



Member Profile: Ari Rapkin Blenkhorn

This month's Member Spotlight features Ari Rapkin Blenkhorn, an Immersive Technology Software Engineer at the Johns Hopkins Applied Physics Lab where Ari writes software, assesses new technology, and advises colleagues who are considering using XR in their projects. Ari's first SIGGRAPH was in 1995 as a Student Volunteer. Since then, Ari's given several talks about the technical side of ILM's visual effects, submitted papers, been a reviewer, and served on the jury for Real-Time Live!. Learn more about Ari's career, favorite SIGGRAPH memory, and more below!

[Read more](#)



Hear from Weta Digital, Sony, DNEG, SQUARE ENIX, Bandai Namco & more at SIGGRAPH Asia 2021

In less than two weeks, industry friends in Japan and around the globe will gather, network and deep dive into the latest technologies in the computer graphics and interactive techniques space. Taking place live in-person and online this 14 – 17 December, SIGGRAPH Asia 2021 is thrilled to announce its line-up of [invited speakers](#) this year!

[Register & Get Your Onsite or Virtual Tickets Today!](#)

ACM SIGGRAPH Blog



SIGGRAPH Asia 2021 Computer Animation Festival Honors the Best in Graphics

The [SIGGRAPH Asia 2021 Computer Animation Festival](#), Asia's premier computer-generated animation and visual effects event, will showcase a worldwide collection of the year's best works. From student films to professional projects, the festival once again showcases and celebrates some of the industry's newest, most compelling technology-based visual artistry.

The festival is pleased to announce four award-winning films, selected by judges from a total of 501 animation works. Read on at the link below to learn more about each of the winners.

[Read more](#)

Announcements



Technical Papers Submissions Now Open:
Submissions for SIGGRAPH 2022 Technical Papers are now open. This year, there are two ways to submit your groundbreaking research via the Journal Papers or Conference Papers tracks. While Journal Papers is a continuation of the Technical Papers program from previous years, Conference Papers is a new introduction allowing you to share exciting new ideas in a shorter format. We're looking for scientists and researchers to present the latest industry advancements that inspire new ideas, ignite memorable discussions, and propel us forward. [Submit today!](#)

ACM SIGGRAPH Events and Conferences

Visit the ACM SIGGRAPH website [Upcoming Events](#) page to view upcoming events.

- December 08-10, 2021 - [VRST '21: 27th ACM Symposium on Virtual Reality Software and Technology](#)
- December 14-17, 2021 - [SIGGRAPH Asia 2021](#)

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