



Member Profile: Ed Catmull

This month's Member Spotlight features Ed Catmull. Ed's first SIGGRAPH was in Philadelphia - the third SIGGRAPH conference! Read more about Ed, his career, and how he's seen SIGGRAPH evolve from the first few conferences to now.

[Read more](#)



CHAIR'S CORNER

Five Reasons I am Super Excited About SIGGRAPH 2021 *A message from the ACM SIGGRAPH Chair, Adam Bargteil*

I am writing now to talk about the things I am excited about for SIGGRAPH 2021, which again will be virtual. A shout out is due for Pol Jeremias, this year's conference chair, for updating the virtual experience. I expect this to be ++Virtual_SIGGRAPH. (There is an old programming joke about how c++ was updated after it was executed and should have been called ++c.)

[Read more](#)

Thoughts on a Proposal for a New Conference Papers Program *A message from the ACM SIGGRAPH Chair, Adam Bargteil*

Over the years, I have heard many proposals to change the SIGGRAPH process: accept more papers, accept fewer papers, re-impose page limits (granted there was never an official limit, but in 2001 if you went over 8 pages, you must have made a "very" significant contribution; Hertzmann and colleagues "Image Analogies" was a major outlier at the time at 14 pages). But, one idea has recently started gaining traction: introducing conference papers / short papers / technical briefs. There is little consensus on what to call such a program and there are many other details to also figure out.

[Read more](#)

ACM SIGGRAPH Blog



Celebrate Pride Month With the ACM SIGGRAPH Diversity, Equity and Inclusion Committee's 'Queer in Gaming' Series

This past spring, the ACM SIGGRAPH [Diversity, Equity and Inclusion \(DEI\) committee](#) hosted a series of conversations around LGBTQ+ identity in the gaming industry. The series, titled "Queer in Gaming", was organized by committee member Adam Shay (he/him) and hosted conversations with industry luminaries from the gaming and VFX community who identify as LGBTQ+.

[Read more](#)

Announcements



2021 Virtual SIGGRAPH Pioneers Reception - Featured Speaker Announcement:

On behalf of our more than 700 members, SIGGRAPH Pioneers Chair, Ed Kramer, is incredibly excited to announce our Featured Speaker for the 2021 virtual SIGGRAPH Pioneers Reception will be Donna J. Cox! [Read more about Donna and the event.](#)



Stock up on SIGGRAPH Merch:

SIGGRAPH 2021 swag is now available for purchase. Wear your SIGGRAPH pride with a conference logo T-shirt, and add this year's lapel pin to your collection. Plus, your coffee will taste that much better in a SIGGRAPH 2021 mug or water bottle. [Purchase now!](#)



Call for Candidates for Computer Animation Festival Advisory Board Chair:

The ACM SIGGRAPH Computer Animation Festival Advisory Board (CAFAB) is seeking a new Chair and is accepting applications. [Learn more about the role and process to apply.](#)



Call for Candidates for ACM SIGGRAPH Pioneers Chair:

ACM SIGGRAPH is seeking candidates to fill the Pioneers Steering Committee (PSC) Chair role and is now accepting applications. [Read more about the role and process to apply.](#)

ACM SIGGRAPH Events and Conferences

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

- July 06-09, 2021 - [HPG '21: High-Performance Graphics](#)
- July 15, 2021 - [WEBINAR: Behind the magic of "Shadow & Bone"](#)
- July 27-29, 2021 - [DigiPro '21: The Digital Production Symposium](#)
- August 09-13, 2021 - [SIGGRAPH 2021 - Register today!](#)
- September 06-09, 2021 - [SCA '21: The ACM SIGGRAPH / Eurographics Symposium on Computer Animation](#)

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