



### Member Profile: Alex Gallegos

This month's Member Spotlight features Alex Gallegos, a technical artist for 3D experiences, including games and simulations. Alex became involved with ACM SIGGRAPH through the chapter at his university, and at Drexel University he was a co-creator of *Resilience*, a serious game about refugees. *Resilience's* goal is to foster empathy for displaced people.

To learn more about *Resilience*, Alex's different hobbies, and proudest moment, read more below!

Read more



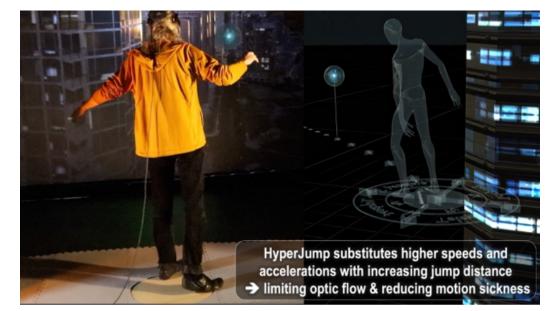
Innovate, inspire and engage the CG industry at SIGGRAPH Asia 2022 in Daegu

Be a part of Asia's largest computer graphics and interactive techniques conference by presenting your best digital art pieces, novel interactive technologies and immersive XR experiences to our Experience Hall programs: **Art Gallery**, **Emerging Technologies and XR**.

If you have works that are **new, interactive and may improve our lives** – we want to see them at SIGGRAPH Asia 2022.

Submit Now!

# **ACM SIGGRAPH Blog**



HyperJumping in Virtual Vancouver: An Immersive Experience to Mitigate Cybersickness

SIGGRAPH sat down with the team behind one of this year's Immersive Pavilion projects, "HyperJumping in Virtual Vancouver: Combating Motion Sickness by Merging Teleporting and Continuous VR Locomotion in an Embodied Hands-free VR Flying Paradigm," to talk about this immersive experience and what participants can expect at SIGGRAPH 2022. Initially, a lot of cybersickness was associated with technical issues such as head-mounted display (HMD) tracking inaccuracies and latencies. However, even after those technical challenges were increasingly taken care of by the improvements in technology, cybersickness remained one of the key challenges of VR and continued to undermine user experiences. Read on to learn more about how the contributors are working to reduce VR cybersickness below!

**Read more** 

### Announcements

### **ORCID Mandate**

ACM now requires that all accepted journal authors register and provide ACM with valid ORCIDs prior to paper publication. Corresponding authors are responsible for collecting these ORCIDs from co-authors and providing them to ACM as part of the ACM eRights selection process.

You and your co-authors can create and register your ORCIDs <u>here.</u> ACM only requires you to complete the initial ORCID registration process, however, ACM encourages you to take the additional step to claim ownership of all of your published works via the ORCID site.

ACM will be expanding this ORCID mandate to all ACM authors in 2022.

## **ACM SIGGRAPH Events and Conferences**

Visit the ACM SIGGRAPH website <u>Upcoming Events</u> page to view upcoming events.

- July 11-14, 2022 <u>HPG 2022</u>
- August 6, 2022 DigiPro 2022

**REGISTER NOW** 

- August 8-11, 2022 SIGGRAPH 2022 Registration open!
- December 6-9, 2022 SIGGRAPH Asia 2022 Submissions open!

Website • Blog • Facebook • Twitter • LinkedIn • Vimeo • Youtube

With more participation options than ever before, choose your own adventure at SIGGRAPH 2022.