



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



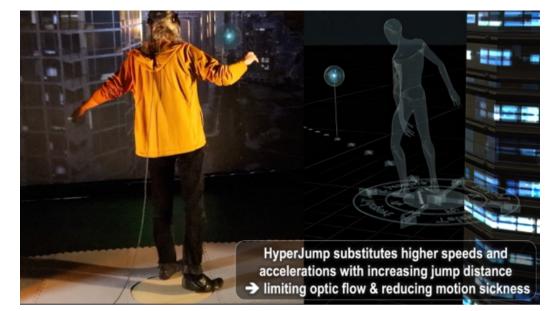
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ACM SIGGRAPH Blog



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!

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Announcements

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