

**Member Profile: Janine Liu**

Janine has lived her entire life in the intersection of computer science and art, learning how to code and digitally draw from a young age. The projects she has completed throughout her time at the University of Pennsylvania reflect her endeavors in computer graphics, procedural generation, and games. Janine is a Digital Media Design major and first became involved with SIGGRAPH her sophomore year by attending events hosted by the SIGGRAPH chapter at Penn, such as workshops and alumni talks which allowed her to connect with others in the SIGGRAPH community and bond over mutual interests.

To learn more about Janine's education, role models, and projects she would love to share with ACM SIGGRAPH, read more below!

[Read more](#)



**Member Profile: Alain Chesnais**

Meet Alain Chesnais, leader of the development of the SIGGRAPH Asia Conference and a long-time volunteer of ACM SIGGRAPH. Alain first got involved with the organization by offering to stuff envelopes for the Paris SIGGRAPH Chapter in the mid-'80s, and the rest is history!

Alain's favorite SIGGRAPH conference memory comes from SIGGRAPH 1998 when, after two and a half years of development effort, he released Maya 1.0, then released Maya 1.5 in July of 1998 with a Windows version that no one expected. According to Alain, "It was probably the most exciting period I have ever lived through. We knew we had developed something really special, but really couldn't judge its true impact until the SIGGRAPH conference that year. The enthusiasm around our product was so phenomenal. It was amazing!"

To learn more about Alain's proudest moment, secret side gig, and dream dinner guest, read more below!

[Read more](#)

**Get Ready For Asia's Largest CG Event**



**SIGGRAPH ASIA 2022**  
DAEGU DEC 6-9

**Conference** 6 – 9 DEC 2022  
**Exhibition** 7 – 9 DEC 2022  
EXCO, Daegu, South Korea

**COLORFUL WORLD**

Join leading **Computer Graphics** professionals this **6 – 9 December** at EXCO, Daegu, South Korea

**Registration will open in September**

**SEE YOU IN DAEGU**

South Korea has opened its borders and welcomes all international visitors regardless of their vaccination status. SIGGRAPH Asia 2022's organizing team is confident and working hard to put together a strong program and a larger-scale in-person event in Daegu this 6 to 9 December. Registration will open soon! In the meantime, do explore the registration options available.

[Find Out More Here!](#)

**ACM SIGGRAPH Blog**

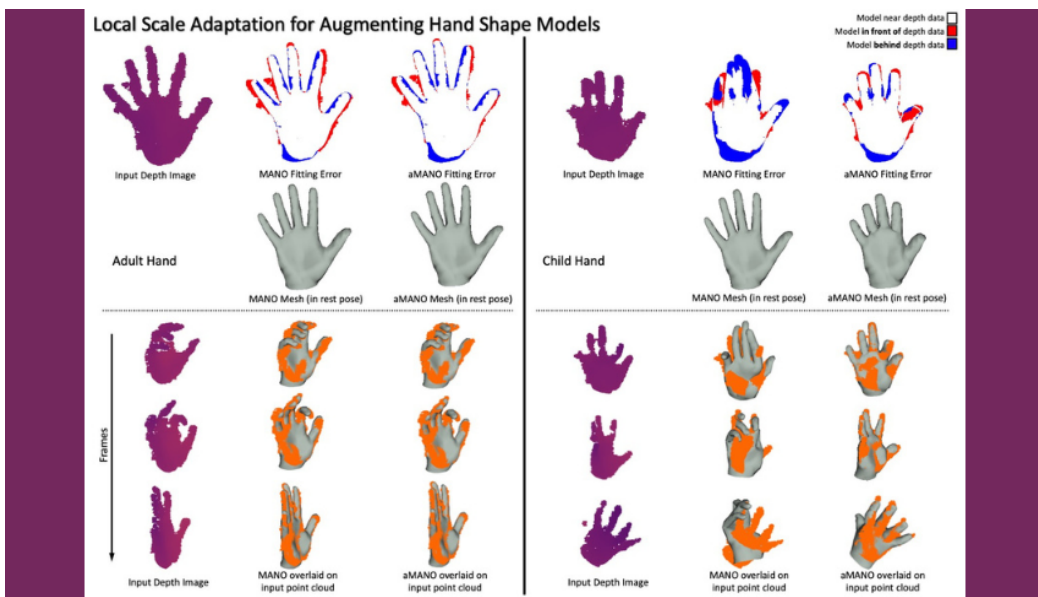


**A Sustainable Future for the Film Industry**

Imagine this: Stunning visual effects, a fantastic cinematic world — a film that is not only thrilling but also sustainably produced. As ironic as it may sound, this idea of a low-emission VFX film is currently only fiction. Travels for crew members, technical set up of a studio production, and, most importantly, offline rendering for post-production all contribute to the carbon emission of film projects.

The research and development department at the Filmakademie Baden-Wuerttemberg (Germany), led by Prof. Volker Helzlsouer, is currently exploring how virtual production compares to traditional offline VFX and in what way it can contribute to increasing the sustainability of VFX production. For this purpose, the team compared the student projects "Sprout" (Set Extension Workshop 19/20) and "Awakening" (Set Extension Workshop 20/21). While "Sprout" was produced with green screen and using offline rendering and post-production, "Awakening" namely used virtual production and shot with an LED wall for in-camera effects (ICVFX). Read more below to find out which production is more climate friendly!

[Read more](#)



**Let's Give a 'Hand' to This Graduate Research**

Most hand-tracking methods rely on a learned, data-driven model called MANO. One problem with MANO is it doesn't account for unseen hand shapes that deviate from the training set, which affects hand-tracking accuracy. That's why graduate student Pratik Kalshetti and Prof. Parag Chaudhuri of the Indian Institute of Technology Bombay (IIT Bombay) worked hard to introduce a new hand-shape model called aMANO ("adaptive MANO"). Their [research](#) took second place in the Graduate Division of the ACM Student Research Competition and was featured in the SIGGRAPH Posters interactive forum at SIGGRAPH 2022 in Vancouver.

To tackle this problem, the pair introduced a new shape model that augments MANO's shape space with local scale adaptation. To learn more about how aMANO works and get perspective from the authors, read more below!

[Read more](#)

**Announcements**



**ACM SIGGRAPH 2022 Election Results**

A big congratulations to the three new Directors elected in the ACM SIGGRAPH 2022 election:

- Mona Kasra, *University of Virginia*
- Shi-Min Hu, *Tsinghua University*
- Eakta Jain, *University of Florida*

And a special thank you to our departing directors:

- Adam Bargteil, *University of Maryland*
- Adam Finkelstein, *Princeton University*

Both of your efforts as directors of the ACM SIGGRAPH Executive Committee are what keep the community thriving and you will both be dearly missed. Thank you for your service!



**ACM's ORCID Requirements**

Now required for Journals - A unique author ID (ORCID) can be set up [here](#) for authors to get connected to their ACM Profile. ORCID's allow ACM to have more reliable information about authors, even when there are variants in the use of their names or when multiple authors share the same name.



**Have You Written Your SIGGRAPH Memory Yet?**

If not, DO IT NOW! Follow [this link](#) to submit your SIGGRAPH 49 memory. Select memories will be published in a special issue of Computer Graphics and Applications in time for SIGGRAPH's 50th Conference next August. Your memory might be about:

- The most amazing person you met at SIGGRAPH
- The most inspiring keynote you heard
- What you learned that changed your life
- Your all-time favorite animation from the ET
- An on-site catastrophe
- Your all-time favorite art piece
- The best party? The best reception and reception food?
- Best ribbon? Best swag?
- Longest line?
- What SIGGRAPH clothing do you still wear?

If you have problems or questions, please contact Dave Kasik (Dave.kasik@gmail.com) or Mary Whitton (mcwhitton@gmail.com).

Submissions close 1 October 2022



**Technical Papers Guide**

SIGGRAPH RCDG has compiled a guide to help new authors submit papers to the SIGGRAPH technical paper program. Follow [this link](#) to access the guide.



**Help us Populate the Archive Website**

The ACM SIGGRAPH History Archiving team needs copies of the following SIGGRAPH publications. Please reach out to [Mary Whitton](#) with any questions or information. They will be used as a source for helping populate the online master archive:

- Conference Final Programs & Buyers Guides: 1974 through 1983, 1989, 2003, 2008 and newer
- Conference Animation Catalogs
- Any Electronic Theater Catalogs
- Computer Animation Festival Booklets. These were distributed at the Electronic Theater: 1994 and earlier, 1996, 1998, 2000, 2004, 2007, 2008, 2011, 2012, 2014, 2015.
- Conference Art Show Catalogs and Visual Proceedings (and any other materials that document the showing of art): 1981 and earlier, 1988, 2009, 2011, 2012, 2014, 2016, 2017.
- 1974 Conference Abstracts - distributed to attendees
- 1974 Conference Papers- these were only published in the journal
- Computers & Graphics, Vol. 1, No. 1 and Vol. 1, Nos.2-3.

**ACM SIGGRAPH Events and Conferences**

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

- December 6-9, 2022 - SIGGRAPH Asia 2022 - Submissions open!



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