



ACM SIGGRAPH Annual Report July 2020 to June 2021 Fiscal Year 2021

Submitted by Adam Bargteil, Chair

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Overview

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 huge 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 breadth 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.

Strategy Work:

For the past five years, the ACM SIGGRAPH Executive Committee has been directing its work to support the strategic needs of our communities. We formed six strategy committees within the EC with

the assistance of a few non-EC members and some of the standing chairs. Two of these strategy committees (Data and Marketing and Communications) have been sunset over the last year, Governance has become a Standing Committee, and three remain. Prior to the pandemic, we devoted the majority of in-person meeting time to strategic discussions and saved the administrative and operational work for bi-weekly hour-long video conference meetings. Since in person meetings are no longer an option, we held meetings to discuss strategy in biweekly calls and two larger meetings. The bi-weekly calls typically involved inviting representatives from our standing committees to do a short presentation followed by rotation through breakout groups. The larger calls were 3 hours long, scheduled on three different nearby days (e.g. Friday and Saturday one week and Saturday the next). The larger calls were more open-ended and resulted in three initiatives moving forward: an ad hoc committee for Online Events, a standing Membership Committee, and our Chapters Committee is working on a proposal for online “groups” based around common interest areas rather than geography.

One of the upsides of everyone working virtually is that there are no travel costs incurred to invite people to meetings, so we threw a very wide net and invited a large group to these meetings: the Executive Committee, Standing Chairs, and anyone on a Strategy Committee. We also allowed any of these invitees to suggest other invites. We would routinely have more than 50 participants (more than a single zoom window, even with a good GPU). These meetings were a little unwieldy to manage, but we found our stride rather quickly with short plenary presentations, followed by in-depth breakouts, and then (for the longer meetings) brief plenary discussions. This approach proved quite effective under the circumstances and had advantages, as well as disadvantages, over in-person meetings; the primary advantage being able to increase the number of voices that could be “in the room.”

Strategy Committees

Nurturing our Existing Communities

Mission:

Our goal is to develop strategies that support the various existing communities that are served by the ACM SIGGRAPH organization, including researchers, practitioners, teachers and learners of computer graphics and interactive techniques. We seek ways to encourage participation in the organization through conferences and other activities, and to nurture and sustain such participation as life-long members of these communities.

Accomplishments:

- Brainstormed year round activities and ran a wiki survey to gather community feedback to help prioritize such activities. Full results are linked [here](#), and top 5 preferences are:
 - Workshops on future directions for the field
 - “Behind the scene” industry talks
 - Virtual social and networking events

- Traveling Art, AR/VR, ETech style venues to local museums hosted by chapters.
 - Keep the SIGGRAPH APP, used for the conference, running year round.
- Ran two Fall 2020 focus groups, primarily focused on:
 - Online year-round activities
 - Chapters, especially in the context of pandemic
- Spring 2021 focus has been on nurturing volunteers within the organization
 - Thanking/acknowledging volunteers
 - Ran one EC Brainstorming session on this topic
 - Revealing our org structure - making the many roles within the organization more transparent.
 - Ran one EC Brainstorming session on this topic
 - Chapters leadership, and how to make these roles sustainable

Goals:

- Find path to execution for ideas about nurturing volunteers, in these broad goals:
 - Thanking/acknowledging volunteers
 - Revealing our org structure
 - Chapters leadership, and how to make these roles sustainable
- Form a working group to consider how to help bridge former student volunteers and other early career participants to find roles within the organization, particularly with respect to year-round activities. This complements the XSV program which is more tightly coupled to the conference schedule.

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 online activities.

Accomplishments:

SIGGRAPH 2020 – 2021

The Covid-19 Pandemic has meant that New Communities had to re-imagine how to engage new communities in SIGGRAPH through year-round activities

- SIGGRAPH 2020 – Frontiers talks
 - Speaker Gregory J. Loan. Title: From Special FX to Medical Simulation
 - Speaker Kurt Luther. Title: Crowd Sleuths: Solving Mysteries with Crowdsourcing, Experts, and AI.
- SA 2020 – We held three short Frontiers Events (Max 90 minutes each)
 - Event 1: ConVRence: Hybrid Immersive Conferencing - An ACM SIGGRAPH Frontiers Panel (Thursday, 5th November). This was a hybrid workshop held at the University of Queensland and online including panellists spanning Virtual Reality, Civil Engineering and Sustainability research discussing the use of VR Technology to support immersive events and increase the range and nature of social interaction opportunities, regardless of attendees' physical location. Panellists included Mark Billingham, Anthony Steed, Jackie Morie, Cristyn Meath, and Jurij Karlovšek. The event was attended by 20 people onsite (Covid restrictions active) and 40 people online.
 - Event 2: The Future of Displays. When the Pixel is no Longer the Point - An ACM SIGGRAPH Frontiers Panel (Tuesday, 24th November). In this event, a series of speakers reflected on their own experiences and research in the display of information for effective understanding. Some of the presenters are well known to the graphics community, however, others were in adjoining fields more focused on human-computer interaction. Panellists included Hrvoje Benko, Associate Professor Martin Tomitsch, Mark Pesce, Aaron Quigley.
 - Event 3: A Conversation With... (Friday, 4th December & Saturday, 5th December). New Communities held the first event in this series in Dec 2020 with a broad range of speakers. A Conversation With... : is a series of chats focused on Computer Graphics and Interactive Techniques, within a small group of people. These conversations are intended to be a casual, intriguing, and interactive session that enables attendees to take part in the conversation. The sessions are intentionally limited to be around 8-10. These were very well received.
- Through 2021, New Communities has continued A Conversation With... with an event occurring approximately at the end of each month.
- 2021 has also seen New Communities transition Frontiers Workshops from an EC special program to the SIGGRAPH North America Conference. For SIGGRAPH Asia 2021, New Communities plans to still hold around three events in the run up to the Tokyo Conference with a view to transition workshops to a Conference program in 2022, a chair will need to be sought.

Goals:

- Following on from last year's ambition to adapt to the changing times, we are continuing to explore ways to maintain a yearlong program to keep the community engaged. This is currently being envisaged through ongoing A Conversation With... events, online workshops, and podcast interviews with people working at the Frontiers of SIGGRAPH in new emerging and intersecting communities.
- The strategy team has reviewed previously identified new and emerging areas and revised this. Moving forwards the team intends to focus Frontiers workshops, and online events around these new and emerging topics. We are also exploring the potential for new and emerging communities

to have a route to publication of their work at SIGGRAPH Conferences. This is in the early stages of discussion and the strategy team will be focused on determining the ideal way forwards over the coming year.

Digital Presence

Mission:

The mission of the 21st Century Digital Presence Strategy Grouping is to 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.
- Started investigating using graph databases to collect and store asset metadata and to support queries for searching and interactive exploration.
- Selected Discord and Reddit to use as online platforms for connecting communities.
- Working with the Global Communities effort in the Chapters Committee to set up these platforms.
- Participated in a volunteer recruiting session to get help with platform goals.
- Implemented most of 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 investigation.
- Get the volunteer database and org chart ready for real use; enter all relevant volunteer data.
- Set up and deploy Discord and Reddit networking.
- Possibly hire a project manager to help make all of this happen.

Conferences

SIGGRAPH 2020

CHICAGO—SIGGRAPH 2020, which launched online on 17 August, concluded its live session week with nearly 400,000 streams worldwide. The 47th annual international conference and exhibition on computer graphics and interactive techniques was held for the first time virtually and, though no new content aired, remained open for registration through 11 September, with content accessible to participants until 27 October.

On the conclusion of the event, SIGGRAPH 2020 Conference Chair Kristy Pron shared, “SIGGRAPH 2020 was a huge testament to the strength and collaboration of the incredible graphics community. While we love to gather in-person and many missed the chance to see old friends, our incredible contributors and exhibitors brought their A game to this online experiment, and I could not be happier to have presided over SIGGRAPH’s first virtual conference.”

As is expected of the event, virtual SIGGRAPH 2020 played host to the latest innovations in art, science, and technology from more than 1600 contributors across 700 presentations during its two-week release, 17–28 August. To date, the conference has been welcomed and enjoyed by an international audience from 95 countries. Representation from six out of seven continents included participants from the United States, Canada, Japan, New Zealand, Zimbabwe, France, Brazil, Israel, China, and more. Not to be out done, this year’s Exhibition housed more than 80 diverse companies, who showcase the latest in computer graphics hardware, software, and more during custom virtual demonstrations and over 70 curated sessions.

Highlights from the conference included a magical keynote from cyber illusionist Marco Tempest, executive director of New York’s magicLab; the presentation of 163 research papers and 69 posters; three world-premiere animated shorts in the Computer Animation Festival Electronic Theater; the worldwide release of Magic Leap’s “The Last Light”, a VR Theater selection, and the unveiling of Felix & Paul Studios’ first AR Project, a collaboration with The Jim Hensen Company; ACM SIGGRAPH’s two-day Diversity and Inclusion Summit; sneak peek Production Sessions and Talks focusing on not only film and games but prestige TV and advertising; two retrospective panels celebrating pioneers from PDI (Pacific Data Images) and the NYIT Computer Graphics Lab, respectively; and, the first-ever Real-Time Live! global broadcast.

SIGGRAPH 2020 conference award winners are:

- **ACM Student Research Competition**
First Place, Graduate – “Bound-constrained Optimized Dynamic Range Compression” by *Dorian Chan, Carnegie Mellon University*
First Place, Undergraduate – “Non-photorealistic Radiance Remapping” by *Kohei Doi, Kyushu University*
- **Art Gallery**
Best in Show – “Cacophonic Choir” by

Hannah E. Wolfe, Colby College; Sölen Kiratli, Media Arts and Technology Program (MAT), UCSB, University of California Santa Barbara; and, Alex John Bundy, Planetarium Music

- **Art Papers**

Best in Show – “Enhanced Family Tree: Evolving Research and Expression” by *Fan Xiang, Shunshan Zhu, Zhigang Wang, Kevin Maher, Yi Liu, and Zhiqiang Liang, Tsinghua University; Yilin Zhu, Stanford University; and, Kaixi Chen, Beijing Yuguo Culture and Technology Ltd. Inc.*

- **Computer Animation Festival Electronic Theater**

Best in Show – “Loop” by *Erica Milsom, Pixar Animation Studios (United States)*

Best Student Project – “Gunpowder” by *Romane Faure of Supinfocom Rubika (France)*

Jury’s Choice – “The Beauty” by *Pascal Schelbli of Filmakademie Baden-Württemberg GmbH, Animationsinstitut (Germany)*

Audience Choice – “To: Gerard” by *Taylor Meacham, DreamWorks Animation (United States)*

Special Recognition – “Stem Cells: The Heroes in Crohn’s Perianal Fistula Treatment” by *Alan Smith, MadMicrobe Studios (United Kingdom)*

- **Immersive (Immersive Pavilion and VR Theater)**

Best in Show – “DeepView Immersive Light Field Video” by *Michael Broxton, Daniel Erickson, Jason Dourgarian, Jay Busch, Matthew DuVall, Matt Whalen, John Flynn, Ryan Overbeck, Peter Hedman, and Paul Debevec, Google Inc.*

- **Real-Time Live**

Best in Show (Tie) –

“Interactive Style Transfer to Live Video Streams” by *Ondřej Texler, David Futschik, Michal Kučera, Ondřej Jamriška, Šárka Sochorová, and Daniel Sýkora, CTU in Prague, FEE; and, Menglei Chai and Sergey Tulyakov, Snap Inc.*

“Volumetric Human Teleportation” by *Ruilong Li, Kyle Olszewski, Yuliang Xiu, Shunsuke Saito, and Zeng Huang, University of Southern California; and, Hao Li, University of Southern California, Pinscreen*

Audience Choice – “DrawmaticAR – Automagical AR Content From Written Words!” by *Yosun Chang, AReality3D, Permute.xyz*

SIGGRAPH Asia 2020

The 13th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia took place in a fully virtual format from 4 – 13 December 2020 due to the unprecedented Covid-19 pandemic. For the very first time, attendees could access pre-recorded sessions from 4 December, in advance to the live sessions and Q&A which took place between 10 – 13 December 2020 at the comfort of their homes.

“For me, the best part of SIGGRAPH Asia is being able to connect and bring friends (both old and new) in the industry together, in one space. While we miss in-person, physical events, I am glad that my team and I managed to successfully transition and bring everyone together in a virtual setting despite the many challenges that came along due to the pandemic,” shared Conference Chair, Jinny HyeJin Choo.

The annual event, which rotates around the Asian region in normal circumstances, attracts the most respected technical and creative people from all over the world who are excited by research, science, art, animation, gaming, interactivity, education and emerging technologies. With the event going virtual, more from our global community came together and participated in a new and innovative way which drove forward the forefront of our field.

Themed ‘Driving Diversity’, the event took on a new meaning as we gave our diverse group of worldwide technical and artistic contributors the opportunity to connect with and inspire new communities. SIGGRAPH Asia 2020 celebrated innovation, advances and achievements in computer graphics, interactive techniques and beyond.

SIGGRAPH Asia 2020 attracted over 1,500 registered attendees from 38 countries and regions, featuring over 400 On-Demand, Live & Premiere Sessions which was equivalent to about 80,526 Live Stream Views (in minutes).

Highlights from the virtual conference included keynote sessions by Academy Award-winning animator **Glen Keane**; VFX Supervisor & Creative Director from Double Negative, **Paul Franklin**; invited speakers from **Epic Games, Facebook Reality Labs, Google, Soul Machines, Face the FACS, Motus Lab, Digital Domain, Pinscreen, USC Institute for Creative Technologies, Naughty Dog, Reel FX, Ubisoft, Pixar Animation Studios**; 113 Technical Papers, 22 top films from the Computer Animation Festival’s Electronic Theater; a Diversity and Inclusion Summit, 19 specially curated Emerging Technologies and more. For Programs like XR (Extended Reality), that traditionally had live demonstrations within the Experience Hall at the physical event, some of the presenters managed to go beyond the conventional video conferencing to find creative ways to engage the audience and conduct live demonstrations of their projects in the zoom rooms.

The event ended on a high note with the first-ever virtual party held on Gather.Town – with rooms customized and created by our very own Student Volunteers. Over a hundred delegates joined us at this party on the last day of our event.

One of the Anchor Programs at SIGGRAPH Asia 2020 – Technical Papers:

The Technical Papers program received a total of 305 submissions, out of which 109 were accepted to SIGGRAPH Asia 2020, resulting in an acceptance rate of 35%. The submitted articles represent the collective work of 1291 authors from 38 different countries, reviewed by the Technical Papers Committee (PC), which comprises of 49 experts from academia and industry.

Although COVID-19 interfered with virtually all stages of the SIGGRAPH Asia 2020 process, we obtained 305 diverse submissions, showing the continued vitality and vibrancy of the field. Each submission was reviewed by at least 2 members of the Technical Papers Committee, and at least 3 external experts. In total, 1,538 reviews were completed by the 49 program committee members and the 605 external reviewers. The paper selection process for SIGGRAPH Asia 2020 adhered to the double-blind procedure introduced at SIGGRAPH 2019 as well as more further refinements. The Technical Papers Committee meeting following the model of SIGGRAPH 2020, was held entirely virtual. Final decisions were made during the virtual meeting to accept 109 papers for SIGGRAPH Asia 2020.

SIGGRAPH Asia 2020 Computer Animation Festival Award Winners:

- Best In Show: ‘Shoom’s Odyssey’ by Julien Bisaro (Director) and Claire Paoletti (Producer), Picolo Pictures, France
 - Best Student Project: ‘Migrants’ by Directors Hugo Caby, Antoine Dupriez, Aubin Kubiak, Lucas Lermytte, and Zoé Devise; and Producer Carlos De Carvalho from Pôle 3D, France
 - Jury Special: Box Assassin by Producer/Director Jeremy Schaefer by Ringling College of Art & Design, USA
-

Awards

SIGGRAPH presented 7 awards at SIGGRAPH 2020, and inducted 6 people into the SIGGRAPH Academy:

2020 Computer Graphics Achievement Award: Kavita Bala

For fundamental contributions to physically-based and scalable rendering, material modeling, perception for graphics, and visual recognition.

2020 Significant New Researcher Award: Alex Jacobson

For outstanding contributions to geometry processing, including shape deformations and robust mesh tetrahedralization.

2020 Outstanding Doctoral Dissertation Award: Tzu-Mao Li

For his dissertation that bridges graphics to vision, programming systems, and machine learning through differentiating graphics algorithms.

Honorable Mentions for the 2020 Outstanding Doctoral Dissertation Award:

Yun Raymond Fei, Columbia University

Mina Konaxovic Lukovic, École polytechnique fédérale de Lausanne

2020 Outstanding Service Award: Thierry Frey

For his long-term service to ACM SIGGRAPH, and in particular to the Professional and Student Chapters and to the SIGGRAPH and SIGGRAPH Asia Conferences.

2020 Lifetime Achievement Award in Digital Art: Jeffrey Shaw

For his singular vision and pioneering efforts in the creation of interactive and immersive media art.

2020 ACM SIGGRAPH Practitioner Award: Elizabeth Baron

For her trailblazing work in bringing virtual environments and related interactive techniques to engineering and design processes in multiple industries.

2020 ACM SIGGRAPH Distinguished Educator Award: Donald P. (Don) Greenberg

For his enduring legacy as a computer graphics pioneer, and especially as a pioneering computer graphics educator.

2020 SIGGRAPH Academy inductees

Kavita Bala
Elizabeth Baron
Eugene Fiume
Ming Lin
Hanspeter Pfister
Alla Sheffer

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:

- The Awards Committee has selected awards for this year and has announced them publicly.

- Additionally, the committee is in the process of making the videos necessary for the virtual awards presentation and the awards-talk session.
- The committee will soon be ordering plaques and teapots for the award winners and sending checks to those awardees whose award includes an honorarium.
- The committee has a new Dissertation Award Chair (Mathieu Desbrun), who has done an excellent job in his first year despite moving to Paris at approximately the same time he accepted the role.
- The committee is in the process of advertising for a replacement chair for the SIGGRAPH Academy committee (replacing Holly Rushmeier) and the Art Award committee (replacing Sue Gollifer).
- Other chairs at the 3-year stage of their terms have agreed to continue in their roles. Natalya Tatarchuk resigned her role as the Practitioner Award co-chair, having gotten that award started. Mark Elendt continues on as sole chair of that committee. The overall Awards Chair has also agreed to remain on for another 3-year term.
- The committee had asked ACM for permission to automatically include the Educator and Practitioner awards in the SIGGRAPH Academy, but got no word from them in time for the actual awards announcements, so had to handle these admissions ad hoc.

Goals:

- The goal is to collect all 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 of the role.
- Implement nominations for the Athena award (or ask the Technical Awards chair to do so). (This was one of last year's goals as well, but didn't happen.)
- Finish up arrangements with ACM for the automated inclusion of the Educator and Practitioner award winners in the Academy.
- Test and debug the new travel-and-housing arrangements system that we'd planned to use for S2020. (This was a goal for S2021, but it's again virtual, so it'll have to be a goal for S2022.)

Chapters Committee

Chair: AJ Christensen

Mission:

The ACM SIGGRAPH Professional and Student Chapters Committee strives 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.

CHAPTER NUMBERS:

Professional:

30 Active Professional Chapters

Bangkok ACM SIGGRAPH Chapter
Bengaluru ACM SIGGRAPH Chapter (new)
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
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

6 De-Chartered Professional Chapters

Dhaka ACM SIGGRAPH Chapter
Munich ACM SIGGRAPH Chapter
Orlando ACM SIGGRAPH Chapter
Stamford ACM SIGGRAPH Chapter
Sydney ACM SIGGRAPH Chapter
Wroclaw ACM SIGGRAPH Chapter

Student Chapters:

12 Active Student Chapters

Bilkent University ACM SIGGRAPH Student Chapter
Bowling Green State University ACM SIGGRAPH Student Chapter
CSUF ACM SIGGRAPH Student Chapter (in process)
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

3 De-Chartered Student Chapters

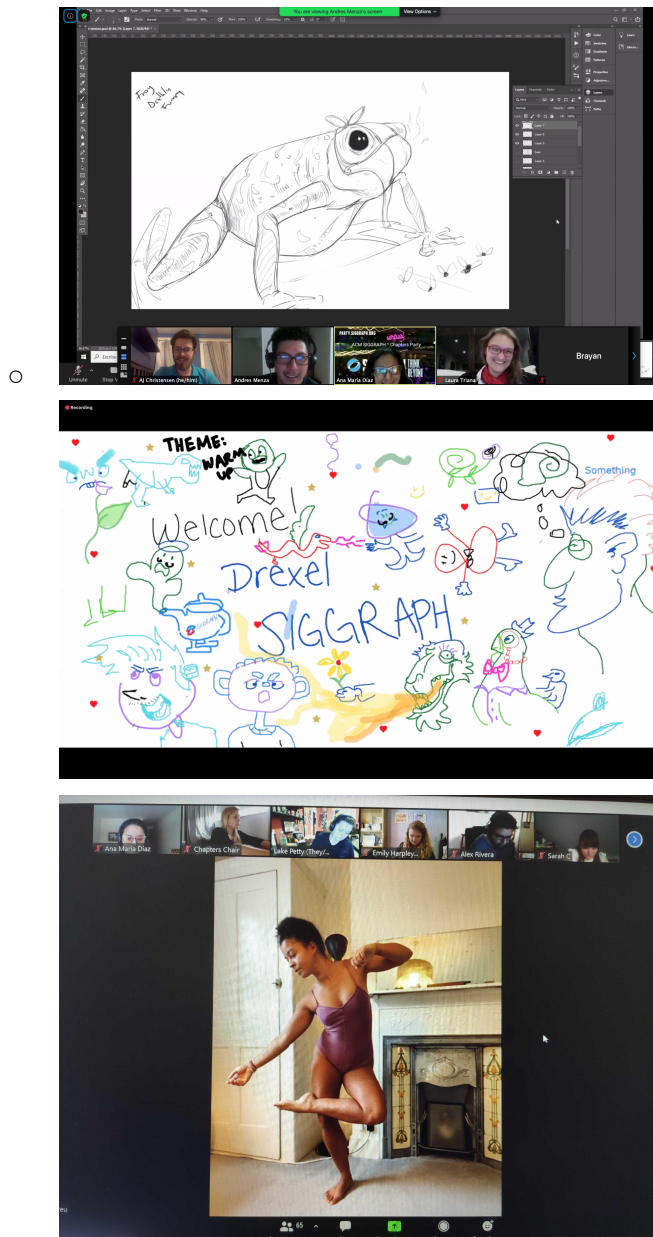
Louisiana State University ACM SIGGRAPH Student Chapter
Stanford University ACM SIGGRAPH Student Chapter
University of Tulsa ACM SIGGRAPH Student Chapter

Accomplishments:

CONFERENCE ACTIVITIES: SIGGRAPH North America 2020

- Workshop: Our first ever fully-virtual chapter leaders workshop was a huge success. Chapter leaders were all just beginning to appreciate the realities of running their own virtual events for their chapters, and were interested in solving problems of leader and member retention and staying engaged through their computers, so there was a lot to talk about. The agenda we followed can be viewed in [this document](#), but suffice it to say there was a heavy focus on socialization activities since that was what everyone indicated they were missing the most.
- Chapters Party: Our first ever fully-virtual chapters party was a considerable success. Instead of our usual process of hosting one large event on-location, we encouraged chapter leaders from across the world to contribute to the planning process by hosting their own events that functioned as a continuous social experience across the duration of the live week of the conference. Some of these events were more popular than others, and some of the events were more complex than others, but they all provided a much-needed social experience during the conference that was somewhat lost in the sterility of a virtual format. One concern was that these party events were predominantly attended by conference attendees and members of the chapters community, and largely disregarded by others in the organization. One perceived benefit was that these were an opportunity for chapter membership that wasn't attending the conference to still socialize with the community and get a sneak-peak into what the conference was like.

- The events were all hosted on party.siggraph.org, and posted in the conference schedule as BOFs. The party site is archived in this PDF. Some screenshots of events are shared below:



- Chapters Information Session: The PSCC hosted an organization BOF to share information about starting a chapter, joining a chapter, and leading a chapter. This was combined with our usual “Chapters Fast Forward” in which every chapter attending the conference has 5 minutes to present their year’s successes. This year, even the chapters that didn’t attend the conference were encouraged to submit 5-minute videos summarizing their year’s successes, and these videos were uploaded to the ACM SIGGRAPH YouTube channel AND edited into an incredible highlight reel that was presented at the BOF.

- Alain Chenais was also invited to give a talk about the importance of participating in chapters and running shared virtual events across multiple Canadian chapters to the audience, and his presentation generated some great conversation among attendees.
- Chapters + Student Volunteer Luncheon: The committee has decided this event does not translate well to a virtual conference and is on hiatus until the next in-person conference.

SIGGRAPH Asia 2020

- Workshop: The SIGGRAPH Asia virtual workshop was a more intimate event than the SIGGRAPH North America virtual workshop, primarily because fewer chapters exist in the relevant time zones and participate in the SIGGRAPH Asia conference. Like the North American event, it was scheduled weeks before the conference on November 22nd to avoid fatiguing chapter leaders during their conference attendance. We had 6 chapters represented among 15 attendees. This allowed the event to be run more casually and over a shorter period of time. The agenda for the event [can be found here](#).
- Chapters Party: Although the PSCC has never hosted a party event at SIGGRAPH Asia in the past, we saw a unique opportunity to bring the very successful virtual party from SIGGRAPH North America to the Asian conference and inject some much-needed socialization to the event. Both the Taipei and Hong Kong chapters registered to host a party event. However, just before the conference began, Taipei chose to cancel their event for personal reasons, and the day of the Hong Kong event it was canceled due to a renewed government COVID lockdown. So unfortunately, there were ultimately no party events. We still consider this an interesting model to pursue in future years.
- Chapters Information BOF: Due to a large amount of confusion in the SIGGRAPH Asia scheduling system, and subsequently to many COVID-related personal problems in the lives of committee members, we were unable to schedule an independent BOF or any kind of late-stage improvised event. We did briefly make an appearance in the “Getting to know the Organization” BOF organized by June Kim and the International Resources Committee.
- Chapters + Student Volunteer Luncheon: The committee has decided this event does not translate well to a virtual conference and is on hiatus until the next in-person conference.

Other Activities

- Online Communities: Easily the largest investment of PSCC committee time spent since January 2021 has been in investigating the technical and community requirements and implementation processes for bringing the many disparate communities across ACM SIGGRAPH into the virtual realm. This task was accepted by the PSCC because of our experience building community among regionally-oriented affinity groups, but the goal is for “Online Communities” to build community among interest- and identity-oriented affinity groups. The initial proposal for the December 2020 EC Strategic Meeting [can be found here](#), and a report on technical and community requirements that was shared at the May 2021 EC Strategic Meeting [can be found here](#). This effort is ongoing.

- Regional Chapter Hangouts: Approximately three times a year, the PSCC's four regional (and student) liaisons attempt to gather chapter leaders together from their region (and students) to allow the leaders to ask questions they have for the organization, share problems and solutions with each other, and build a stronger network. Different liaisons have handled this differently:
 - North American chapters have a strong connection, particularly among the larger more active chapters
 - Asian chapters have a strong connection but it is somewhat independent from all other chapters unfortunately. This culture gap continues to be a challenge. This liaison also covers Australia, but we no longer have any active Australian chapters.
 - Student chapters have opted to hold numerous one-on-one meetings with liaison [Kevin McNulty](#), which has proven successful at building a trust relationship with the organization. This group could benefit from more contact among themselves, though.
 - European and South American chapters have continued to operate successfully but very independently. Our new liaison for these regions (and the un-represented Middle East and Africa) is beginning to try to understand how to address this disconnect. These chapters do participate in virtual all-chapter meetings, but often find them challenging because of time zone constraints.
- Gather.Town Volunteer Appreciation Hangouts: The Chapters Committee has been feeling very fatigued by a lot of work without much "fun time", and we decided to try to coordinate a happy hour-style hangout. We knew many members of our committee would rather just have the time to themselves, but others would appreciate a chance to just socialize with their SIGGRAPH friends, so we eventually opened up the event to all volunteers for the organization and for the conference. The first event ended up attracting only 8 participants, but was very enjoyable. This did illustrate a major problem with our communication strategy, though, as many people we talked to afterward had never heard the event was happening. We plan to try this again with a stronger communication strategy.

Goals:

SIGGRAPH North America 2021:

- Workshop 2021: Although the full report for this workshop belongs in next year's committee report, we just held the 2021 workshop this past weekend and it went very well. The attendance was up for our stronger chapters, but there were fewer overall chapters in attendance. This event was not only an opportunity for chapters to gather and share their concerns and learn more from the organization, but was also our chance to prepare chapter leaders to create content to share at the conference like their fast forward videos and virtual party events.⁹⁶⁻⁹⁹
- Chapters Party: We plan to hold a virtual chapters party along the description of the 2020 party events again. In theory this should work a little more comfortably with technologies like gather.town that have matured enormously in the past year. Several chapters have already expressed interest in hosting.
- Chapters Information BOF: We plan for this to happen more or less in the same way as last year as well.

- Online Communities Recruitment BOF: We also plan to hold a session to engage with community leaders across the organization to explain the goals and plans of the Online Communities initiative that the PSCC has taken the lead on. The hope is to convince these community leaders to step forward and volunteer to host and maintain virtual versions of their currently successful in-person communities. A mailing list will be created for interested parties and they will be contacted as the Online Communities platform gets started around the end of the calendar year.
- Chapters/SV luncheon: The committee has decided this event does not translate well to a virtual conference and is on hiatus until the next in-person conference.

SIGGRAPH Asia Conference 2021:

- Workshop: We plan to host a virtual workshop several weeks prior to the conference, similar to the SIGGRAPH Asia Chapter Leaders Workshop event that happened in 2020. If international travel is possible and endorsed by the organization, we will also be exploring a hybrid version of the workshop that includes in-person contact and virtual connectivity. The overall goal is to hybridize both the North American and Asian workshops as soon as an in-person presence becomes an option.
- Student Volunteer Luncheon: If international travel is possible, we will certainly resurrect this event. In the likely event that the conference is only welcoming a domestic audience, this luncheon will remain on hiatus.

Other Initiatives:

- Continue the rollout of the Online Communities initiative in collaboration with other stakeholders including community leaders and IT Services, 21st Century Digital Technologies, and Communications
- Continue to smooth out the process of borrowing the Chapters' shareable Zoom account, which has been very popular but occasionally difficult to coordinate.
- Continue to pursue corporate relationships that benefit chapters and the organization.
- Build our recognition of hard-working chapter leaders, which includes a new initiative coordinated between the EC and ACM to provide complimentary one-year organization memberships for student chapter officers
- Document our procedures as a committee, and encourage chapters to document their procedures in running chapter business
- Improve a sense of community among chapters inside each region and across continents, in part thanks to the launch of a WeChat server for Asian chapters that are not able to use American third-party services like Zoom, Discord, and Slack
- Continue to improve the PSCC's productivity through a suite of virtual project management tools (Trello, Slack, Google Calendar, Zoom)
- Helping set up chapter leaders with the shared organization ACM SIGGRAPH google calendar which will allow them to publicize their virtual events worldwide on the ACM SIGGRAPH website
- Streamlining the requirements and application process for chapter events grants, and offering financial assistance to struggling chapters to host the traveling CAF which has historically been provided by the organization at the mere cost of shipping a DVD. Special attention has been paid to student chapters that are having trouble justifying any expense this year.

Communications Committee

Chair: Adele Newton

Mission:

The mission of SIGGRAPH Communications is to ensure excellence and relevance of current communication channels, including the SIGGRAPH website, social media channels and newsletters. All communications from SIGGRAPH must reflect the dynamic SIGGRAPH community and its offerings to members and potential members and establish SIGGRAPH as the international, authoritative voice of computer graphics.

Accomplishments:

- Hired Alex Rollinson, a professional website manager, to ensure that the siggraph.org website is up to date and renewed regularly with material provided by standing committees, professional chapters and the SIGGRAPH YouTube channel;
- Recruited members of the Communications Committee to develop members profiles (Theresa-Marie Rhyne) and manage social media (Sarah Puzio and Alex Bryant);
- Established a contract with Durrell Communications to design and produce a SIGGRAPH website that is:
 - up-to-date, attractive and responsive
 - reflect SIGGRAPH's focus on human interaction by providing a user-friendly, functionally-intuitive experience
 - be a showcase for all SIGGRAPH organizational activities, including those related to Professional and Student Chapters, on-line events, awards, Pioneers, annual conferences, specialized conferences, elections, standing committees, communities, history and standing committee offerings
 - be a repository for documents (including SIGGRAPH Policies and Procedures), recordings (e.g. past conference keynote addresses) and archival material (e.g. overviews of past annual conferences)
 - potentially include a members-only section to provide additional member benefits

Goals:

- Launch the new SIGGRAPH website in September/October, 2021
- Develop new communication channels that will reach new audiences with outstanding and engaging content including:
 - interviews with SIGGRAPH pioneers and award winners
 - collaboration with media outlets that reach into potential new SIGGRAPH audiences including medicine and medical technologies, assisted and adaptive technologies, robotics and security.

Digital Arts Committee

Chair: Victoria Szabo

Mission:

The mission of the ACM SIGGRAPH Digital Arts Committee is to foster year-round engagement and dialogue within the digital, electronic, computational, and media arts. We facilitate dynamic scholarship and creative programming within the ACM SIGGRAPH organization. Our goal is to promote collaboration between artists and the larger computer graphics and interactive techniques community.

Accomplishments:

- This year the DAC continued to foster its relationship with the annual conferences through special sessions and panels, and BoFs. We successfully launched the “Digital Power: Activism, Advocacy, and the Influence of Women Online” exhibition, and created an associated panel, in addition to our information sessions on the Art Show Archives project and on our community.
- We also worked with Leonardo ISAST to develop a special panel on “AI, Art and Social Justice” for SNA.
- We held special info sessions about our community at SIGGRAPH Asia and ISEA International. In addition, we heightened our focus on developing our group as a year-round community, a goal only amplified by the COVID crisis.
- After the annual conferences in 2020, we launched a new monthly lightning-talk and discussion series, SPARKS: Short Presentations of Artworks & Research for the Kindred Spirit. <http://dac.siggraph.org/sparks>. These sessions are recorded for later viewing and are open to the public. The 2021 topics have included: “Screen Worlds: Net Art & Online Communities,” “Immersion, Interactivity, and Altered Realities,” “Environmental Issues, Sustainability, Climate Change,” “Robotics, Electronics, and Artificial Intelligence” and “Art, Science, and the Invisible World We Live in.” This has also involved discussion of how to manage permissions for cited and quoted work in a recorded session.
- We have continued to update the communications arm of our work, launching our new website at <http://dac.siggraph.org>, and archiving our events and activities there. We have also bolstered our Facebook presence and have recently activated our Instagram channel as a way to reach out to the community. We have continued to use Ning as a communications platform, and so our members can retain individual profiles, but have been seeking out alternates for membership management.

Goals:

- We will continue to host the SPARKS sessions monthly, and to grow and diversify our community.
- As we head into summer, we will host one special DAC presentation session on “Music in Social VR: Education, Installation, Conferences, and Performance” before our participation in the annual conference. At the conference we anticipate hosting several sessions as well as an arts “mixer” in a social VR platform. At both SIGGRAPH 2021 and SIGGRAPH Asia 2021, as well as the next ISEA we will present our community offerings.

- We are reaching out to new volunteers to help build out our online presence and to help produce future exhibitions.
- We look forward to SIGGRAPH 2022 to launch a new online exhibition, and to working in partnership with the Arts venues and the History Committee as we look ahead to SIGGRAPH's anniversary celebrations.
- We also wish to step up efforts to think about long-term archiving and sustainability of the history of digital art more broadly as co-creators, practitioners, and theorists helping to define the field as it emerges. This also involves ongoing discussions with ACM around permissions management for academic and creative use in recorded and archived content.

Diversity, Equity, and Inclusion Committee

Chair: Tony Baylis

Mission:

Our nation and global society faced unprecedented times as we experienced a global pandemic that impacted millions across the world. A year where the COVID-19 pandemic illuminated inequities and racist thinking that have existed for generations but went unaddressed. The pandemic revealed many issues related to Diversity, Equity and Inclusion (DEI) in our world today.

Some of the DEI issues highlighted inequities in healthcare systems, food supply, and a workforce made up of who was a non-essential or essential worker. Native Americans, Hispanics/Latinx, and Blacks were the hardest hit by COVID-19. Due to the pandemic, we were faced with trying to navigate working from home and striving for a work/life balance while working at home. We often read stories on how the work/life balance fell all too often on women and we saw women leave the workforce four times more than men. And due to the isolation forced upon us by the pandemic, mental health issues climbed by 31% according to data reported by the National Institute of Mental Health. Individuals with disabilities, our veterans, and our elderly also suffered as a result of COVID-19.

Over the course of the year, we also began to see a growing awakening of the plight of hate against Blacks, Asian/Pacific Islanders, LGBTQ+ community, and people of different religious beliefs. The murder of Mr. George Floyd sparked a movement called Black Lives Matter that triggered demonstrations and protests seen across the world. As a result of various events, Diversity, Equity, and Inclusion was raised to new challenging levels, but there were also some positive things that occurred during this past year.

The SIGGRAPH community of writers, researchers, animators, artists, and creators played a role in creating content that presented a perspective of hope and optimism. ACM SIGGRAPH's Executive Committee, Chairs and Standing Committees faced these challenges and worked harder on its mission, community and culture commitments. The Diversity, Equity, and Inclusion Committee assisted the

organization in being innovative and creative by fostering activities and efforts that would help support a community where all could feel they had a place to belong in the ACM SIGGRAPH organization.

Accomplishments

- We collaborated with our Executive Committee to show our support and solidarity of key issues in written statements to the community
- With the support of the conference chair, we moved to fully integrate the DEI Summit into the North American Conference in 2021 expanding the previously separate event included throughout the conference
- We began collecting social media data on our Webinars and D&I Summit in 2020 and in 2021, we will be collecting demographic data on leadership, committees, and conference attendees
- We expanded our webinar series (ex. Queer in Gaming Series)
- We collected feedback for summit events in the SIGGRAPH North America and SIGGRAPH Asia conferences
- We held a D&I Summit for 2 days that occurred before the SIGGRAPH North America conference
- We added Equity to our Committee name to elevate the importance of it in our community.
- We added committee members to our standing committee, other committees, and NA conference to offer advice on topics related to Diversity, Equity, and Inclusion
- Members from our Diversity, Equity, and Inclusion committee participated as panelists, speakers, committee members for other conferences such as IEEEVR and Eurographics
- Our call for submissions for the SIGGRAPH 2021 DEI Summit was very successful resulting in 25 submissions
- We conducted Unconscious Bias training for our Student Volunteers for the 2021 North America conference

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:

- CONFERENCE ACTIVITIES – The Educators program at the conference is comprised of the Educator’s Forum, with juried and curated content that is organized by the Education Liaison, as well as Education Committee led BOFs. Strong coordination with the Education Liaison throughout the conference planning process resulted in Groovy Graphics Assignments, Courses, and Talks through the Jury as well as BOFs organized by committee members.
- BOFs – Education Committee Members have provided leadership to lead and/or facilitate many BOFs for the education community at both SIGGRAPH ASIA and SIGGRAPH North America, including
 - XR Education and Hybrid Horizons
 - Skilling up a Diverse Workforce: Content Creation in a Post Pandemic World
 - Massive Collaborative Animation Projects: Annual Meeting
 - Undergraduate Research Alliance
 - Virtual Production in Education
 - Faculty Change Readiness and EDI: Do Design Programs Really Want Change?
 - Faculty Submitted Student Works
 - VRestaurant: What does VR Education taste like?
 - The Education Committee BOF Coordinator (Bill Joel) is responsible for soliciting, coordinating and managing the Education Committee BOF program.
- SIGGRAPH 2021 INDUSTRY PANEL – The SIGGRAPH Education Committee organizes and submits a curated Panel each year that includes representatives from industry who are participating in the career fair. This is always very popular. This year’s Panelists were coordinated by Johannes DeYoung and included Brooke Keesling (BentoBox Entertainment / ASIFA Hollywood), Rubaiat Habib (Adobe), and Brittany Biggs (University of Hawaii at Mānoa / Unreal Fellow).
- LIAISONS and ORGANIZATIONAL COORDINATION – The Education Committee identified a need to increase communication and coordination within the SIGGRAPH organizations and designated individuals to engage with other Standing Committees. We designated a Digital Arts Committee Liaison (Johannes DeYoung) and a Diversity, Equity, and Inclusion Liaison (John Cays); both have been attending those meetings and keeping the Education Committee informed about activities across the organization and identifying opportunities to collaborate. Additionally we have members of Chapters (Kevin McNulty) and External Relations (Miho Aoki).
- EUROGRAPHICS COLLABORATION – Education Committee Members have served as Eurographics Education Program Reviewers and distributed education-related Eurographics announcements. The Eurographics Education Committee Chair, Beatriz Sousa Santos, regularly attends SIGGRAPH Education Committee meetings.
- ACM EDUCATION COUNCIL – The Education Committee appointed Susan Reiser as our representative to the ACM Education Council. Susan will lead SIGGRAPH involvement in the revision of CC202X is the next iteration of the Curriculum Guidelines for Undergraduate Degree Programs in Computer Science that is produced by The Joint Task Force on Computing Curricula Association for Computing Machinery (ACM) IEEE Computer Society
- EDUCATORS AWARD – Education Committee member Glenn Goldman participated as a member of the Educators Award Committee, along with active Education Committee advisors

Gitta Domik-Kienegger and Rejane Spitz. They solicited nominations, promoted and explained the criteria and generally promoted broadly among educators.

- SPACETIME CONTEST – This long-established juried art contest, led by Anna Ursyn, persisted even in the pandemic era. This year there were 114 worldwide submissions. Seven jurors representing geographically distributed institutions, including three different countries selected 48 pieces to be included on the Education Committee website. Three winners were chosen and received complimentary Registrations. The jurors represent universities in five different states as well as Saudi Arabia and China.
- FACULTY SUBMITTED STUDENT WORK SHOWCASE – This event provides a platform for faculty members to share student assignments and student work in response to the assignments. In 2020, 24 different schools submitted materials. Those schools represented 131 assignments from 55 different faculty and included 448 students samples. From those, a working group of Education Committee members, led by Rick Lewis, validate the materials as appropriate and complete for providing as searchable instructional resources on the Education Committee website. Additionally, the Education Committee members create a video to exhibit a variety of student sample work.
- INSTRUCTIONAL RESOURCES – A need for “curated lists” was identified in 2019 as for instructors offering semester courses in a topic offered from the perspective of different departments. The Education Committee Resources Subcommittee, led by Wobbe Konning and supported by Johannes DeYoung and Seth Holladay, prepared a template for these and published content for these topics:
 - “Rigging for 3D Computer Animation”
 - “Physical Simulation Programming”
 - Additionally, we highlight and link select conference courses from the Digital Library including Fundamentals Seminar and provide useful organizing BOF slides such as “Teaching Remotely with Immersive Technology.”
- VR/AR EDUCATORS WORKING GROUP – The Education Committee sustained monthly virtual meetings focused on VR/AR education throughout the year to keep this community engaged and to shift its focus to pandemic era teaching. This effort grew out of a 2019 BOF led by Barbara Mones and Miho Aoki to build and sustain a focused group within the education community.
- SOCIAL MEDIA – The Education Committee Communications Director, Anie Miles, has increased followership across all education committee social platforms (Facebook, Twitter, Instagram, Linked In) and coordinated with other the SIGGRAPH organization communications to write and post 3 SIGGRAPH Blog articles

Goals:

- **Increase year-round engagement with the education community.** The past year of virtual work has established a wish to continue a more active year-round format of activities. The primary goal is to provide infrastructure for broadening and strengthening the SIGGRAPH education community.

- **Outreach to K-12 educators.** The committee has identified a need to support educators at the K-12 level to support a lifelong pipeline of introducing students to the art and science that is SIGGRAPH. We will do this through continued coordination with the SIGGRAPH community, particularly the DEI and Chapters Standing Committees. We will also create a new Committee position to support and advise on this effort.
- **Review communication tools and strategies.** The Education Committee has identified a need to re-evaluate the effectiveness of the current communication tools and establish an intentional and coordinated path forward. This need encompasses a review of long-established current listserv and website tools but also a need to adopt emerging platforms for interactive social engagement.
- **Continue to sustain and strengthen existing popular programs in a hybrid world.** Several initiatives from the last year that were well received in person at the 2019 conference need to be reimagined and expanded with experience of 2020 in mind. In particular, the “In Good Company” pilot programs offered in cooperation with the Exhibition and SIGGRAPH Village is a candidate for year-round webinar. The VR/AR Educators working group that grew out of an in person BOF has moved online pretty effectively and serves as a model for community building. Exhibitions that we have displayed in SIGGRAPH Village can be moved online with proper permissions and coordinated video platforms within the organization.
- **Bring a Dome to the physical conference.** The Education Committee developed a proposal, led by Nick Jushchyshyn, in early (pre-pandemic) 2020 to have an 18-foot physical dome in the SIGGRAPH Village as a resource for any and all Standing Committees to use for immersive demonstrations and showcases. We keep this goal in mind when we return to an in-person conference.

Early Career Development Committee (S3)

Chair: Marisa (Ginger) Tontaveetong

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

- Created a year-round calendar for S3 events including S3 review, webinar, in sync with our internal social media marketing.
- Updated branding deck, pitch deck, program deck, and social media branding.
- New website updated.
- Responded to the COVID-19 pandemic by offering additional programming and establishing a close working relationship with the SIGGRAPH 2021 Student Volunteer Committee (SVSC) and other EC committees.
- Established year-round Discord channel with monthly activity to retain engagement.
- Onboard new committee members to help with scaling activities for 2021.

S3 Resume and Reel Reviews (S3R3)

Overview:

- Conduct reviews four times per year – online at the virtual SIGGRAPH 2020 and SIGGRAPH Asia 2020 conferences, as well as two additional 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 through zoom meetings; students are matched based on their desired work field and job skills.
 - Because of time zone differences, for SIGGRAPH Asia, the reviews were conducted as a video recording with a choice of written feedback from reviewers to students.
- A number of reviews completed:
 - Completed 70 reviews online through Zoom at SIGGRAPH 2020 – 70 unique reviews; 26 reviewers; filled up fastest review is Art & Animation and most requested is 3D Modeling/Generalist. We initially had 63 pre registration but also took in 7 leftover from the sign up in SIGGRAPH conference portal.
 - Completed 38 reviews (recording and written format) for virtual SIGGRAPH Asia 2020
 - 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:

- Under revision for more robust programming
- Reviewing Women in Animation mentorship/VES/IGDA offerings and experiences
- Will resume in 2022.

XSV Program:

- Was put on hold in 2020 due to pandemic changed circumstances and shifting schedules for conference.

SIGGRAPH 2020 Overview:

- 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.
- Received 27 XSV applications and 10 project proposals for 15 XSVs (all conference-specific).
- Due to COVID-19 progression throughout January and February, XSV pairing was delayed and ultimately halted until a decision regarding the SIGGRAPH 2020 conference.
- 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 2020

- This was conducted as a recorded review due to timezone. 38 total reviews were conducted with 14 reviewers. 8 were art related reviews, 5 were tech reviews, and one other.

Student Feedback:

- *"Overall, I appreciate the opportunity to receive a professional review as I find it helpful to improve my technical skills and present myself as a worthy candidate."*
- *"It's so nice and extremely helpful to have someone in the field review my profile. I did one when I first got into the graphics field, that's where I know I have to have a portfolio to showcase my work."*
- *"Great feedback on things I overlooked in the resume writing, such as visual hierarchy and writing clearer job titles. Show-reel review was also very clear on what steps I should take next to improve it."*

Webinars 2020:

- Conducted 6 webinars overall (40 participants in total across 6 webinars)

Goals:

- Update all S3 activities to integrate with SIGGRAPH organization's marketing in a timely manner to gather the most exposure and have it uploaded to the SIGGRAPH calendar.
- Webinar is a more interactive format to serve for interactivity.
- Build monthly engagement activity on Discord server to engage students and SIGGRAPH student chapters.
- Mentor Me program twice per year and revise outline for better long term outcome.
- Establish in addition to the current quantitative metrics a qualitative metric that will help us see the growth of students/ early career professionals that utilize our program.
- Streamline process further and visit automation processes to be able to scale.
- Populate the website with resources.
- New mentor Me structure that is more robust.
- Add more networking events.

External Relations

Chair: Tomasz Bednarz

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:

- We renewed our partnerships with SID.
- We also renewed partnership with Laval Virtual and looked into an option to invite some of their team and the ETech chairs for this year and next year on board with making selections at ETech this year for LAVAL 2022.

- We have straightened collaboration with the Communications Committee in regards to the promotion exchange with partners (part of our cooperation agreements).
- We have held the annual round table meeting with the Digital Content Association of Japan in September 2020.
- We hosted “Meet the Partner” session at the SIGGRAPH 2020 conference and VIEW, ISEA, RTC, FMX, VFX RIO, DCAJ and SPARK CG have participated in the presentations.
- After the roundtable meeting, DCAJ has invited Paul Dietz (S2021 E-tech chair) and he spoke at their DC-EXPO event.
- CG-ARTS is involved in SA2021 while DCAJ is promoting the conference too.
- CG-ARTS' member is a local committee member of SA21 and they are sending out promotional email messages about SA21 to their members.

Goals:

- To sign cooperation agreements with SAE and Ars Electronica
- To work together with the CAFAB (Computer Animation Festival Advisory Group) in joined agreements.
- To define and shape the idea of a “Partners Lounge”. This is the option to an scalable Partners Space at SIGGRAPH.
- To collaborate with the Diversity, Equity, and Inclusion Committee to come up with a type of agreement that includes DEI initiatives. A first example would be together with Eurographics and IEEE VR.
- 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:
 - Recommended formation of a new Membership Committee (formally was combined with Communications).
 - Changed policy for approving unbudgeted expenses.

- Changed policy for selection of technical Papers Chair for SIGGRAPH and SIGGRAPH Asia Conferences.
- Changed policy so that Advisory Board membership is public.
- Changed policy about the minutes of EC meetings about what is reported and how they are approved.
- Changed policy about selection process for CAG and SACAG Chairs.
- Recommended that there be an ex-officio EC member who is a SIGGRAPH student and the Early Career Development Committee is responsible for recommending this person to the EC for approval.
- Recommended the formation of an ad-hoc committee responsible for year round online events.
- Several changes in financial policies.
- Changed name of Diversity and Inclusion Committee to Diversity, Equity, and Inclusion Committee.
- Changed policy for selection of Advisory Board Chairs
- Recommended policy for submissions to Conference or Standing Committee programs that violate the ACM SIGGRAPH values on Diversity, Equity, and Inclusion.
- Recommended policy for rescinding award from any awardee who violates ACM SIGGRAPH policies.
- Changed membership requirements for ACM SIGGRAPH volunteers to align with ACM requirements.
- Modified the description of the Digital Arts Committee.
- All of the above changes were incorporated into new versions of the ACM SIGGRAPH Policy Guidelines at <https://www.siggraph.org/acm-siggraph-policy-guidelines/>

Goals:

- Define member benefits for different levels.
- Examine Board Responsibilities:
 - Does the board conduct a formal orientation for new board members and require all board members to sign a written agreement regarding their roles, responsibilities, and expectations? Has the board conducted a formal, written self-assessment of its performance within the past three years?
- Formalize Standing Committee Chairs Reports
- Communication with and monitoring of Advisory Boards.
- Anything else that comes to our attention.

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 graphics and imaging.

Accomplishments:

- Volunteer Development: Re-engaged Adele Newton and Scott Lang in SIGGRAPH through History activities
- Major Focus: SIGGRAPH 50. Core team (Whitton, Kasik, and Newton) meeting since Fall 2020.
 - Met with S21, S22, S23 chairs (or representative) and CAG chair to frame working relationships and high level themes (Past, Present, Future--but said in a marketing way).
 - Kasik is liaison to S2021 Retrospective Chair; History Comm. supporting S21 (introductions, participation on panels) as requested.
- Committee sponsored panels for S2021: Two are planned in conjunction with Graphics Journeys story gathering project and the Retrospective panels.
- Major Focus: Design and population of history.siggraph.org
 - Repurposing the Digital Art Archive infrastructure for SIGGRAPH content.
 - Information architecture established in Fall 2020; population of site began January 2021.
 - The site is available now, but will officially launch around S2022.
- Focus: Year Round Engagement--online events
 - February 18 - webinar Preserving your Legacy. Goal--prevent important materials from being lost. Jointly organized with the LA Chapter, Pioneers, Babbage Archive, and History Committee.
 - March 31 - ACM SIGGRAPH Women of Influence. Five women told their stories of how they came to computer graphics and involvement with SIGGRAPH.
- Focus: Gathering Stories
 - (tentative title) Graphics Journeys. Growing off interest shown in the stories from the Women's panel, we are gathering short (15 min) interviews with pioneers about how they came to graphics and SIGGRAPH involvement. Goal is 10 completed and premier at S2021.
- Other Continuing Activities
 - Graph-based indexing system (Julian Gomez and Paul Strauss).
 - Deep archiving of digital media assets (Dana Plepys).
 - Transfer of personal and corporate archives to Babbage and planning for more (Joan Collins).
 - SWAG inventorying, collection, digital documentation, archiving (Mitchell and Whitton).

Goals:

- Concerns/Issues: Funding for SIGGRAPH50 activities
- Volunteer Development: Recruit for IMPACT position; begin grooming next history chair.
- Major Focus: SIGGRAPH 50. Core team (Whitton, Kasik, and Newton) meeting since Fall 2020.
 - ID leads and formalize working relationships with S2022 and S2023.

- ID team lead for organization focused SIGGRAPH 50 activities and project leads for long-lead-time activities such as seminal papers, vol. 2, and an animation festival retrospective.
 - Select and launch the long-lead-time projects.
- Major Focus: Population of history.siggraph.org
 - The site is available now, but will officially launch around S2022.
- Focus: Year Round Engagement--online events
 - 4-6 events that have history content and complement goals of other committees, e.g., curriculum development. Partner to do these. Increase the level of international content.
- Focus: Gathering Stories.
 - (tentative title) Graphics Journeys. Complete 20 interviews, edit, make available.
 - Get all existing video interviews transcribed, edited, and posted.
 - Get the HD source tapes from the movie interviews back in ACM hands.
- Other Continuing Activities
 - Graph-based indexing system (Julian Gomez and Paul Strauss).
 - Deep archiving of digital media assets (Dana Plepys, SIGGRAPH and ACM IT).
 - Transfer of personal and corporate archives to Babbage and planning for more (Joan Collins).

Interactive and Immersive Experiences

Chair: Mark Billinghurst

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 organisation. 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:

The 2020-2021 year was the second year that the committee was in operation, but our efforts were significantly hampered by the COVID-19 pandemic. We hope that we will be able to get back to more normal activity from the second half of 2021.

- Progress was made in the following areas:
 - Adding more members to the committee
 - Setting annual goals
 - Continuing regular meetings
 - Continuing a program of work to encourage more interactive and immersive technical paper submissions to Siggraph and Siggraph Asia
 - Coordinating with the External Relations Committee and other committees
 - Organizing events at SIGGRAPH and SIGGRAPH Asia
 - Beginning work on establishing a historical archive
- Specific accomplishments have been made in the following areas:
 - Membership: Over the past year two new members have been added to the committee; Paul Dietz and Katrin Wolf.
 - Paul is a prolific inventor of technologies for interactive experiences. He has held senior research positions at Walt Disney Imagineering, Mitsubishi Electric Research Labs and Microsoft. He has a long history with Siggraph and currently the SIGGRAPH 2021 Emerging Technologies Chair.
 - Katrin Wolf is a professor for Human-Computer Interaction at the Beuth University of Applied Sciences, Berlin. Her research interests lie at the intersection of human-computer interaction and interaction design, focusing on how to make novel technologies more usable and useful.
 - We are still looking for more representation from Asia and Europe.
- Promoting Publications: One of the main goals for 2020/21 was to devise a plan for increasing AR/VR/Interactive submissions to the technical program of Siggraph and Siggraph Asia. Laura Trutoiu undertook work in 2019 to explore this issue and drafted several steps that could be undertaken to address this issue. This work was disrupted by COVID, but in 2021/22 we will move forward with a plan for increasing interactive submissions.
- External Relations Committee: Mark Billingham has continued working with the External Relations Committee, chaired by Tomasz Bednarz. 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.
- SIGGRAPH Focused Communities/Guilds Meeting: Mark Billingham has been attending the bi-weekly meeting chaired by Mona Kasra. This is to coordinate with other committees and report on activities.
- EC Strategic Planning: Mark Billingham has attended most of the SIGGRAPH EC Brainstorming and Strategy Sessions. This included providing feedback on the SIGGRAPH strategic planning to date and ideas for future improvements to the conference and community.
- Presentations at Conferences: Birds of a Feather or Workshop sessions were organized at SIGGRAPH 2020 and SIGGRAPH Asia 2020. These were used to present the activities of the Interactive and Immersive Experiences Committee to the broader SIGGRAPH community, get feedback on the planned activities for the year and recruit new members. At SIGGRAPH 2021 we

will be organizing a Frontiers Workshop on Interaction and how to increase interactive content in the technical program at SIGGRAPH.

- Professor Carolina Cruz-Neira has begun work on identifying historical interaction and immersion pieces that were significant in SIGGRAPH history. This is a first step to creating an archive of earlier influential work. This will be continued into 2021.

Goals:

- Establish a website for the committee and community.
- Create an online repository of previous significant interactive and immersive work at SIGGRAPH.
- Provide a recommendations report to SIGGRAPH for how to increase interactive and immersive experiences technical content at SIGGRAPH.
- Establish social media activity promoting interactive and immersive experiences at SIGGRAPH.
- Host Birds of a Feather and Workshop activities at SIGGRAPH and SIGGRAPH Asia.
- Create stronger connections to other SIGGRAPH committees.
- Work closely with SIGGRAPH program and technical chairs to increase the interactive and immersive experiences work at SIGGRAPH.
- Other activities and goals will be determined in the later half of 2021.

Information Technology Services

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 as part of the Digital Presence strategy team working on:

1. Partnering with the History Committee to identify, collect, and organize assets owned or available to ACM SIGGRAPH
2. Working with the Communications Committee on the redevelopment of the ACM SIGGRAPH website.
3. Involved with the development and deployment of the Discord service for ACM SIGGRAPH.

Accomplishments:

- Collected over 13TB of digital assets from various ACM SIGGRAPH resources, including the entire available Siggraph Video Review video sets and all digitized slide decks from conference

presentations available at this time.

- Creation of and starting the process to archive and organize all recorded Zoom meetings using our Google Apps share drives.
- Upgrades to the current ACM SIGGRAPH website to enhance calendaring and contact form functionality.
- Yearly conference preparation which consists of:
 - Creation and setup of 30+ email lists.
 - Setup and then working with the vendors to test/deploy the conference websites for SIGGRAPH NA and SIGGRAPH ASIA.
 - Creation of the Google Drive structure used by conference administration for all conference related materials.
 - Working with the vendor to create and deploy the static archive version of the previous year's conference website.

Goals:

- Deployment of the Discord service to the wider ACM SIGGRAPH organization along with working with the Communications Committee (and potentially others) on the support and management of the service.
- Work with the Communications Committee on the design and deployment of a new ACM SIGGRAPH website.
- Deployment of the developed Volunteer database and working with the Communications Committee to ask the ACM SIGGRAPH community to submit their information.
- Setup training sessions and create documentation related to Google Apps for things such as:
 - Maintaining Google Groups
 - Managing Google Shared Drive access
- Review of the current email list system to:
 - Work through the lists and purge/retire those no longer needed
 - See if it's still the best option for email lists
 - Complete retirement of old ACM SIGGRAPH servers

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:

First Virtual conference – SIGGRAPH 2020:

Organised ‘SIGGRAPH for Beginners’ session one day before the conference starts via Facebook live – Over 3500 views made in 3 days.

- Organised 9 sessions of:
 - Through Digital Innovation Angle in Australasia
 - The CG industry, research and education in Asia
 - Computer Graphics in the continent of Africa
 - What’s happening in Japanese research institutions and industry now?
 - Women in CG
 - Computer Graphics in Latin America
 - Innovations in Creative Industries in Russia
 - Overcoming production hurdles in CG industry in the age of social distancing
- This year, we tried to highlight a particular topic rather than calling all our sessions ‘CG+ region’ which we think will attract more audiences. Besides, we featured sessions in under-discovered regions and countries such as North Africa and Russia. Average number of each session was 70-80. IRC also helped the Interactive & Immersive Experience Committee to run a session.
- We produced a multi time zone available conference calendar and shared via our social media channel. The one posting had over 2000 views.
- IRC was the first group creating a facebook frame with Lego Alain, IRC logo and banner ‘I attend SIGGRAPH 2020.’ And spread via social media channels. Many of the attendees added them on their Facebook profiles.

First Virtual conference – SIGGRAPH Asia 2020:

- Organised 6 sessions including:
 - SIGGRAPH Asia for Beginners
 - Women in CG
 - ACM SIGGRAPH: Getting to know Education, DAC, IRC and Chapters
 - SV/IRC special-Beyond the student volunteer experience
 - CG in Japan, The destination of SA2021
 - Working Virtually: Pipeline changes in studios and research institutes
- Unlike SIGGRAPH 2020, we tried a webinar format which was not successful since the interaction is important for sessions that we run. Attendance rate was much lower compared to SIGGRAPH 2020. Our focus here was collaboration with other committees to feature more about what ACM SIGGRAPH and what we do as a part of ACM SIGGRAPH org.
- Creating healthy and collaborative committee environment:
 - Though there has been difficulty to keep up a team due to instability and family loss that some members had faced at this stage, we were a team to share each other’s difficulty and loss.

- All information from EC and collaboration with other committees were fully shared with members in fortnight meetings.

Goals:

- Getting and staying motivated as one team:
 - Much depressing news demotivated the activities of IRC especially straight after SIGGRAPH Asia 2020. It is time to get back to work together and be active!
- Focusing on year-round activities

Lifelong Learning Committee

Chair: Jonali Bhattacharyya

Mission:

The Lifelong Learning Committee develops online educational materials such as webinars, online courses (SIGGRAPH University), and ACM Books and state of the art reports to support practitioners and other members wanting to expand their skills by learning about new areas. Leverages the knowledge base of our membership in creating these materials.

Accomplishments:

Formed the initial team, with 4 members. Have set the agenda for this committee- fully online and global format, offer free professional development resources for career moves, skills enhancement, and new skills in artistic and technical areas. SIGGRAPH University will be the main focus of this committee, with a new website presenting content in a navigable and searchable format, clearly indexed content and with a recommendation setup. This will be supported by a separate YouTube channel, featuring playlists in Artistic and Technical skills, as well as curated contents such as Courses and Panels from the conference. In addition we plan to work on generating original content from our user base such as workshops and bootcamps on new technology, week-long courses, and brief video lessons etc.

All work will be done as a group, but members will lead specific areas such as:

- Content Curator: Responsible for selecting and organizing content from existing sources, and curating new content.
- Outreach and Programs Coordinator: Responsible for global outreach, programs and events, gathering data from the user community.
- User Interface Coordinator: Responsible for presentation and design of content, tagging, content organization, recommendation engine.
- Producer: Responsible for Scheduling and Facilitating.

We have established contacts with the Communications Team regarding website development and other needs as per our goals for the next year.

Goals:

- Main goal for the first year is to work on the SIGGRAPH University. We will work on curating existing content and creating the basic structure for a new website.

Membership Committee

Chair: Corinne Price

Mission:

The ACM SIGGRAPH Membership committee's mission is to better serve the needs of our membership and our volunteers by coordinating all ACM SIGGRAPH activities designed to benefit our members and exploring new ways to enhance the value of membership. The Membership Committee works with the ACM SIGGRAPH Executive Committee to define member benefits and membership rates, as well as serves as lead of the SIGGRAPH Village at both the SIGGRAPH and SIGGRAPH Asia Conferences.

Accomplishments:

- Onboarded new Membership Chair, Corinne Price.
- Met with multiple committee chairs and liaisons to discuss efforts in progress and plans for the upcoming year:
 - Adam Bargteil – EC President
 - Ashley Cozzi – ACM Liaison
 - Brad Lawrence/David Spolestra – Budget Committee
 - Adele Newton – Communications Chair
 - AJ Christensen – Chapters Committee/Online Communities
 - Paul Strauss – Online Communities EC Rep
 - Adam Finkelstein – Nurturing Communities Strategy Committee
 - Preston Smith – Nurturing Communities/Membership Review
- Presented to ACM SIGGRAPH Brainstorming Strategy Session on 2/25 regarding the Membership Committee Mission, Goals, and immediate priorities.
- Held initial meeting with the SIGGRAPH 2021 Chair and conference management on 3/02 to discuss ideas for a virtual ACM SIGGRAPH Village at SIGGRAPH 2021.
- Ideas include hosting a series of 4 talks geared towards:
 - Chapters (creating new, planning events, booking traveling CAF, etc.)
 - Pioneers (what is a pioneer, how to become one, what do they do, etc.)
 - Volunteering (how to get involved in next year's conference, how to get involved in the organization, what type of opportunities are there, etc.)
 - Affiliates (discuss efforts of Nurturing Communities, Education, Digital Arts, Student and Early Career, etc.)

- Held follow-on call on 5/13 and reviewed ideas for the upcoming SIGGRAPH 2021 conference, including using gamification to drive attendance.

Goals:

- Create a repository of member benefits (i.e., programming, discounts, access, etc.).
- Brainstorm ways to enhance the member benefits and if there are any gaps to consider.
- Explore various membership models and review against ACM SIGGRAPH's current membership model (i.e., benefits, rates, etc.).
- Coordinate with ACM to understand if there are ways to enhance our membership database to better inform our benefits and grow membership (e.g., CRM tools).
- Manage the SIGGRAPH Village at the annual SIGGRAPH conferences.

Issues/Concerns:

- Inability to appropriately redefine membership database and/or structure since it is closely managed by ACM and could ultimately affect all SIGs.

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 2021. The slate is as follows:

ACM SIGGRAPH

- Director A
 - Shi-Min Hu
 - Masa Inakage
- Director B
 - Mashhuda Glencross
 - Barbara Mones
- Director C
 - Brad Lawrence

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

- Elizabeth Baron, EC Chair Elect

- David Spoelstra, EC Treasurer Elect
- Tomasz Bednarz, External Relations Committee Chair
- Justin Solomon, Research Chair
- Adele Newton, Communications Chair
- Corinne Price, Membership Chair
- 10 Potential EC Candidate interviews

Goals:

As we have yet to have another in person conference since COVID-19 the two suggestions for in person activities carry over for 2021—with hopes for an in person SIGGRAPH 2022. We will not hold any type of Nominations event to meet the EC candidates (panel, reception, mixer etc). It has been determined that it is a waste of money because even when listed on the schedule well in advance very few members attend. 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.

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 2020, SIGGRAPH Asia 2020, CSCS, CVMP, DigiPro, ETRA, I3D, MIG, SAP, SCF, SUI, VRST, and Web3D.
- The addition of our annual conference Art Papers content to a new issue of the PACMCGIT publication – an ACM journal-level publication – has been a challenging and collaborative effort. (The first iteration of any publication has its own unique challenges; future years should go more smoothly.)

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.
- Helping ACM personnel update and make available documentation for the use of TAPS in preparing conference documentation, both for authors and for conference organizers.
- 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.

Research Career Development Committee

Chair: Justin Solomon

Mission:

The SIGGRAPH Research Development Committee aims to foster the growth and diversity of the graphics research community through mentorship, advocacy, professional development, and support.

Accomplishments:

- Recruited 35 committee members with a focus on geographic diversity and representing a broad range of career stages (undergraduate, graduate student, postdoc, faculty, research scientist).
- Launched teams to initiate programs and identify new efforts in key focus areas:
 - Advocacy: promote graphics research in industry and other research communities
 - DEI and Accessibility: make graphics research an inclusive community by launching efforts to promote diversity, equity, and inclusion; advocate for increased accessibility of graphics conferences and research products
 - Mentorship: foster mentoring relationships between members of the graphics community at various career stages
 - Professional Development: link SIGGRAPH researchers to each other and to outside communities, as well as to provide opportunities for learning new research skills
- Designed and launched a website to promote committee efforts: research.siggraph.org.
- Took on responsibility for SIGGRAPH Thesis Fast Forward program.

Goals:

- Launch lightweight “conference coffee” program connecting members of the research community for informal conversations and networking.
- Launch undergraduate mentorship program intended to guide prospective graphics graduate students through the process of applying to MS and PhD programs.
- Launch mentorship program for junior faculty/researchers navigating research leadership, tenure, promotion, and related processes.
- Initiate systematic processes for nominating junior researchers for relevant awards and grants.
- Assist in technical papers awards programs for SIGGRAPH conferences.

Specialized Conferences Committee (SCC)

Chair: Paul Kry

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:

- With all specialized conferences running in virtual formats due to covid, most have likewise taken on low cost models with minimal budgets. This has likewise generally permitted larger attendance at these events. Given the simplicity and minimal risk of the small budgets of specialized events, the SCC chair has taken on the responsibility of approving the PAF and TMRF requests, without consulting the larger committee.
 - For 2021, this so far includes 15 events (sponsored, co-sponsored, and in-cooperation).
- The committee has also started on two strategic efforts.
 - The first is the creation of awards at the level of individual specialized conferences, to raise the importance of these venues while also supporting (elevating) members of those communities. The Symposium on Computer Animation (SCA) is the first to put this in place for 2021, with the creation of a dissertation prize and early career research award. The procedures and process for creating such awards have also been given to and taken into consideration by the steering committees of Interactive 3D Graphics and Games (I3D) and High Performance Graphics (HPG). It is expected that these conferences will be able to form an awards committee and have a selection process in place for 2022.
 - The second initiative has been to collect data on the performance of all sponsored and co-sponsored events (and in some cases, related events sponsored only by Eurographics). The front end of this will be visible on the SCC portion of the org web page, with a visualization of conference locations, conference dates, and deadlines. These visualizations are being developed with observableHQ with help from a volunteer. More detailed data involving dates, submissions, and acceptance rates will be shared with conference steering committees to permit better planning.

Goals:

In the next year there are three main objectives for the committee:

- First, the chair will re-establish contact with the previous sub-committee to explore how they can contribute to the new committee.
- Second, we plan to update the SCC component of the ORG webpage to provide useful information to organizers and participants.
- Third, we will establish meetings with steering committee chairs throughout the year to promote important ideas, which include the creation of awards, early submission of PAF and TMRF forms, reminders about permission forms and deadlines, and generally sharing best practices.

Year-round and Online Activities Ad-hoc Committee

Chair: Adam Shay

Mission Statement

The mission of SIGGRAPH Online Events is to provide year-long content that is accessible to all, without any membership requirement. The Online Events Committee (OEC) is a service group which functions to support various SIGGRAPH committees and external contributors in the production of year-long virtual events and activities covering a diverse set of topics, demographics, and host locations.

Accomplishments

- Rapidly expanded event coverage and types. With an original goal of 2 events per month for the first half of 2021, the OEC supported over double the initial goal by February.
- Established and supported the creation of multiple recurring event series
- Tested multiple platforms and established a fairly consistent production workflow for other committees to easily adopt

Goals

- Continue implementation with the rest of the organization for further sustainability and support.
- Expand marketing of events post-launch to ensure the content library is being utilized
- Continue recruitment for a wider volunteer base to continue aspirations of global coverage.

Advisory Boards

Computer Animation Festival Advisory Board (CAFAB):

Chair: Jason R.M. Smith

Mission:

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

Accomplishments:

During 2020, the board paused conversations with new potential Traveling Show screening partners due to the continuing impact of COVID on conferences and events worldwide, and instead focused inwards. The board increased communications to review inefficiencies and opportunities where internal processes can be improved to provide a better conference experience, and there were developments in alignment between the North America and Asia conferences which will improve the experience for Asia CAF submitters and attendees.

Goals:

Partnerships and distribution remain priorities for 2021-22 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 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 & Ex-officio 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 Committee (DAC). We also appointed the Presidents of ISEA and the New Media Caucus.

Accomplishments:

The AAG turned most of its focus in 2020-21 to developing the relationship and workflows with the Proceedings of the ACM on Computer Graphics and Interactive Techniques journal (PACMCGIT). We established a working relationship, developing in detail the processes and procedures necessary to implement this partnership, including a relationship with contractor partners who can help us define the workflow in the future in order to adhere more closely to the patterns of other journals in the series.

We have begun discussions about a template for a separate online publication that will serve as an Art Gallery catalog and Distinguished Artist Award feature. 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. As of this writing, the Art Papers are being formatted for publication in the inaugural special issue. We see this partnership as an opportunity to forge closer ties between our community and the rest of the SIGGRAPH world, and that of ACM beyond it.

Goals:

- Our goals for the upcoming year are to debrief and 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 2020 and 2021 virtual conference to determine best practices and plans for both conference-related and year-round activities in these areas at both SNA and SA.
- We will continue to work closely with the Arts chairs to think about longer-term arts exhibition and documentation, assessing the PACMCGIT relationship and reflecting on the increasing moves towards virtualization.
- We will also continue to work together to think through how to diversify and expand our community, and provide opportunities for participation at more levels.
- We wish to develop more generational mentoring opportunities as well as chances to “mix” more substantively with other members of the SIGGRAPH community as a whole.
- In addition, we want to forge stronger connections with sibling orgs like ISEA, Leonardo, the New Media Caucus at CAA, and Ars Electronica, as well as within the ACM and IEEE families, perhaps through joint activities and events at our conferences and in other contexts.

Papers Advisory Group (PAG):

Chair: George Drettakis

Mission:

The full PAG's mission is to represent the institutional memory of the papers program, to support papers chairs, and to provide continuity and communication among 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, including issues related to diversity and ethics that arose this year during the SIGGRAPH paper selection process.
- We appointed one new member (Olga Sorkine), replacing H. Rushmeier.
- We also assisted in the creation of the web page:
<https://www.siggraph.org/papers-advisory-group/> responding to the request for more transparency from the community.

Pioneers Steering Committee

Chair: Ed Kramer

Mission:

The ACM SIGGRAPH Pioneers are members of ACM SIGGRAPH who have been involved with computer graphics and interactive techniques for twenty years or more. The Pioneers serve as an advisory board to the ACM SIGGRAPH Executive Committee (EC) and are involved in many of the volunteering aspects of the organization and conferences.

Accomplishments:

- Established a Steering Committee with regular monthly meetings.
- Organized the first ever Virtual Pioneers Reception at SIGGRAPH 2020, featuring Douglas Trumbull as our Featured Speaker. The virtual Reception featured three parts: a pre-recorded video presentation from Trumbull, a follow-up live Q&A with Trumbull on Zoom, moderated by Chair Ed Kramer, and a live Reception done using Qiqochat software to make it easy for attendees to break out into different rooms and visit specific friends. (QiqoChat coding for the event was provided by Lou Harrison.)
- Worked with the History Committee, the LA Siggraph Local Chapter, and the Charles Babbage Center to raise awareness and educate our members on documenting personal legacy items related to the history of computer graphics.
- Established the legacy@siggraph.org email for Pioneer members to submit personal legacy item information.
- Worked with the History Committee to plan activities for the 50th SIGGRAPH Conference (SIGGRAPH 2023).
- Created a logo for the SIGGRAPH Pioneers, approved by the Steering Committee.

Goals:

- Organize the second Virtual Pioneers reception at SIGGRAPH 2021 with Donna Cox as the featured speaker, again following the three-part Reception format
- Continue working with the History Committee on legacy issues
- Encourage greater interaction between the ACM SIGGRAPH Executive Committee and its strategic planning efforts and the Pioneers
- Initiate and coordinate projects of interest to ACM SIGGRAPH and the Pioneers, such as on-line events and talks about the history of Computer Graphics and Interactive Techniques
- Document the various skill sets of our membership and maintain a master list of our members' areas of specialization.

Key Issues facing ACM SIGGRAPH:

One of the biggest issues facing ACM SIGGRAPH is maintaining our reserve fund balance following the pandemic; we lost about \$850K in FY21 and are budgeted to lose an additional \$675K in FY22. Luckily,

we had about \$3M over the roughly \$4M reserve fund requirement before the pandemic, so even if we go back to our typical spending we should be alright, but of course there is plenty of uncertainty looking forward and no one can reasonably predict how SIGGRAPH 2022 will fare. Additionally, our losses were as modest as they were because we dramatically cut back on spending. We cancelled many of our initiatives and, of course, we cancelled all of our travel costs. We also had the good fortune that the convention center for SIGGRAPH 2020 canceled on us so we did not incur ~\$1M in cancellation costs and we were able to move our contracts for SIGGRAPH 2021 to 2023. Looking forward, the organization will likely not be able to rely on conference income as heavily as in the past and will need to rely more heavily on membership revenue if we are going to be able to return to pre-pandemic behavior e.g. in-person meetings.

Which brings me to another challenge, membership. Our membership is down significantly from last year, even as we have identified it as a critical source of revenue moving forward. We have brainstormed many ideas: moving to an NPR model (e.g. pay what you want), tiered membership, monthly subscription, and enhanced member benefits. There are many reasons for the proliferation and success of subscription services, but one is clearly that if you ask someone for \$100 they may say “no thanks,” but if you ask them for \$10/month, they may well say “yes.” We created three of the standing committees to support membership mentioned in last year’s report (Lifelong Learning, Research Career Development, and Practitioner Career Development), but they are just starting to ramp up. We have also created a Standing Committee for Membership to address these concerns. It would also be very helpful if ACM could help us think outside the box on ways we can make ACM SIGGRAPH membership more appealing and seem less daunting.

As in years past, we still struggle somewhat with volunteers. In our 2021 elections one candidate ran unopposed, we have several unfilled committee chair positions (CARES, External Relations, Online Events). We added a question to the SIGGRAPH conference registration form asking if the registrant would like to volunteer and now have a database with hundreds of names. A remaining challenge is matching the potential volunteers with roles. We also held a live virtual volunteer recruitment event on zoom, which was recorded and posted to our youtube (<https://www.youtube.com/watch?v=pl0dR4VlzKI>) and has generated additional leads.

A perennial challenge is capturing content at our conferences and our online events. Copyright issues are complex, but beyond copyright, we are losing content because many authors, especially at large companies, would like the ability to approve posting of a live performance after the performance has occurred, as insurance against an embarrassing moment or an accidental confidential comment. We would welcome working with ACM to find a way to capture such content.

Another challenge is that ACM SIGGRAPH is a large and sprawling organization. With 21 Standing Committees, 3 Strategy Committees, and 6 Advisory Groups. While each one of these initiatives is justified and bears fruit, as evidenced by this report, it is very difficult to manage. We have instituted a process where Standing Committees are grouped and have a single liaison on the Executive Committee, who facilitates communication within the group and also between the Standing Committees and the Executive Committee. This structure has worked reasonably well. To further enhance support for our

Standing Committees we have been inviting a handful of chairs to each of our biweekly strategy calls. This approach seems to be providing the committees with more support than when they all reported directly to the President.

One additional note, when we re-wrote our bylaws we were concerned that it might be the case that we could not find anyone on the Executive Committee with the skills to be Treasurer. This concern did materialize last summer and we used one of our appointed positions to bring on a Treasurer-elect, who will serve next year as Treasurer.

Appendix:

Chair regroupings with EC reps:

Career Development: Adam Bargteil

Early Career Development – Ginger Tontaveetong
Research CD -- Justin Solomon
Practitioner CD -- Juan Miguel de Joya
Lifelong Learning -- Jonali Bhattacharyya
Professional Development -- Juan Miguel de Joya

Online Communities: Paul Strauss

Communications – Adele Newton
History – Mary Whitton
Information Technology Services – Aaron Hosier
Publications – Stephen Spencer

Focused Communities: Mona Kasra

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

External: Hanspeter Pfister

External Relations – unfilled
Specialized Conferences – Paul Kry

Chair's Grouping: Adam Bargteil

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