilitate cross-communication for students and emerging professionals; coordinated with the SIGGRAPH 2020 SVSC and Student Chapters leadership to ensure the proper channels were established for their group.

S3 Resume and Reel Reviews (S3R3)

- Overview:
 - Conduct reviews four times per year – on-site at the SIGGRAPH 2019 and SIGGRAPH Asia 2019 conferences, as well as two virtual sessions in the Winter and Spring.
 - Students receive feedback on their demo and resume by one of our Industry Professional Reviewers on a one to one basis; students are matched based on their desired work field and job skills. In return for their support, Industry Professional reviewers are gifted a conference mug and an “S3 Mentor” and/or “S3R3 Reviewer” ribbon, as well as, provided water and candy in the review room.
 - A number of reviews completed:
 - Completed 84 reviews onsite at SIGGRAPH 2019 (Summer 2019) – 75 unique reviews; 33 reviewers; filled up fastest review is Art & Animation and most requested is 3D Modeling/Generalist. The majority of reviews were not for Student Volunteers. Due to signage outside of the room, there were a lot of walk-in requests from student attendees. Signage was requested from Conference Management with room use, as well as review date and times.
 - Completed 36 reviews onsite at SIGGRAPH Asia 2019 (Fall 2019); identified space at the back of the room and worked around student schedules. More technical reviewers would increase the number of reviews that could be performed onsite.
 - Completed 13 reviews online during Winter 2020
 - Completed reviews for 67 students and emerging professionals online during Spring 2020; signed-up 40 reviewers, which included new reviewers via Pioneers channels

MentorMe

- Overview:
 - Mentor pairing cohort lasts 6-8 weeks starting at the annual SIGGRAPH conference and extending through the Fall semester
 - Conducted online through email correspondence and teleconferencing
 - Students are matched based on their desired work field and job skills
 - A number of reviews completed:
 - 41 pairings in Summer 2019

XSV Program

- SIGGRAPH 2019 Execution
 - Hosted 15 XSVs – 13 within SIGGRAPH venue committees and 2 with Executive Committees
 - Three XSVs were unable to attend the conference – two due to financial reasons and one due to a medical emergency; however, all three volunteered with their committees throughout the Spring

- o Provided a \$500 travel stipend, which was utilized by eleven of the XSVs
- SIGGRAPH 2019 Overview
 - o XSV application included three rolling deadlines - November 20, January 22, May 27 - to address the delay in application submission experienced with the longer submission period
 - o Received 27 XSV applications and 10 project proposals for 15 XSVs (all conference-specific)
 - o Due to COVID-19 progression throughout January and February, XSV pairing was delayed and ultimately halted until a decision regarding the SIGGRAPH 2020 conference.
 - o As the SIGGRAPH 2020 conference moved virtual, XSV pairings and decisions awaited notification regarding volunteer needs. The team followed up with applicants and project proposal submissions.

SIGGRAPH Asia 2019

- Benny Garcia, Corinne Price, Michael Collins, and Ginger Tontaveetong attended SIGGRAPH Asia 2019 in Brisbane, Australia to facilitate the S3R3 program at the conference. They were also able to assist with the SV program on-site and continue to publicize S3 programming.
 - o Presented an overview of the S3 program to SIGGRAPH Asia 2019 Student Volunteers, Team Leaders, and SVSC. Met with individuals on how to get involved with ACM SIGGRAPH and the North American SIGGRAPH Conference.
- Webinars and Other Activities
 - o Hosted 2 webinars, Creature FX Reel Tips and Tricks (10/11/2019), and Developing Your Concept Reel – Environments (2/20/2020). Both had low attendance but were recorded and are in post-production to be added to the SIGGRAPH YouTube channel and ultimately the revised S3 website.

Goals:

- Continue to build out virtual programming and engage with the SIGGRAPH 2020 virtual conference format.
- Host additional webinars and coordinate with SIGGRAPH Conference SVSC and ACM SIGGRAPH Diversity & Inclusion Committee; current desire for S3 to host 1 webinar per month.
- Build out a Discord server to better collaborate with all students and SIGGRAPH Student Chapters; different channels in Discord will allow us to engage with the membership across the various groups.
- Source additional S3R3 Reviewer and MentorMe Mentors using Pioneers, Diversity & Inclusion, and Educators listservs. Update the MailChimp account (or another method) to collect information for new reviewers and/or interested students and emerging professionals and build out a resource database.
- Expand the MentorMe program twice per year.

Advisory Boards

Computer Animation Festival Advisory Board (CAFAB):

Chair: Jason R.M. Smith

Mission:

The Computer Animation Festival Advisory Board was established to provide a long term vision to the CAF whilst promoting the SIGGRAPH Organization and Conferences through the international Traveling Show.

Accomplishments:

During 2019 the Computer Animation Festival Advisory Board achieved conference level buy-in on the Computer Animation Festival Awards Policies, providing value to incoming CAF Chairs and consistency across both conferences. Whilst conferences worldwide switched formats due to COVID, the CAFAB Strategic Projects team worked with the External Partnerships team to identify a shortlist of future pillar partners to drive strategic Traveling Show growth. The group also lined up a potential software partner for Digital Distribution and continue to target a digitally distributed Traveling Show for NA2021.

Goals:

Partnerships and distribution remain priorities for 2020-21 and will be re-evaluated to support long-term COVID related changes for SIGGRAPH and partner conferences once the impact is understood.

Art Advisory Group (AAG):

Chair: Victoria Szabo

Mission:

SIGGRAPH ART ADVISORY GROUP (AAG) was established in the spring of 2019 to ensure that Art Gallery and Art Papers continue to be valued conference programs serving the artist community and beyond. This newly launched group provides counsel to the Conference Advisory Group (CAG) and SIGGRAPH Asia Conference Advisory Group (SACAG), as needed, on multi-year, cross-conference issues affecting the Art Gallery and Papers community. AAG currently has 11 members (Chair & Exofficio members). Ex-officio members are N-1, N, and N+1 art Gallery and Papers chairs for SIGGRAPH, SIGGRAPH ASIA, and the current chair of

the ACM SIGGRAPH Digital Arts Community(DAC). We also appointed the Presidents of ISEA and the New Media Caucus.

Accomplishments:

AAG assembled a document with general suggestions for the structure of Art jury meetings and developed a list of contributors who can participate in future Art activities. Our primary activity in 2019-20 has been to develop an alternative to the existing Leonardo contract for Art Papers and Art Gallery documentation. We have developed an initial agreement to create a special issue of the Computer Graphics and Interactive Techniques PACM devoted to Art Papers, and are exploring options for documenting the Art Gallery, which may include a section in the CGIT special issue, or, failing that, a separate online publication that will serve as an Art Gallery catalog. We are also working closely with the Arts chairs to think about longer-term arts exhibition and documentation, especially in light of the COVID-19 crisis and increasingly move towards virtualization.

Goals:

Our goals for the upcoming year are to complete the plans for the post-Leonardo art publications, to develop pipelines for multimodal Arts documentation looking ahead, and to coordinate with the Digital Arts Community standing committee around possible platforms for virtual and online art exhibitions and events. We will draw from the AAG expertise to help shape plans for these venues as well as to assess the S2020 virtual conference to determine best practices and plans for both conference-related and year-round activities in these areas at both SNA and SA.

Papers Advisory Group (PAG):

Chair: Holly Rushmeier

Mission:

The full PAG's mission is to represent the institutional memory of the Papers program, to support the Papers Chairs, and to provide continuity and communication among the Papers Chairs. The PAG's appointed members have the following additional responsibility of recommending and vetting Papers Chairs to the SIGGRAPH and SIGGRAPH Asia Conference Chairs

Accomplishments:

The PAG provided lists of recommended Papers Chair candidates for SIGGRAPH Asia and SIGGRAPH. The board also responded to various inquiries from the current Papers Chairs on matters of policy and difficult situations.

Goals:

Same activities with the new committee chair, George Drettakis (to start July 1, 2020.)

Key Challenges facing ACM SIGGRAPH:

Over the past four years, we have worked to design and implement a five-year strategy for the organization and conferences. An ongoing challenge is ensuring that all involved groups are aligned with the five-year strategy. Significant budget cuts were required in the revised organization budget that was submitted to ACM after the in-person SIGGRAPH 2020 was canceled. Those reductions necessitated the cancellation or dramatic reduction of many of the strategic efforts within the EC which will present a challenge in the implementation of our five-year strategy and the ongoing support of our community during these difficult times. Given expected losses still to come in 2021, rebooting those efforts will require additional work on the part of volunteers as contractor support will be too expensive.

Volunteer development is a critical issue for all aspects of the organization. Much more needs to be done to ensure a robust and diverse volunteer base. Volunteer jobs tend to grow in the number of hours required without bound and we turn to the same volunteers repeatedly. This need for volunteer assistance will increase given the financial situation.

Our membership is under stress because of the ramifications of working from home across all of our industries. The impact of the virus on the entertainment industry is particularly severe given that much of the content was intended to be viewed by crowds and production on movie sets has been halted. We are working to increase the support that we provide for members in terms of education and mentoring via year-round activities. We have recruited new standing committee chairs to work in student services, lifelong learning, and career development for practitioners and are continuing to look for a chair for career development for researchers.

Taking SIGGRAPH 2020 virtual had at least one positive side effect – a much higher percentage of the content was captured in video form and will now be available from siggraph.org and the ACM Digital Library. SIGGRAPH Asia will be similarly represented which has not been the case in the past.

Appendix:

Chair groupings with EC reps:

Career Development: Jessica Hodgins (temporarily)

Early Career Development (formerly S3) – Corinne Price
Research CD -- unfilled
Practitioner CD -- unfilled
Lifelong Learning -- unfilled
Professional Development -- unfilled

Online Communities: Paul Strauss

Communications – Evan Hirsch
History – Mary Whitton
Information Technology Services – Aaron Hosier
Publications – Stephen Spencer

Focused Communities: Brian Wyvill

Digital Arts – Victoria Szabo
D&I – Tony Baylis
Education – Ginger Alford
Interactive and Immersive Experiences – Mark Billinghamurst
International Resources – June Kim
Chapters – A.J. Christensen

External: Mashhuda Glencross

External Relations – Diana Arellano
Specialized Conferences – Joaquim Jorge

Chair's Grouping: (Jessica Hodgins as President and then the Chair going forward)

Awards -- John (Spike) Hughes
Nominations – Rebecca Strzelec