



ACM SIGGRAPH Annual Report July 2021 to June 2022 Fiscal Year 2022

Submitted by Elizabeth Baron, Chair

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Overview

The ACM SIGGRAPH community is a global nonprofit organization serving the evolution of computer graphics and interactive techniques. With thousands of members across the world, the researchers, artists, developers, filmmakers, scientists, and enterprise business professionals of ACM SIGGRAPH are building the future we experience every day.

ACM SIGGRAPH’s mission is to nurture, champion, and connect researchers and practitioners of Computer Graphics and Interactive Techniques. SIGGRAPH has had a longstanding vision, *Enabling Everyone to Tell Their Stories*. This is as true now as it was five years ago when it was developed.

SIGGRAPH is for Everyone. We serve our traditional audiences of professional movie, animation, and game makers. We serve engineers, designers, scientists, artists, and more. We serve everyone with a story to tell. That story can be of a product in development, a cinematic experience, or somewhere in between, and the mechanism by which the story is experienced, the interactive techniques, is key to delivering an impactful message. Computer Graphics and Interactive Techniques, that’s what we do and who we are. We enable each person to learn from the best of the best, enhanced by the fantastic sources of knowledge available throughout the SIGGRAPH community.

We are the Premier Source for Computer Graphics and Interactive Techniques. We have broadened how content is delivered. Both the 2020 and 2021 SIGGRAPH Conferences were fully virtual. For the 2022 Conference, the content will be delivered in a hybrid approach, both in-person and through a virtual platform. In-person content will enable people to experience media on traditional screens or through extended reality, or potentially with new forms of interactive sensory experiences not yet invented. The virtual platform will allow flexibility and accessibility. Together, this is a powerful platform to provide content for all.

We have broadened the avenues for contribution to the SIGGRAPH Community. Starting at the SIGGRAPH 2022 Conference, a new Conference Track of the Technical Papers program was formed. This provides a high-quality publication venue that brings the workload of publishing a graphics and interactive techniques paper in line with other top-quality conferences, while diversifying the topics

SIGGRAPH publishes in computer graphics and interactive techniques. The Technical Papers now has two tracks, Journal Papers (the existing program) and Conference Papers (the new program).

The most significant difference is that journal articles will continue to be published in ACM Transactions on Graphics (TOG) and in the ACM Digital Library, while the new Conference Papers will be published as conference papers in the form of “SIGGRAPH Conference Proceedings” solely in the ACM Digital Library. The new Conference Papers will be held to the same high standard for novelty and/or robust contribution, scientific rigor, and technical soundness as Journal Papers. Both Conference Papers and Journal Papers will be reviewed with the same rigorous technical process.

Through the multitude of choices content may be delivered in, SIGGRAPH content runs the gamut in from abstract to literal, from experiential to educational to scientific. Content may be purely digital or may be married to the physical world in a manner that enhances believability and presence. The content could be purely academic, as with Technical Papers. One thing remains, SIGGRAPH is the premier organization for disseminating new scholarly work, where scientists and researchers present and publish the latest industry advancements that inspire new ideas, ignite memorable discussions, and propel us forward.

SIGGRAPH’s Strategic Direction

The dedicated people who lead SIGGRAPH form the Executive Committee. The “EC” provides the operational structure and strategy for the coming years. It provides consistency and sets the high bar for content. The team works to allow our members to realize the benefits of research, education, and to put theory into practice for industry. They give their time and talent to enrich our SIGGRAPH community. The EC is grateful for the leadership of those who served on the Executive Committees over the past 49 years. This EC stands on the shoulders of giants!

SIGGRAPH’s strategy is focused on three pillars, which lay the foundation for future growth while sustaining our quality content. These pillars focus on membership, volunteerism and online events.

- Continuing on the success of the virtual and hybrid conferences, SIGGRAPH will build more content including events and educational subjects. Members can be engaged in SIGGRAPH all year round and leverage multiple sources from our community to achieve high-quality delivery. Once structured, SIGGRAPH will maintain a database of organization and community events, and enable our existing communication channels to effectively bolster more engagement from the membership and community at large.
- Regarding membership in ACM SIGGRAPH, the value proposition for membership is being strengthened with the goal to clarify existing benefits at every level of membership. An increase in year-round activities will further enhance the value to the community, with a specific focus on bolstering the value of long-term membership for students.
- Volunteers are at the heart of SIGGRAPH. As a strategic pillar, a newly formed Volunteer Development Committee will apply the broad enthusiasm, energy, and talent available among our volunteer community to support and enhance the goals and events of ACM SIGGRAPH. This includes volunteer onboarding and ongoing support, mentorship, and leadership development for

SIGGRAPH volunteers in their roles within the organization. There will be a path to support volunteers throughout their service and career.

These three pillars provide ACM SIGGRAPH with a solid foundation, to grow and thrive in the future. SIGGRAPH will continue to be a place to realize creativity and passion, to discover the art of the impossible. The SIGGRAPH Organization has many Standing Committees, strategy groups, advisory boards and community groups which provide continued access to the latest CG&IT information throughout the year.

The SIGGRAPH Organization is where content lives year-round. The “Org” keeps the momentum going the other 51 weeks of the year. The Organization advocates for and supports knowledge sharing of advancements in computer graphics, digital art, animation, visual effects, machine learning, artificial intelligence, immersive and mixed realities, scientific visualization, and more.

Thank you all for being a part of our ACM SIGGRAPH community!

Elizabeth Baron
Chair
ACM SIGGRAPH

Strategy Committees

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 2021: The Frontiers program was successfully transferred to and run by the conference committee in 2021 with Tomasz Bednarz acting as program chair. SIGGRAPH 2021 Workshops included: Limitations Driven Creativity Through Damascene Lenses, Measurable Creative AI, and Interaction @ SIGGRAPH. Talks included: Landing on Mars with Your Eyes Open, AR Dilemmas, and How Humans Judge Machines. Also introduced were SIGGRAPH Frontiers Interactions in a range of virtual formats and available to all before the conference, which included: Democratization of Visual Effects Panel, Designing Little Bots with Big Character, Introduction to Ray Tracing, Machine Learning and Neural Networks, The Art of Code Wrestling in the Damascene, and Human Values in Software. These programs were quite successful as measured by attendee views.

Year Round: We also continued our successful “A Conversation With...” program. While we only ran one instance in early December 2021 ahead of the SIGGRAPH Asia conference, we had 11 well attended conversations. Also of note, the New Communities strategy team worked very closely with the SIGGRAPH 2022 Frontiers program chair, Vathsal Shashidhar (who is also a member of the New Communities team) to assemble a very exciting Frontiers program for SIGGRAPH 2022.

Goals: Over the next year we plan to continue our successful “A Conversation With...” program. Additionally we have a number of leads developed when working on the SIGGRAPH 2022 Frontiers program that will hopefully develop into workshops and other programs that are “year-round” and not associated with any particular conference. We will continue developing a new format for year-round programming that combines features of interviews and podcasts with other virtual modalities. We note that these are particularly exciting times as we emerge from the pandemic in a changed world where virtual modalities will play a larger part in our lives than before the pandemic, but a smaller portion than during the peak.

In late August of 2021 the SIGGRAPH Executive Committee approved a new Conference Papers program for SIGGRAPH and SIGGRAPH Asia. This program complements our strong journal papers program that has published technical papers in ACM Transactions on Graphics since 2002. The new conference papers program is not a “low-bar” papers program, but rather a venue for technically novel work that has undergone less exhaustive evaluation than is expected of a journal article. Conference papers are strictly limited to 7 pages plus references. Initial metrics indicate that the program has been very well received and is successful. SIGGRAPH 2021 received 444 submissions. SIGGRAPH 2022 received 610 submissions, a ~40% increase. Of these, 257 were journal only submissions (longer than 7 pages). The remaining 353 submissions were eligible for either program. 133 papers were accepted as journal articles and 61 were accepted as conference papers. SIGGRAPH Asia technical paper submissions have grown similarly with 368 submissions in 2022 compared to 270 in 2021. This new track is particularly exciting because SIGGRAPH technical papers submissions have been relatively flat over the last decade whereas neighboring areas such as computer visions, machine learning, and human-computer interaction have been seeing significant increases in submissions.

Nurturing Communities

Mission: The nurturing community focuses on keeping the existing communities active in the SIGGRAPH organization and conferences in order to be a global community of passionate, leading edge CG&IT professionals. We develop retention programs to maintain current organization membership, rejuvenate historically connected communities, and sustain conference attendance. Our current programs consist of thesis fast forward, practitioner awards, and more.

Goal: The goal of this ad hoc committee is to assist in the entire production pipeline for generating digital content and events. Making the content cohesive, consistent, and visible/accessible.

Conferences

SIGGRAPH 2021

CHICAGO - SIGGRAPH 2021 conference, which launched online on 2 August, hosted its live week from 9 August to 13 August. After garnering an impressive virtual footprint, the 48th annual international conference and exhibition on computer graphics and interactive techniques remained open for registration through 18 October, with content accessible to participants until 29 October. SIGGRAPH 2021 provided new and innovative content in computer graphics to six out of seven continents. With over 775 sessions taking place both scheduled and on demand and logins from over 100 countries, the conference has been both welcomed and enjoyed by an international audience of over 490,000 attendees. SIGGRAPH 2021 hosted social hours over virtual platform OhYay to allow attendees to connect with their SIGGRAPH friends virtually and gain networking opportunities through conversations with contributors.

Highlights from the conference included many Featured Speaker sessions, including the “Turing Award and Beyond: In Conversation With Ed Catmull and Pat Hanrahan”, “How to Build an Animation Studio” feat. Sergio Pablos, and “Creating, Weaponizing, and Detecting Deepfakes” feat. Hany Farid. The most searched topics at SIGGRAPH 2021 were USD, metaverse, rendering, real-time, and pipeline. SIGGRAPH 2021 also organized the annual Diversity Summit with an aim of spotlighting how DEI makes our communities, industries, and teams stronger and how we can make our world more inclusive and accessible. Powerful sessions like “Anti-racist Graphics Research”, “From STEAM to Dream: College to Career Connections with Latinx Technical Directors” were offered to attendees to keep knocking down barriers preventing equality in the STEM field.

SIGGRAPH 2021 conference award winners are:

- **ACM Student Research Competition**
First Place, Graduate – “Toward Computer-Aided Assessment of Textual Exercises in Very Large Courses” by *Jan Philip Bernius, TUM Informatik*
First Place, Undergraduate – “Text Classification for AI Education” by *Tejal Reddy, MIT*
- **Art Gallery**
Best in Show – “Cangjie’s Poetry” by
Weidi Zhang, University of California, Santa Barbara
Donghao Ren, University of California, Santa Barbara
- **Art Papers**
Best in Show – “Bad Mother / Good Mother: The Poetics and Politics of the Sounds of Invisible Labor” by
Annina Rüst, Harriet L. Wilkes Honors College at Florida Atlantic University
- **Computer Animation Festival Electronic Theater**
Best in Show - “Migrants” by *Hugo Caby, Pôle 3D school (France)*

Antoine Dupriez, Aubin Kubiak, Lucas Lermytte, Zoé Devise

Best Student Project – “I am Pebble” by *Maxime Le Chapelain of ESMA (France)*

Jury’s Choice – “Meerkat” by *Keith Miller of Weta Digital, (New Zealand)*

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

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

Grand Jury Award – “Garage: GPU Particle-based AR Content for Futuristic Experiences” by *Daiki Taniguchi - Akatsuki*

Best in Show VR Theater - “Replacements” by *Agata Di Tommaso- Diversion Cinema, Jonathan Hagard - Kampung Ayu*

- **Real-Time Live**

Best in Show - “I am AI: AI-driven Digital Avatar Made Easy” by *Ming-yu Liu, Koki Nagano, Yeongho Seol, Rafael Valle, Jaewoo Seo, Ting-Chun Wang, Arun Mallya, Sameh Khamis, Wei Ping, Rohan Badlani, Kevin J. Shih, Bryan Catanzaro, Simon Yuen, Jan Kautz - NVIDIA*

Audience Choice – “Project LiViCi: Real-time Immersive Circus Performance” by *Athomas Goldberg, Samuel Tetreault*

SIGGRAPH Asia 2021

SIGGRAPH Asia 2021, themed ‘LIVE!’, marked the very first hybrid edition in ACM SIGGRAPH’s history. The event overcame all obstacles and challenges amidst Covid-19, and successfully concluded its live program at the Tokyo International Forum in Japan. Held from 14 – 17 December 2021, the event reunited over 3,000 attendees from 41 countries and regions. The onsite event was held in compliance to the Covid-19 regulations from the government, local authorities, and the exhibition industry, ensuring the safety and well-being of all in-person attendees.

“Despite a lack of clarity as to what lies ahead due to COVID-19, we decided in summer of this year to conduct the very first hybrid SIGGRAPH Asia,” said **Shuzo John Shiota, Conference Chair of SIGGRAPH Asia 2021 & CEO, Polygon Pictures Inc.** “It turned out to be a massive undertaking, and COVID continued to obstruct our progress. Against adverse conditions, we were able to create an illustrious conference, providing great insights into the current world of computer graphics and interactive techniques, as well as rekindling the SIGGRAPH and SIGGRAPH Asia communal spirit, both online and onsite. I’d like to extend my heartfelt gratitude to all who have contributed to this enormous undertaking”.

“I am extremely proud of what the SIGGRAPH Asia 2021 team has achieved this year, pulling off an incredible show onsite and online. The feedback from the global Computer Graphics community has been very positive, reaffirming our stand to continue holding the hybrid event despite the many curve balls being thrown at us due to Covid-19. It’s amazing how this industry is so closely knit and supportive of one another. We look forward to creating an even larger reunion for the CG industry next year in Daegu, South Korea!” added **Prakash Ramajillu, SIGGRAPH Asia Chief Staff Executive & Division Director (Technology, Digital Media, Entertainment & Mobility), Koelnmesse Pte Ltd.**

A Diverse Range of Conference Program Sessions

Close to 130 speakers presented at the conference in-person and around 400 presenters joined the virtual platform to discuss the latest industry developments and future of the computer graphics and interactive techniques industry. The exciting line-up featured distinguished **keynote speakers** such as **Toru Katsumoto**, Executive Deputy President and CTO at Sony Group Corporation, and **Matt Omernick**, Co-Founder and Chief Creative Officer at Akili Interactive. Toru Katsumoto's session on 'Creativity x Technology - How to fill the world with emotion' brought us through the history of innovation in the creative industry and discussed possibilities enabled by technology made available to creators in the fields of music, movies and games. Matt Omernick's session on 'Video Games as Medicine' dived into how Digital Therapeutic products like EndearvorRx are changing the face of medicine, and how cognitive health and entertainment will live harmoniously together in the future.

Other **highlights from the conference** included the **Featured Sessions** program which invited industry figureheads such as Bandai Namco Studios, Weta Digital, DNEG, DNEG Animation, Kamizake Douga, MacLean Visual Effects, Sola Digital Arts, Sony Pictures Animation, Sony Pictures Imageworks, SQUARE ENIX, Toei Animation, Ubisoft Divertissements, giving the community exclusive insights on the remarkable VFX works behind films like Dune, Shang Chi and the Legend of the Ten Rings, Blade Runner, Apple TV's Foundation series, The Mitchells vs. The Machines, Wish Dragon, Ron's Gone Wrong, which are available on-demand on the virtual platform.

The **Technical Papers** program continues to be the anchor program of SIGGRAPH Asia and showcased 94 specially curated papers. The Technical Papers at SIGGRAPH Asia 2021 adhere to the highest scientific standards and are chosen through a rigorous and highly refined peer-review process. This year, SIGGRAPH Asia had most of the presenters beamed onsite at the Tokyo International Forum, to take on live questions from the local and online attendees.

The **Trade Exhibition** featured close to 30 virtual and onsite exhibitors showcasing the latest developments in hardware and software applications in the Computer Graphics and Interactive Techniques space. Companies and brands include FORUM8, IMAGICA GROUP, Digital Hollywood University, KONICA MINOLTA, Amazon Web Services, BANDAI NAMCO, Carpe Diem Solutions, CyberAgent, ELSA Japan, Houdini SideFX, Huawei Russian Research Institute, NVIDIA, NHK Art, iPresence and SkyVision. iPresence created a virtual SIGGRAPH Asia 2021 exhibition tour, which allows remote attendees to travel into the exhibition hall from anywhere around the world.

SIGGRAPH Asia 2021 presented the following artists and creators with various awards in recognition of their top-notch works:

Computer Animation Festival Award Winners:

Best in Show: Twenty Something (USA), *Director: Apton Corbin*

Best Student Project: Le Retour des Vagues (France), *Directors: Manon Cansell, Alejandra Guevara Cervera, Edward Kurchevsky, Francisco Moutinho de Magalhães, Hortense Marian*

Best Student Project: Les larmes de la Seine (France), *Directors: Yanis Belaid, Elliott Benard, Nicolas Mayeur, Etienne Moulin, Hadrien Pinot, Lisa Vicente, Philippine Singer, Alice Letailleur*

Jury Special: Only a Child (United Kingdom, Switzerland), *Director: Simone Giampaolo*

Emerging Technologies Award Winners:

Best Demonstration Award (Best in Show): Parallel Ping-Pong: Demonstrating Parallel Interaction through Multiple Bodies by a Single User

Best Industrial Demonstration Award: Multimodal Feedback Pen Shaped Interface and MR Application with Spatial Reality Display

Best Student Demonstration Award: Midair Haptic-Optic Display with Multi-Tactile Texture based on Presenting Vibration and Pressure Sensation by Ultrasound

Best Online Demonstration Award: GroundFlow: Multiple Flows Feedback for Enhancing Immersive Experience on the Floor in the Wet Scenes

Real-Time Live! Award Winners:

Best in Show: CodeMiko: An Interactive Vtuber Experience, Presenter: CodeMiko, codemiko project, LLC, USA

People's Choice: Fencing Tracking and Visualization System, *Presenters: Yuya Hanai, Daito Manabe, Kyle McDonald, Satoshi Horii, Futa Kera, Kisaku Tanaka, Motoi Ishibashi*

Awards

SIGGRAPH presented **8** awards at SIGGRAPH 2021, and inducted **3** people into the SIGGRAPH Academy:

The Steven Anson Coons Award for Outstanding Creative Contributions to Computer Graphics:

Markus Gross

ETH Zürich, Disney Research

2021 Computer Graphics Achievement Award:

Doug L. James
Stanford University

2021 Significant New Researcher Award:

Jonathan Ragan-Kelley
MIT, University of California, Berkeley

2021 Outstanding Doctoral Dissertation Award:

Minchen Li
University of Pennsylvania

Honorable Mentions for the 2021 Outstanding Doctoral Dissertation Award:

David B. Lindell, *Stanford University*

2021 Outstanding Service Award:

Marc J. Barr

2021 Lifetime Achievement Award in Digital Art:

William Seaman
Duke University

2021 ACM SIGGRAPH Practitioner Award:

Brent Burley
Walt Disney Animation Studios

2021 ACM SIGGRAPH Distinguished Educator Award:

Barbara Mones
University of Washington

2021 SIGGRAPH Academy inductees:

Norman Badler, *University of Pennsylvania*
Mathieu Desbrun, *California Institute of Technology, Shanghai Tech University*
Karen Liu, *Stanford University*

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.
- This involved some challenges because of ACM's idiosyncrasies in treating due-dates, so that some award nominations happened within a committee's deadline, but ACM classified them as late. We are working to resolve this for next year, and to make all nominations deadlines the same, independent of the award.
- Additionally, the committee has made the video necessary for the virtual awards presentation, made arrangements for in-person presentation of two awards, done the set-up work for an in-person awards-talks session, and the preparatory work for the Awards Luncheon at SNA.
- Plaques and teapots for the award winners are ready, and we will soon be sending checks (or direct deposit) to those awardees whose award includes an honorarium.
- The Dissertation Award Chair (Mathieu Desbrun) dealt with nomination-timing challenges with great equanimity; our new Art Award Chair (Copper Giloth) has handled the challenges of working with an award winner who is 98, and bilingual in Hungarian and French, but not English.
- We have a new SIGGRAPH Academy Selection Chair, Hugues Hoppe, who managed the task very smoothly.
- The Technical Awards Chair, Tom Funkhouser, has given warning that he is eager to finish up his service, and we will advertise for a replacement.
- The Awards Chair dealt once again with the challenges of the pandemic, and also with deciding whether to continue in the role, as the task grows ever more difficult, and interactions with the Conference Chair and the Executive Committee Chair were fraught, and support from the organization dwindled.

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

ACTIVE CHAPTERS:

Bangkok ACM SIGGRAPH Chapter (Professional) - Active

Bengaluru ACM SIGGRAPH Chapter (Professional) - Active

Bilkent University ACM SIGGRAPH Student Chapter (Student) - Probationary

Bogota ACM SIGGRAPH Chapter (Professional) - Active

Bowling Green State University ACM SIGGRAPH Student Chapter (Student) - Active

Caracas ACM SIGGRAPH Chapter (Professional) - Active

Chengdu ACM SIGGRAPH Chapter (Professional) - Probationary

CSUF ACM SIGGRAPH Student Chapter (Student) - Active

Detroit ACM SIGGRAPH Chapter (Professional) - Probationary

Drexel University ACM SIGGRAPH Chapter (Student) - Active

Embry-Riddle ACM SIGGRAPH Student Chapter (Student) - Active

Fort Lauderdale ACM SIGGRAPH Chapter (Professional) - Active

Guadalajara ACM SIGGRAPH Chapter (Professional) - Probationary

Helsinki ACM SIGGRAPH Chapter (Professional) - Active

Hong Kong ACM SIGGRAPH Chapter (Professional) - Active

London ACM SIGGRAPH Chapter (Professional) - Active

Los Angeles ACM SIGGRAPH Chapter (Professional) - Active

Madrid ACM SIGGRAPH Chapter (Professional) - Active

Montreal ACM SIGGRAPH Chapter (Professional) - Active

MTSU ACM SIGGRAPH Student Chapter (Student) - Active

New York City ACM SIGGRAPH (Professional) - Active

NJIT ACM SIGGRAPH Student Chapter (Student) - Active

Paris ACM SIGGRAPH Chapter (Professional) - Probationary

PCAD ACM SIGGRAPH Chapter (Student) - Active

Portland ACM SIGGRAPH Chapter (Professional) - Active

RIT ACM SIGGRAPH Student Chapter (Student) - Active

Rochester ACM SIGGRAPH Chapter (Professional) - Active

San Francisco ACM SIGGRAPH Chapter (Professional) - Active

San Jose State ACM SIGGRAPH Student Chapter (Student) - Active

Shanghai ACM SIGGRAPH Chapter (Professional) - Active

Shenzhen ACM SIGGRAPH Chapter (Professional) - Active

Silicon Valley ACM SIGGRAPH Chapter (Professional) - Active

Singapore ACM SIGGRAPH Chapter (Professional) - Active

Taipei ACM SIGGRAPH Chapter (Professional) - Active

Texas A&M University ACM SIGGRAPH Student Chapter (Student) - Active

Tokyo ACM SIGGRAPH Chapter (Professional) - Active

Toronto ACM SIGGRAPH Chapter (Professional) - Active

University of Illinois at Urbana-Champaign ACM SIGGRAPH Student Chapter (Student) - Active

University of Pennsylvania SIGGRAPH (Student) - Active

Vancouver ACM SIGGRAPH Chapter (Professional) - Active

Viborg ACM SIGGRAPH Chapter (Professional) - Probationary

Washington DC ACM SIGGRAPH Chapter (Professional) - Active

SIGGRAPH 2021:

Workshop:

We held a virtual Chapters Workshop again in 2021, modeled off the 2020 workshop. There was slightly less participation, but our core crowd showed up and considered the workshop to be valuable. We continue to get good feedback from chapters about the kinds of help they need. Some issues that have always existed, like the challenge of finding committed volunteers, have been exacerbated by the virtual paradigm. There is more fatigue and reliance on stored up resources.

Chapters Party:

There were a number of virtual chapter parties again this year, although fewer. We incentivized chapters posted 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. We had more trouble finding participants in the Fast Forward this year (this was also a requirement for earning a free pass) - free virtual-only registrations appear to not be as enticing to host these parties with complimentary registrations to the virtual conference, although many chapters who claimed that benefit last year did not this year. There were some complaints of lower attendance, but generally the chapters like being able to participate in the conference in this way to give their members a way to experience it when many of them would never consider traveling.

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. We had more trouble finding

participants in the Fast Forward this year (this was also a requirement for earning a free pass) - free virtual-only registrations appear to not be as enticing to potential contributors as they were last year.

Online Communities Recruitment BOF:

We shared a session about our ongoing Online Communities work, with the goal of acquiring more interest, volunteers, and technical input. We had a small number of very interested attendees, but ultimately determined that this was not the help we would need to launch Online Communities, and shelved the initiative until we could talk with people in-person.

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 2021

Chapters Information BOF:

There appeared to be limited interest from Australasian chapters in gathering for the virtual side of the 2021 SIGGRAPH Asia conference, so we combined the workshop and the chapters information BOF into a single event that happened during the conference. There was extremely low attendance, but our hope was that the recording was viewed by those who were interested. Generally, this was seen as a low-value activity though, as even active chapters chose not to attend.

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.

Regional Chapter Hangouts:

We are attempting to hold chapter leader hangouts 3-4 times per year to allow chapter leaders to share their successes, brainstorm around shared problems, and get updates about the organization and conference plans. We will try to invite a VIP org volunteer to each of these to help build bridges as well.

On-site Chapters Chicago Strategy Meeting:

Easily the most rewarding and valuable activity we participated in the whole fiscal year was the on-site Chicago strategy meeting which we put together on a shoestring budget. (Which we very much appreciated having access to at all!) Many of the projects our committee was working on had started to fall into a confusing mess of “who’s doing what”, and we had begun to lose meaningful connections with our chapter leaders, especially as many of their terms turned over. This strategy meeting allowed us to

brain-dump, to clear up confusion, to come up with new ideas, and to make major progress on a new project: running the virtual and in-person Village venues for the hybrid 2022 conference.

The Village:

After the membership chair position was vacated, Chapters was offered the opportunity to run the Village for the 2022 conference. We took the opportunity to make some changes that this venue that typically runs on autopilot was needing, including making it look busy and active, and promoting what our organization is and why folks should join it. It has been a logistical hurricane, working with all the org committees, the conference contractors, and the Linklings database system, but looks like it is coming together nicely for 2022. Check next year's report to hear how it went.

Goals: Virtual Workshop 2022:

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.

In-Person Workshop 2022:

In the hybrid environment, we expect to get far fewer chapter leaders traveling to Vancouver than in the past, so we are making this a less formal midday meeting over lunch at a restaurant. An important goal is to reestablish our relationships with chapter leaders, so this will be a good opportunity to do that.

Virtual Chapters Party:

chapter members to events hosted by chapters (due to EC policy about only conference registrants being allowed to advertise events in the conference program.) Note that there will not be an in-person party We plan to hold a virtual chapters party along the description of the 2021 party events again. This may be a harder sell in the hybrid conference where our audiences are cut in half, and without the ability to invite because it is impossible to book a venue right now - apparently they've all been claimed by weddings. The in-person party should return in 2023.

Chapters Information BOF:

We plan for this to happen more or less in the same way as last year as well.

Chapters Information In-person Village Session:

Every year we try to have an information session for those who might be interested in joining or starting a chapter, as a way to learn the logistics, meet current leaders, and question our chapters committee. We plan to run something in the in-person Village for travelers to Vancouver.

Chapters/SV luncheon:

There will allegedly be ~150 student volunteers traveling to Vancouver, so we will bring the Student Volunteer Luncheon back from it's virtual hiatus.

The Village (In-Person and Virtual):

Following through on our Village planning work in FY2021, we will be hosting and managing the Village both in-person and virtually at the 2022 conference. This includes The Village Exhibition in the convention center hallway, The Village Square in Room 108 which will host events and otherwise run like an open house, village.siggraph.org, and a gather.town space for virtual gatherings.

SIGGRAPH Asia 2022:

Workshop:

We still need to evaluate whether this event should be in-person, virtual, or both. Holding both a virtual and in-person event has been deemed necessary for the North American conference, but the outcome of North America, and the input of chapter leaders who plan to travel will be taken into account.

Student Volunteer Luncheon:

We plan to bring this event back in 2022 as travel to Korea has been made possible again. I believe it is in our FY2022 budget.

Other Initiatives:

1. Our highest priority is to re-establish relationships that have slacked during the pandemic, which includes a lot of face time and interaction with chapter leaders. We will be making an effort to explicitly say no to any external requests for new projects this year, in favor of returning to our basic functions.

2. Continue to evaluate the Online Communities initiative in collaboration with other stakeholders including community leaders and IT Services, 21st Century Digital Technologies, and Communications
3. Continue to smooth out the process of borrowing the Chapters' shareable Zoom account, which has been very popular but occasionally difficult to coordinate.
4. Continue to pursue corporate relationships that benefit chapters and the organization.
5. Build our recognition of hard-working chapter leaders, continuing the initiative coordinated between the EC and ACM to provide complimentary one-year organization memberships for student chapter officers
6. Document our procedures as a committee, and encourage chapters to document their procedures in running chapter business
7. Improve a sense of community among chapters inside each region and across continents
8. Continue to improve the PSCC's productivity through a suite of virtual project management tools (Trello, Slack, Google Calendar, Zoom)
9. Helping publicize Chapter events
10. Continue streamlining the requirements and application process for chapter events grants

COMMITTEE MEMBERS

This is the makeup of the Chapters Committee at the end of FY2021.

*Asterisks represent volunteers new to the Chapters Committee.

AJ Christensen, Chair

Amira Malcom, Liaison to North American Chapters

Brenda Ximena Roldan Romero, Liaison to South American, European, and African Chapters

Eric Liu, Liaison to Asian, Australian, and Middle Eastern Chapters

Kevin Menulty, Liaison to Student Chapters

Brad Lawrence, Liaison to Chapter Treasurers and Media Support

Jenny Dana, Chapter IT Services

Kerry Kirkpatrick, Visual Designer

Eddie Lawrence, Events Coordinator

Benoit Terminet Schuppon, Communications and Sponsorship

[seeking new volunteer], Special Projects

Natasha Warshawsky, Project Manager

Jacky Bibliowicz, Strategy and Curriculum

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:

- Established and executed a contract with Durrell Communications to design and produce an updated SIGGRAPH website. Input from the SIGGRAPH Executive Committee and all standing committees was incorporated into the site refresh.
- The updated site was launched in July, 2022 and is up-to-date, attractive and responsive
- The site reflects SIGGRAPH's focus on human interaction by providing a user friendly, functionally-intuitive experience
- It includes 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
- The site also has 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)
- Lastly, the new site has the potential to include a members-only section to provide additional member benefits
- Added Preston Smith, manager of the SIGGRAPH YouTube channel, to the Communications Committee

Goals:

- Develop new communication channels that will reach new audiences with 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.
- Hire a second (part-time, contract) webmaster to provide back-up to Alex Rollinson
- Recruit social media managers from the SIGGRAPH volunteer pool

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.

Goals: We will continue to host the SPARKS sessions monthly (<http://dac.siggraph.org/sparks>), and to grow and diversify our community.

- As we head into summer, we will continue to host the monthly SPARKS sessions before our participation in the annual conference. At the conference we anticipate hosting several sessions, participating in the Village, and participating in the online Gather.Town activities. At both SIGGRAPH 2022 and SIGGRAPH Asia 2022, 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. In the past year we launched a new Exhibition, The Earth Our Home, and are in the process of developing a new one on Decolonial Media Art. (<https://dac.siggraph.org/#exhibitions>)
- We look forward to SIGGRAPH 2023 and to working in partnership with the Arts venues and the History Committee to develop anniversary celebration.
- In 2022 we are upgrading our online presence with a new version of Ning and more social media integration.
- 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: 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.

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.

Education Committee

Chair: Glenn Goldman

Mission: The ACM SIGGRAPH Education Committee works to support educators in computer graphics and interactive techniques. This encompasses both technical, creative, applied and interdisciplinary studies at all post-secondary levels 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: Education pervades much of what is found at SIGGRAPH – both the conferences and the organization. There is a lot of overlap with the members of the Education Committee and other committees and activities. Specifically, there are active bilateral relationships with Chapters, International Resources, DEI, Awards, and ACM Education Council as well as ad hoc/individual relationships between committee members and the activities of other committees. These relationships bring the perspective of educators and education to the efforts of other committees and at the same time, assures that needs of the education community are represented to other groups. It is not, for example, unusual to see current or immediate past members of the Education Committee as Conference Chair or General Submissions Chair (or chairs of other program sessions at SIGGRAPH Asia or SIGGRAPH North America). Furthermore, several SIGGRAPH Education Committee members perform active service as representatives to other standing committees at SIGGRAPH and/or ACM. Similarly, members of other committees actively participate with members of the Education Committee in furthering our goals. The governance/structure of the Education Committee was set at the end of summer 2021.

The Education Committee meets monthly on Zoom and has maintained and expanded upon its traditional activities. Faculty Submitted Student Work (FSSW), SpaceTime student competition, social media outreach, and participation in the SIGGRAPH North America annual conference (which included a combination of talks, courses, and BOFs) have been augmented with a new Symposium on Innovation, Research & Experiences in Education (SOIREE) that successfully took place in May, 2022. The website

is updated regularly and serves as a means of communication and is a resource within the educational community.

This event provides a platform for faculty members to share student assignments and student work in response to the assignments. In 2021, 18 different schools submitted materials. Those schools represented 76 assignments from 48 different faculty and included 350 students' samples. From those, a working group of Education Committee members, led by Rick Lewis, validated the materials as appropriate and complete for providing as searchable instructional resources on the Education Committee website. Additionally, the Education Committee members created a video to exhibit a variety of student sample work. After issues with the US Family Educational Rights and Privacy Act (FERPA) were raised, the call for participation in 2022 was delayed as committee members took the time necessary to resolve our responsibilities and generate an appropriate form and process that satisfied regulations and allowed us to post student work.

The rate of participation in FSSW has dropped since SIGGRAPH North America went virtual in 2019 and the incentive of having work exhibited at the physical conference disappeared. Student Volunteers and others used to come to the Education Booth in SIGGRAPH Village to see the work that was exhibited. The intent is to combine both the searchable online resource with a display in Vancouver in 2022.

Social Media is handled by Anie Miles (with a brief interruption due to maternity leave in mid-winter). Among the accomplishments are: (1) an increase in followership across all social platforms, (2) creation of unique graphics and video content for all posts that were not re-posts of other SIGGRAPH accounts (i.e.: promoting registration opening, SV applications), (3) promotion of SIGGRAPH Asia, Submissions, Student Volunteer Applications, SOIREE, SpaceTime, and Faculty Submitted Student Work (FSSW), and (4) achieved new highs with 2,101 views seen by 759 unique users. Additionally, Anie Miles joined the Communications: Blog subcommittee quarterly meetings representing the Education Committee where she was able to coordinate the writing and posting of SIGGRAPH Blog articles which increased traffic to the SIGGRAPH Education Committee website and social pages. COVID-19 continues to cause changes in schedules and volunteer opportunities that affect our ability to make outreach as predictable as it has been in the past. Lack of Education Committee participation in SIGGRAPH Asia resulted in considerably less content for social media posting and engagement. The Education Committee plans to participate in a yet to be determined capacity in SIGGRAPH Asia 2023 in Sydney.

Summary data include Facebook followers increasing from 186 to 232. Post topic with the highest Reach & Engagement was the SOIREE Promotion 5/5/2022 with a reach of 2,101 and engagement with click-through 76 times. Twitter followers increased from 85 to 102. August 2021 had the greatest number of impressions at 3,221 which is a slight decrease from 2020 (3,843). Instagram followers increased from 171 to 178. The post topic with the most "Likes" was the SIGGRAPH programming promotion for *Photogrammetry for a VR Nature Scene* (likely because we tagged the presenters who promoted our post).

Challenges: Major challenges faced by the committee include *time* and *place*. There are more things we would like to accomplish than we are able. Some projects (e.g., producing a regular set of "In Good Company" interviews to post on YouTube) have been tabled or curtailed. Dealing with United States Family Educational Rights and Privacy Act (FERPA), though necessary, took a considerable effort and, while the processes and forms have been resolved, it caused a delay in the call for two of our major

endeavors (FSSW and SpaceTime) and adds yet another layer of approvals for submission of work. The future of the Education Committee website has been unresolved. At one point, all committee websites were supposed to be absorbed by the organization and that now seems not to be the case. The website was originally flat HTML, which was then migrated to Plone CMS, followed by a second migration to Drupal and we are now looking to move to Wordpress. The *use and function of the Education Committee website* needs to be evaluated given the limited amount of time all volunteers have. The issue of *place* remains a challenge. The Education Booth in SIGGRAPH Village has traditionally been a focal point for activity, networking, and presentations. It created and enhanced a social connection among educators that has not been successfully or fully replaced by the online alternatives. The transition to all-virtual conferences disrupted those opportunities and at the time of this report, the exact nature of the SIGGRAPH Village in 2022 is still a work in progress. It is a major challenge, and an important one, to recapture the engagement the Education Committee previously had with its community at SIGGRAPH North America. One of the biggest challenges that remains is *communication and outreach*: the ability to reach our audience and communicate activities which could serve our constituency and increase participation in SIGGRAPH. Perhaps if there was an opt-in checkbox for the CG Educators Listserv when registering for a SIGGRAPH conference, we would be able to be more effective in our outreach. Screening the animation festival at schools helps generate student interest but additional audiences may be reached if we also make "Papers Fast Forward" available for screening at schools.

Goals: To encourage and facilitate efforts that connect education communities, better the educational process, and trigger innovation and creativity. Specifically, in the short term, to continue to grow our followers across the four social accounts and the new YouTube channel, to engage in more meaningful ways with an emphasis on trying polls and job postings, to improve post-conference / non-event promotion posting (Aug-Dec), to improve sub-committee communication to better distribute their events and calls, and to showcase video content and engagement opportunities throughout the year to improve membership and grow the SIGGRAPH educator community.

- To support projects and activities that further educational development in the field and evaluate these projects to ensure they meet the needs of the educator and learner.
- To provide global online resources for educators that help to define a knowledge base for the discipline, to identify curriculum and core competencies, and to provide innovative learning tools and pedagogy.
- To offer a resource structure to enable future educators to continue in the development of the field.

Early Career Development Committee (S3)

Chair: Marisa (Ginger) Tontaveetong

Mission: The mission of S3 as an Early Career Development Committee is to plan, develop, and extend the high-quality services offered by ACM SIGGRAPH into year-round programs accessible to student members and emerging professionals of the community with a focus on Computer Graphics and Interactive Techniques.

Accomplishments: The Conference Apprenticeship Program - Serves in year round subcommittee role pre-planning and onsite for conference. Requests will vary based on conference committee and board of director needs.

S3 offers a monthly podcast where we explore and discuss best practices, professional advice, tips of the trade, and insight into multiple CG fields. In every session we invite our industry professional volunteers to answer all your questions on everything, from demo reels to resumes. Have a direct question about your work? Let us help you answer it by having your work featured in our discussions."

Goals: The goal of the Early Career Development Committee is to plan, develop, and extend the high-quality services offered by ACM SIGGRAPH into year-round programs accessible to student members and emerging professionals of the community.

External Relations

Chair: Joaquim Jorge

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:

- DCAJ - ACM SIGGRAPH annual meeting (October 2021)
- VIS SIGGRAPH Presentations at IEEE VIS (October 2021)
- DCEXPO (December 2021), Tomasz Bednarz, Shuzo Shiota, Daniel Pillis, MK Haley and Miho Aoki participate in invited sessions about SA21, S22 and ACM SIGGRAPH DEI initiatives.
- DCEXPO (December 2021) Award ceremony for selected works from S21 Etech program and DCEXPO 2021, presented by Yoichiro Kawaguchi
- VFX Rio (March 2022) Munkhtsetseg Nandigjav, Diana Arellano, Joaquim Jorge and Miho Aoki participate in a SIGGRAPH focused talk session DCEXPO and Laval Virtual works will be included in S22 Emerging Technology Initial discussions with Ars Electronica re:content exchange/Affiliation
- Panel Discussion (Real-Time At SIGGRAPH 2021: An Early Look) at Realtime Conference 2021 (RTC)
- Diana Arellano attended Eurographics Executive Meeting at Eurographics 2022 Reims, France (May 2022)

Goals:

- To sign cooperation agreement with SAE, Ars Electronica and AG (Asia Graphics)
- To work together with the CAFAB (Computer Animation Festival Advisory Group) in joint agreements.

- To work together with Chapters and IRC to coordinate partner participations to annual conferences, including Village and online sessions
- 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.

Problems to be solved

- RTC was invited and agreed to run a session at SIGGRAPH 2021, a workshop at Frontiers Program focused on Realtime & Architecture. They prepared a video, however ACM SIGGRAPH copyrights policy on using third-parties material was very strict and the team gave up on negotiations. We need to find a solution.
- RTC complains that banner exchange is not work on ACM/SIGGRAPH Site
- Current MOU agreements include conference booth exchange. New and
- renewing agreements need to be discussed and approved by CAG and SACAG and encourage content exchange

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.

Governance Committee members

- Scott Owen, Chair
- Elizabeth Baron, ACM SIGGRAPH Chair
- Jesse Barker, ACM SIGGRAPH Chair-elect
- Adam Bargteil, ACM SIGGRAPH Past Chair
- Mikki Rose, ACM SIGGRAPH CAG Chair
- David Spoelstra, ACM SIGGRAPH Treasurer
- Victoria Szabo, Chair of the Digital Arts Committee and Arts Advisory Group

Accomplishments: In the past year the Governance Committee has recommended, and the Executive Committee has approved, the following changes that are reflected in the ACM SIGGRAPH Policy Guidelines (more detail on these items can be found on the Governance Committee Change Log):

- Clarification of Section 4.5 Unbudgeted Expenses
- Change in Section 10.1 SNA Complimentary registrations

- Creation of a new Category of Sub-Groups (in addition to Standing Committees and Advisory Boards) called Community Groups. Pioneers was moved from the Advisory Board category to the Community Group category.
- Incorporation of the previously independent WiGRAPH (Women in Computer Graphics Research) into a Community Group.
- Modification of Section 4.6 Financial Policies.
- Modification of Section 10.4
- A new policy on handling donations, especially multi year donations.
- A revised policy on developing the annual ACM SIGGRAPH budget.
- A revised policy for handling ACM SIGGRAPH Award winners support in times of financial hardship.
- Policy for approval of the SNA and SA Conference Papers Chair.
- Revision of 11.17 Travel Expenses and Honorariums for Speakers
- Revised Update Section 6.8. Strategy Committees
- Revised Section 6.2 Advisory Boards process for approval of Advisory Board Chairs
- Revised Section 7.2: The duties of the Chair of the Conference Advisory Group.
- Revised the ACM SIGGRAPH Executive Committee Officer Selection Process.
- Revised Section 5.1 the duties of the Nominations Committee past-chair.
- Revised Section 7.9 on making major changes to SNA or SA.
- Revised policy on the EC Representatives to the CAG.
- Revised the term for the Nominations Chair
- Revised the process of approving job descriptions.
- Developed a statement to go into Section on Overarching Principles to handle possible DEI related problems in submissions.

Policies affecting the ACM SIGGRAPH Bylaws:

- Change of Bylaws to allow for a different definition of supermajority. This was sent to the membership as part of the 2022 election for approval.

Other actions that were approved by the EC but were not reflected in the Policy Guidelines or Bylaws:

- Response to the ACM SIG CARES letter.
- Removing the ACM SIGGRAPH CARES Committee as a sub-Committee of the DEI Committee.
- Developed the Governance Committee Policies and Procedures document.

Goals: We are continually examining and changing our policies and new issues arise continually so it is difficult to precisely define the goals for the coming year. Here are some issues we will be discussing:

- The role and structure of the SIGGRAPH CARES effort.
- Improving communication between different parts of ACM SIGGRAPH, especially the relationship between the Organization (EC, Standing Committees, Advisory Boards, and Community Groups) and the SIGGRAPH Conference.

- Developing a general policy on ethics.
- Put the Governance Committee Change Log on the ACM SIGGRAPH Website.

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 documentation of the collected materials broadly accessible by ACM SIGGRAPH members and 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

- o Bonnie Mitchell has tentatively agreed to become Chair of the History Committee when Whitton retires.

Major Focus: SIGGRAPH 50

- Core team (Whitton, Kasik, Newton, with later additions Bonnie Mitchell and Jan Searleman) met every 2-3 weeks during FY2022
- Met with S23 chair to frame working relationship, offer help, talk about the job of History Chair for S2023.
 - o Bonnie Mitchell was selected as S2023 Conference History Chair.
 - o Discussions are ongoing with external funding sources
- CG&A Special Issue for July/August 2023
 - o Kasik and Whitton had their proposal accepted for a special topic issue of CG&A for the July/August 2023 issue. Focus: The Big 50: Memories of SIGGRAPH

Submissions are open until 1 October 2022 at bitly/enter-siggraph-memory

- We continue to work with the **Retrospectives Panels**. We helped identify a chair for the program for S2022 and we advised on panel topics, panel moderators, and panel members.
 - o **LESSON LEARNED:** selection of chair, recruitment of moderators, decisions (at least tentative) on topics, and recruitment of panelists must start shortly after the close of the previous year's conference.

o Two of the S2022 retrospective panel topics addressed the **impact of computer graphics and SIGGRAPH**:

- Computer Graphics Disruptions in Art, Science, Visualization, Engineering and Modeling
- The Impact of Computer Graphics on Daily Life

Major Focus: Populating history.siggraph.org and collecting documents and artifacts

- Leads: Bonnie Mitchell and Jan Searleman
- Populating history.siggraph.org
 - o Since summer 2021, the six new content areas have been added:
 - Keynotes, educators' programs, panels, posters, real-time live, studio
 - o Notable content increases include:
(# entries summer 2021; # entries July 2022; % increase)
 - Appy Hour (63; 72; 14%); Animations (100% increase); E-Tech (65; 529; 800%); People (3000; 13367; 450%)
 - o Work study students providing most of the labor to enter and check data
- Began creating a SIGGRAPH *master collection* of documents and artifacts
 - o Bowling Green State University has provided storage through mid-summer 2023.
 - o Collection to be used to help populate the online archive and for exhibits at SIG50.

Focus: Year Round Engagement--online events

- In cooperation with the Pioneers, History Committee personnel participated in a webinar on the architectural history of GPUs and GPGPUs.
- The Retrospective panels, though a conference program, will be available as year-round resources.
- This was a weak point of our activities this year. We need to identify a lead for this.

Focus: Gathering Stories

- Our focus was to gather all extant video interviews for preservation, editing, and publishing.
 - o We will use a SIGGRAPH savvy contractor for editing. External funding is expected.
- We either have in hand or have leads on the location of all previously recorded interviews.

Other Continuing Activities: little activity on these this year.

- Graph-based indexing system (Julian Gomez and Paul Strauss).

- Transfer of personal and corporate archives to Babbage and planning for more (Joan Collins)

Goals for FY2023

- Concerns/Issues: Funding for SIG50 activities and video interview editing
- Volunteer Development:
 - Recruit for IMPACT and year-round activities positions
 - Finalize selection of next history committee chair.

Major Focus: SIGGRAPH 50.

- Coordinate with Bonnie Mitchell. The History Committee will lead the CG&A special issue and activities (TBD) that will celebrate the technical papers.
- Advise on the 2023 Retrospectives Panels Program: Lead, moderators, topics, panelists.
- Successfully complete the CG&A Special Issue of SIGGRAPH Memories

Major Focus: Population of history.siggraph.org

- Secure more stable funding for the Archive's student workers
- Continue populating and validating data to the site.
- Negotiate the disposition of the Master Collection to a reputable archive after SIG50.

Focus: Year Round Engagement--online events (unchanged from FY2022)

- In addition to the Retrospective Program at S2023, organize 2-3 events that have history content and complement the goals of other SIGGRAPH committees, e.g., curriculum development. Partner to do these. Increase the level of international content. Find a lead for this project.

Focus: Gathering Stories

- 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.

Interactive and Immersive Experiences

Chair: Mark Billinghamurst

Mission: The vision of the Immersive and Interactive Environments Committee is to support researchers and practitioners involved in the design and creation of interactive and immersive experiences and promote them throughout the SIGGRAPH organization.

The Immersive and Interactive Environments Committee was created to raise awareness of Interactive and Immersive Experiences at the Siggraph conferences and in the broader community. This includes

creating a web portal showcasing Interactive and Immersive Experiences, identifying leading examples of Interactive and Immersive Experiences, promoting education and innovation in the area, etc.

The current members of the committee are:

Mark Billingham (New Zealand) (Chair)
Tomasz Bednarz (Australia) (Deputy Chair)
Paul Deitz (USA)
Laura Trutoiu (USA)
Carolina Cruz-Neira (USA)
Bektour Ryskeldiev (Japan)

We had one person resign from the committee in 2022 (Katrin Wolf), and so we are still looking for more representation from Asia and especially Europe.

Accomplishments: The 2021-22 year was the third year that the committee was in operation, and our efforts were still affected by the COVID-19 pandemic. However, this should decrease in the second half of 2022 and 2023 with the return of in-person conferences.

Progress was made in the following areas:

- Setting annual goals
- Establishing a pattern of regular meetings
- Completing a technical report on the perception of SIGGRAPH as a venue for interactive and immersive work
- Conducting brainstorming sessions on how 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
- Providing content for the I&I web presence on the SIGGRAPH sites
- Establishing a social media presence for SIGGRAPH I&I

Specific accomplishments have been made in the following areas:

1. Regular Meetings: Due to COVID and other factors, committee meetings were irregular during 2021, however in early 2022 we established a regular monthly meeting schedule, supplemented by other meetings as needed.

2. 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. This work was disrupted by COVID, but in 2021/22 we have had several brainstorming sessions internally and with the SIGGRAPH Asia CAG about how to work with the various conference chairs to increase submissions and acceptances. We will be working closely with SIGGRAPH Asia 2023 to implement these ideas.

3. Perception Survey: A survey was conducted in 2021-2022 of 70 of the leading researchers in HCI/Computer Graphics about their perception of SIGGRAPH as a venue for interactive and immersive

research. Results were analyzed and presented at SIGGRAPH 2021 and SIGGRAPH Asia 2021, and a technical report written for the SIGGRAPH and SIGGRAPH Asia CAG.

4. SIGGRAPH Focused Communities/Guilds Meeting: Mark Billingham has been attending the bi-weekly Focused Communities/Guilds meeting chaired by Mona Kasra. This is to coordinate with other committees and report on activities.

5. Presentations at Conferences: Birds of a Feather or Workshop sessions were organized at SIGGRAPH 2021 and SIGGRAPH Asia 2021. 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 2022 we will be organizing a Birds of a Feather session reflecting on almost 50 years of interactive and immersive experiences being presented at SIGGRAPH. We will also brainstorm for an interactive piece that we would like to develop for the 50th anniversary at SIGGRAPH 2023.

6. Social Media Presence: We have established a Twitter account for the activities of the Interactive and Immersive Experiences Committee. In the latter part of 2022 and into 2023 we will work on increasing social media followers, and explore moving into other social media platforms.

7. Connecting with CHI/UIST conferences: We have begun the development of a plan to connect with the ACM SigCHI and UIST conferences to encourage participation from those communities into SIGGRAPH. Ideas being developed include getting CHI/UIST PhD students to attend SIGGRAPH, showing the best CHI/UIST demos in Emerging Tech, getting the best CHI/UIST papers presented in BOF/Workshops, and providing promotional material into CHI/UIST conference packets. A recommended plan forward will be presented to the CAG in late 2022, targeting CHI/UIST 2023.

Goals: The committee would like to achieve the following high-level goals in 2022-2023:

1. Create an online repository of previous significant interactive and immersive work from SIGGRAPH
2. Host BOF and Workshop activities at SIGGRAPH and SIGGRAPH Asia
3. Create stronger connections to other SIGGRAPH committees
4. Focused with SIGGRAPH program and technical chairs to increase the interactive and immersive experiences work at SIGGRAPH
5. Facilitation of creation of a community-led interactive piece to celebrate 50 years of Interactive and Immersive work at SIGGRAPH, for SIGGRAPH 2023.
6. Increase social media following, and adding other social media accounts
7. Recruiting more committee members, especially from Asia and Europe
8. Start arranging regular online community meetings
9. Establishing a mentoring program for students and early career researchers
10. Connecting with CHI/UIST to encourage involvement from people from those conferences at SIGGRAPH

Information Technology Services

Chair: Aaron Hosier

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

Accomplishments: Continued to collect and archive digital assets from various ACM SIGGRAPH areas.

1. Archiving and organizing all recorded Zoom meetings.
2. Working with the Communications Committee on reviewing the current organization website and then design and development of a new site.
3. Yearly conference preparation which consists of:
 - a) Creation and setup of 30+ email lists
 - b) Setup and then working with the vendors to test/deploy the conference websites for SIGGRAPH and SIGGRAPH ASIA.
 - c) Creation of the Google Drive structure used by conference administration for all all conference related materials.
 - d) Working with the vendor to create and deploy the static archive version of the previous year's conference website.

Goals:

1. 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.
2. Work with the Communications Committee to complete the deployment of a new ACM SIGGRAPH website.
3. Setup training sessions and create documentation related to Google Apps for things such as:
 - a) Maintaining Google Groups
 - b) Managing Google Shared Drive access
4. Efforts related to the email list system including:
 - a) Work through the lists and purge/retire those no longer needed.
 - b) Development a system to export a list of lists along with their membership for regular review.
5. Begin transition of ACM SIGGRAPH websites and services currently using our servers to the new virtual server environment ACM has deployed.

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:

- Successfully run eight sessions in SIGGRAPH 2021 and four sessions in SIGGRAPH Asia 2021
- While maintaining featured session like Women in CG and CG in Japan etc., continue to try out new sessions like ‘Stories of Resilience and Cultural Manifestation in Africa’ and ‘Creative Journey in and from East Europe’
- Streamlined the process of organization of sessions: Diagram and Templates for invitation emails and letter are created and shared
- Empowered team members lead and organize sessions.
- The most engaged year as a team.
- Instagram and LinkedIn accounts set up.

Goals:

- Continue to grow team spirit.
- Continue to improve and develop sessions.
- Increase year-round engagement with the global community.
- Develop a strategy to cope with both virtual and in-person conferences.

Lifelong Learning Committee

Chair: Jonali Bhattacharyya

Mission: The mission of the Lifelong Learning Committee is to connect Computer Graphics professionals with applicable, relevant, and globally accessible learning resources through SIGGRAPH University.

Accomplishments: Our main goal for the first year was SIGGRAPH University. We accomplished that! We started with a solid vision, and today we are about to release the brand new SIGGRAPH University Website just in time for the 2022 Conference: <http://university.siggraph.org/>

The new SIGGRAPH University website will feature limited content for the time being, as we focus on developing fresh content in the future. At this time we are launching the website with brand new courses and webinars - developed just for SIGGRAPH University, and original Panel Discussions from the 2022 conference presented and hosted by the Lifelong Learning Committee. Our new website presents all content in a navigable and searchable format, clearly indexed and with a recommendation setup. Our courses are interactive, and are presented to the user in an easy to use format, and in an embedded way, where videos viewed will start from where the user left off.

The Lifelong Learning Committee has also grown in the past year. Currently there are few focus areas, with volunteers covering those areas as listed below:

- Learning Leads
- Career Leads
- Design Lead
- Marketing and Event Coordinator
- Project Manager

This team structure has proven very effective, and we have been a very efficient team, accomplishing a huge amount of work in a very short time

Goals: One of the core areas within the Lifelong Learning Committee's work is the SIGGRAPH University, which is currently in development with the vision of serving as the hub for all things learning related within the ACM SIGGRAPH community, and providing resources to students and professionals in Computer Graphics around the world. The Lifelong Learning Committee is also dedicated to mentoring professionals in their careers, providing free resources and events throughout the year.

In the upcoming year we strive to recruit additional volunteers for these roles:

- Social Media & Community Manager
- Graphic Designer
- Course Content Associate

Main goals for the next year:

- Develop fresh new content for SIGGRAPH University
- Get the name out there and generate more users for SIGGRAPH University
- Develop content for paid member-only subscription
- Get both SIGGRAPH North America and SIGGRAPH Asia Conferences and other learning related committees to share content with SIGGRAPH University, so we can make this University a learning hub under ACM.
- Continue our efforts in mentoring professionals in their careers, providing free resources and events throughout the year

Membership Committee

Chair: Barbara Helfer

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:

- Met with online committee and liaisons to discuss efforts in progress and plans for the upcoming year:
 - Brad Lawrence/David Spolestra – Budget Committee
 - Stephen Spencer- Publish
 - AJ Christensen – Chapters Committee/Online Communities
 - Mary Whitton- History
 - Corrine Price- past Membership
- Areas Discussed:
 - Online webinar series
 - Digital Business Cards
 - SIGGRAPH Village
 - Membership Benefits
 - Low-cost tools that the community could use to enhance their careers
 - 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.)
- Worked with AJ Christensen on The SIGGRAPH Village setup and onsite

Goals:

- Complete a competitive analysis of other professional societies and their goals and benefits for their members.
 - Define 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:

- No clear direction of what has happened or where the EC would like membership to go in the future.
- Inability to define or gain access to the ACM SIGGRAPH membership database and/or structure since it is closely managed by ACM and could ultimately affect all SIGs.

Nominations Committee

Chair: Thierry Frey

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 2022. The slate is as follows:

Director A

- Mona Kasra, University of Virginia
- Kevin McNulty, Middle Tennessee State University

Director B

- Shi-Min Hu, Tsinghua University
- Victor Zordan, Roblox, Clemson University

Director C

- Eakta Jain, University of Florida
- Victoria Rege, DataRobot The Nominations Committee managed advertisements/applications,

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

- Chapters Committee - AJ Christensen
- Interactive and Immersive Committee - Mark Billingham
- International Relations Committee - Asiya Gizatulina
- Digital Arts Committee - on-going

Committee Structure

This year, a combination of independent factors resulted in an unforeseen situation where **all** members of the Nominations Committee were to step off. Some members attained the maximum allowed number of terms while others members decided to step off because of other upcoming ACM SIGGRAPH responsibilities. To maintain some continuation among the constituency, it was asked of the Executive Committee to allow 2 members to serve for a 4th consecutive term. This was accepted.

The current Nominations Committee roster and term guidelines stands as following

- Thierry Frey, Chair (2021-2024)

- Scott Owen, 4th term (2019-2023)
- Arik Shamir, 4th term (2019-2023)
- Jenny Dana, 1st term (2022-2023)
- Dena DeBry, 1st term (2022-2023)
- Larry Bafia, 1st term (2022-2023)
- Rebecca Strzelec, past-Chair (2022-2023)

PAST members

- Rebecca Strzelec, Chair (2018-2021)
- Manolis Savva (2019-2021)
- Marc Barr (2020-2022)
- Kalina Borkiewicz (2020-2022)

Goals: SIGGRAPH 2022 will be the first in-person conference after 2 virtual conferences. The Nominations Committee is planning to conduct many in-person interviews in preparation for the 2023 elections and the replacement of Standing Committee Chairs.

As history has taught us, apart from the interviews, we will not hold any type of Nominations event to meet volunteers (panel, reception, mixer etc.) It has been determined that such events are not successful 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 as it is not deemed to be effective

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, 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 2021, SIGGRAPH Asia 2021, CSCS, CVMP, DigiPro, ETRA, I3D, MIG, SAP, SCF, SUI, VRST, and Web3D.

The second year of the PACM issue documenting the Art Papers presented at the annual SIGGRAPH conference went more smoothly than in 2021. Having the Art Papers Chair provide a volunteer to assist authors with their materials was a great help. A milestone was reached early in 2022, with the conclusion of physical deliverables for distribution of annual conference content to attendees.

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, including recent and upcoming changes for authors' responsibilities (ORCID identifiers are required for journal authors now and for ALL authors later in 2022).
- 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, a growing number of ACM events are using TAPS, and ACM expects to have most events using it by the end of 2022.

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.

Goals: Continue “conference coffee” program connecting members of the research community for informal conversations and networking, and expand to in-person conferences.

- Continue undergraduate mentorship program intended to guide prospective graphics graduate students through the process of applying to MS and PhD programs.
- Continue 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.
- Launch SIGGRAPH research blog, helping demystify the technical paper submission process.

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: Many specialized conferences continue to run in virtual formats due to covid, or for a variety of other reasons. For instance, the purely virtual conference format permits a wider number of participants without travel, but likewise produces a collection of high-quality recorded presentations which help with further dissemination of ideas presented at the conference. Other conferences have moved to hybrid models. The thinking behind registration rates for online and in person as well as sponsorship levels for virtual, hybrid, and in-person conferences has been evolving. That said, most virtual conferences continue to have minimal costs, small budget, and set registration rates accordingly (often free). The SCC chair has taken on the responsibility of approving the PAF and TMRF requests, without consulting the larger committee. For 2022, we are expecting a total of 20 specialized events (10 sponsored, 5 co-sponsored, and 5 in-cooperation). The strategic efforts of encouraging award creation (at the conference level) and data collection have continued. Of the sponsored and co-sponsored events, there is still only one event (SCA) that is running a dissertation prize and early career researcher award, but discussions continue with the other sponsored and co-sponsored events. The data collection effort is complete to its first phase, specifically dates and venues of all conferences can be explored in an "observable" data visualization that is being added to the specialized conferences pages on the SIGGRAPH org website. A second phase of data collection will be to better monitor submission and acceptance rates across all conferences as well as participation rates. This data has traditionally been difficult to collect. Also, during the year, the SCC chair attended Eurographics and the workshops board working group meeting. The common interest of the workshops board and SCC are the 3 co-sponsored events (SCA, HPG, and Expressive which has yet to run a conference since the last edition in 2019). A challenge for many conferences sponsored by Eurographics is the revenue model to cover publishing costs that have been traditionally based on attendance. With HPG having massive attendance with its online format, the fees are seen as excessive. In contrast, there should be a better mechanism for recouping hidden costs of publishing that are balanced with the vast free volunteer labour that goes into running different events.

Goals: In the next year the chair will continue to explore the creation of a sub-committee, with the belief that steering committee chairs of different specialized conferences will be the best people to include in such a sub committee. There will be a first face to face meeting of these chairs at SIGGRAPH, with hope this meeting will plant the seeds for future discussions of improvements that can be implemented across all specialized events. Another goal is to update the specialized conferences chair handbook that has not been updated since 2017. Finally, there is still the goal of establishing regular virtual meetings throughout the year with groups of specialized conference chairs 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.

Advisory Boards

Computer Animation Festival Advisory Board (CAFAB):

Chair: Mark Elendt

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

Accomplishments: In 2021, the CAFAB worked closely with the CAF chairs for both the SIGGRAPH North America and SIGGRAPH Asia conferences. They gave guidance on various issues including awards, the submission process, and show format. As the pandemic continued, the CAFAB continued to evaluate various streaming options and how streaming affects the Traveling Show and the two conference screenings.

Goals:

- The CAFAB will continue to provide a channel between the two SIGGRAPH conferences to help drive consistency, best practices and learning.
- Partnerships and distribution remain priorities, increasing awareness and presence of ACM SIGGRAPH
- Focus on the future of the Traveling Show and the impact of streaming.

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 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.

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 2021 and 2022 hybrid 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 the Papers Chairs, and to provide continuity and communication among the Papers Chairs. The PAG's appointed members have the following additional responsibility of recommending and vetting Papers Chairs to the SIGGRAPH and SIGGRAPH Asia Conference Chairs

Accomplishments: The PAG provided lists of recommended Papers Chair candidates for SIGGRAPH Asia and SIGGRAPH. The board also responded to various inquiries from the current Papers Chairs on matters of policy and difficult situations, including issues that arose this year during the SIGGRAPH paper selection process; one such issue (still under discussion) is the co-existence of arxiv preprint posts with the double-blind review process. The PAG had a significant role in coordinating the definition and implementation of the new Conference Papers Track, initiated this year at SIGGRAPH North America, and continued at SIGGRAPH Asia. The initial feedback from this new program is very positive, with a very significant increase overall in paper submissions to both venues.

Goals: Same activities as last year, with particular attention to the two issues that occupied the PAG this year, i.e., the conference papers track as well as the double-blind review process and arxiv preprints.

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. They have in the past served as an advisory board to the ACM SIGGRAPH Executive Committee (EC). This year the SIGGRAPH Pioneers were reclassified as a Community Group, which is a subset of the ACM SIGGRAPH community that has a specialized common interest or demographic. The Pioneers group is committed to preserving the personal and group legacies of computer graphics and interactive techniques. The group is now hosting a series of virtual panels focusing on pioneering moments in the field.

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:

- Maintained a Steering Committee of approximately 20 members with regular monthly meetings, active since 2019. Committee has representation from the EC and from ACM, and represents a diverse cross-section of research, education, development and production pioneers.
- Introduced SIGGRAPH Pioneers branding, with a logo designed by the steering committee and accepted by ACM/SIGGRAPH
- Maintained communication between the Pioneers and both the History and the 50th Anniversary teams, through group communication with the Pioneers membership.
- Participated jointly with the SIGGRAPH History Committee, the Los Angeles SIGGRAPH History Project and the Charles Babbage Institute on a panel called “Preserving Your Legacy”

<https://www.youtube.com/watch?v=FhgBgeq0Mfw>

<https://www.youtube.com/watch?v=erB2GDce28w>

- Established the email address legacy@siggraph.org as a repository for discussions about what to do with personal archives of computer graphics memorabilia
- Organized two covid-safe Virtual Pioneers Receptions - for SIGGRAPHs 2020 and 2021. These real-time Zoom events included: - Opening remarks conducted live and attended from all participants' homes
 - An “In Memoriam” tribute video presentation.
 - An address from an exceptionally accomplished Featured Speaker, pre-recorded and edited exclusively for the SIGGRAPH Pioneers
 - A live Q&A session with the Featured Speaker, exclusively for the Pioneers membership.
 - A large number of chat rooms for real-time meetups with old friends, co-workers, and alumni of various universities, research groups and production companies. (Thanks to Lou Harrison for his technical support for these events.)

- In 2020 our Featured Speaker was the late Douglas Trumbull, the visual effects pioneer who created shots for 2001: A Space Odyssey and Blade Runner. He gave the SIGGRAPH Pioneers one of his last interviews, moderated by Chair Ed Kramer:

https://www.youtube.com/watch?v=-dDY_X0jhmE&t=2386s

- In 2021 the Pioneers Featured Speaker was Donna J. Cox, universally recognized as the pioneer of scientific visualization using computer graphics. Once honored as one of 40 modern-day Leonardo da Vinci's, Donna also gave a pre-recorded overview of her career, and also appeared live for the Pioneers for a Q&A session.

https://www.youtube.com/watch?v=uviaNHNfdWQ&list=PLUPhVMQuDB_ZAxYBYz4NUEjNhC1ziNy2W

<https://www.youtube.com/watch?v=20FwUNMRFYY&t=220s>

- In 2022, the Pioneers Featured Speaker will be Ken Perlin, Director of the Future Reality Lab at NYU. Ken will be looking at the advancements in computer graphics technology through the years, and speculating on where it is all leading. He will be appearing in person in Vancouver at the Pioneers Reception at 6:00pm on Tuesday August 9, in the McKenzie Ballroom of the Fairmont Waterfront Hotel
- The Steering Committee decided during the quarantine that the Pioneers could host live panels as a year-round event, focusing on pioneering events and people throughout SIGGRAPH history. We have hosted two panels so far in 2022:

12 January, 2022

The Analog Era of Computer Animation (circa 1969-1983)

<https://www.youtube.com/watch?v=zbWMPG3BrgA&t=5s>

Moderator: Ed Kramer

Panelists: Susan Crouse, Fred Kessler, Roy Weinstock, David Seig

13 April, 2022

Chasing Pixels: The Pioneering Graphics Processors

<https://www.youtube.com/watch?v=gvGq87XNXwU&t=22s>

Moderator: Jon Peddie

Panelists: Henry Fuchs, Steve Molnar, Marc Olano, Nick England, Mary Whitton, Curtis R. Priem, Pete Segal.

Goals:

- Host a successful in-person Pioneers Reception in Vancouver in 2022
 - Continue working with the History Committee, the SIGGRAPH 50th Anniversary Committee, the Los Angeles SIGGRAPH History Project, and the Charles Babbage Institute on legacy issues
 - Continue hosting quarterly panels live, on Zoom, on issues relevant to the pioneers of computer graphics and interactive techniques
-

Key Issues facing ACM SIGGRAPH:

ACM SIGGRAPH continues to be concerned regarding the long-term financial health. SIGGRAPH must maintain a reserve fund balance, which is required to ensure our future viability. SIGGRAPH has lost revenue in FY21 and is budgeted to lose additional funds in FY22. It is possible that our costs will increase further, as the proportion of funds ACM SIGGRAPH contributes as part of ACM will increase substantially for the next fiscal year.

SIGGRAPH as an organization has been cutting costs, and has a reserve fund which meets ACM guidelines. The fund balance was reduced due to the pandemic. The uncertainty of our post-pandemic future weighs heavily on SIGGRAPH leadership. We have taken steps to protect SIGGRAPH, including the hybrid conference approach for SIGGRAPH 2022.

Our membership is down significantly from last year, even as we have identified it as a critical source of revenue moving forward. This is a main driver for the strategic membership pillar. Membership is the bedrock on which we build upon.

Volunteers deserve the best we can provide. In the past, SIGGRAPH's method of finding volunteers was ad-hoc. The new approach of the Volunteer Development Committee will include a matchmaking approach, where critical needs are filled based on potential volunteer applications from the broader community.

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. While each initiative 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 worked to improve how information is obtained and disseminated, so that issues which arise can be worked through in a timely manner. This approach needs finesse and accountability to ensure success. The teams are working through the proper balance to optimize communication.

Appendix:

Chair regroupings with EC reps:

Career Development: Adam Bargteil and Masa Inkage

Early Career Development – Ginger Tontaveetong

Research CD -- Justin Solomon

Practitioner CD -- Juan Miguel de Joya

Lifelong Learning -- Jonali Bhattacharyya

Online Communities: David Spoelstra and Brad Lawrence

Communications – Adele Newton

History – Mary Whitton

Information Technology Services – Aaron Hosier

Publications – Stephen Spencer

Focused Communities: Mona Kasra and Barbara Mones

Digital Arts – Victoria Szabo

D&I – Tony Baylis

Education – Glenn Goldmann

Interactive and Immersive Experiences – Mark Billingham

International Resources – June Kim

Chapters – A.J. Christensen

External: Hanspeter Pfister

External Relations – Joaquim Jorge

Specialized Conferences – Paul Kry

Chair's Grouping: Elizabeth Baron and Jesse Barker

Awards -- John (Spike) Hughes

Governance – Scott Owen

Nominations - Thierry Frey