

SIGGRAPH Annual Report
July 2024 - July 2025
Submitted By: Eakta Jain

Overview

ACM SIGGRAPH is an international community of researchers, artists, developers, filmmakers, scientists and business professionals with a shared interest in computer graphics and interactive techniques. Our mission is to nurture, champion and connect like-minded researchers and practitioners to catalyze innovation in computer graphics and interactive techniques. Our pillars, established in 2022, continue to drive how we focus our efforts: year-round activities and content, membership, and volunteerism.

While the duty of the EC is to guide and oversee all of the activities of ACM SIGGRAPH, as stated below, it is primarily a strategic rather than an operational committee. The EC is responsible for developing long-term strategies to guide and govern the organization. These strategies are then implemented by the other committees and units of ACM SIGGRAPH. The Executive Committee (EC) consists of nine elected directors as well as ex-officio and appointed members. The directors annually select officers: Chair, Chair-Elect, Treasurer, and Treasurer-Elect. Our activities include the work of 19 volunteer-led committees (Standing, Advisory Board, Ad Hoc, and Strategy), two flagship conferences and a large portfolio of specialized conferences.

During the year 2024-25, SIGGRAPH 2024 visited Denver, Colorado, a new location for the conference. Attendees extolled it as a boutique conference with a vibrant and intimate feel and several noteworthy keynote addresses. SIGGRAPH Asia 2024 was held in Tokyo, Japan and had strong attendance. Technical Papers submissions across both conferences continue to hit record numbers. Art papers are now consistently presented at SIGGRAPH Asia. Specialized conferences continue to break even or return a surplus.

Our standing committees continued to create resources, learning opportunities and networking events year-round and at the conferences. For example, the Education Committee held monthly webinars, the Digital Arts Committee held monthly meetings consisting of either an interactive panel or inviting art paper presenters to have a renewed discussion of their work in a more leisurely setting.

Volunteer development, highlighted as an EC strategic direction in 2021, started with a new line in the registration form that year. Over the years there was much work done to connect the names with open positions, figure out how to build sustainable growth paths for new and continuing volunteers, and set up a Volunteer Development Committee. This year, this committee hosted a Volunteering 101 session at SIGGRAPH 2025.

The Finance Committee is in its second year of streamlining the budget setting process; we now have a fairly stable online form that standing committees can use to make their annual budget requests and provide notes about budget justification based on planned activities.

The Executive Committee moved the Treasurer role to being elected rather than appointed, with a longer overlap between the Treasurer and Treasurer-Elect, giving the membership a voice in the financial leadership for the organization.

For five years (since the first wave of COVID) we have talked about the financial health of the organization: with caution and concern as we reeled from the effects of the pandemic on the conferences and on the organizational activities and then with some relief as we found our reserves healthy again. This year this topic came to the fore: while the portfolio of specialized conferences continues to be profitable, there were major financial losses at S2024, declining membership numbers, and anticipated changes in how ACM will distribute revenue to the SIGs as a result of ACM OPEN. As a result, we face an upcoming year (or three) of significant financial turbulence. Our reserves give us a little bit of room to figure out what to do, but not very much. If the ways in which people publish, attend conferences, conduct business are evolving, then our conferences may need radical restructuring to continue to be viable.

For five years, we have also talked about the advantages of the breadth of our standing committee activities while at the same time acknowledging how difficult it is to track the activities, assign resources and have everyone's interesting ideas converge toward the strategic goals envisioned by the EC. If the resources that we have previously committed to support committee work can no longer be taken for granted, then the number, size, nature and role of committees, all may need rethinking.

These topics have been the subject of discussion at the three leadership meetings this year (November 2024 in Atlanta, February 2025 virtually and May 2025 virtually). The first meeting defined a vision for SIGGRAPH 2030; the second meeting collected ideas from the standing committee chairs around responding to SIG income trends; the third meeting surfaced preparatory actions that we could take for the SIG to be able to respond in the face of different geopolitical and financial scenarios.

In the sections below, we will highlight the technical, artistic and scholarly excellence of the work being done under the SIGGRAPH umbrella, followed by an elaboration of committee activities and a discussion of key issues for the next year.

Efforts Related to Diversity, Equity, and Inclusion

ACM SIGGRAPH is committed to creating a welcoming environment for all, where members and affiliates feel safe, have a sense of belonging, and can make their voices heard. While promoting diversity, equity and inclusion remains a work in process, SIGGRAPH strives to

remain agile and responsive to the changing needs of the communities. In 2023, the Underrepresented Travel Grant was started, which has continued into 2025. Since 2023, additional process refinements have been made by the EC to address previous issues, including limiting applications to first-time attendees. Over the past three years, submissions have continued to increase.

Additionally, the Nurturing Communities strategy group worked on reconciling the mandate of the CARES Committee, as defined by ACM, with the natural human response to help. These discussions noted that the committee members encountered HR-like situations, which were complex to navigate in a volunteer setting. And that the current composition with ex-officio staffing of the committee did not naturally populate this committee with those who are best equipped to respond.

SIGGRAPH continues to encourage affinity groups within the organization. WiGRAPH (Women in Computer Graphics Research) and WOSC (Women of SIGGRAPH Conversations) continue to serve as key affinity groups. SIGGRAPH also approved a new affinity group this year: the Rainbow Affinity Group, a community for members of the LGBTQIA+ community.

Awards and Recipients

Each year, ACM SIGGRAPH presents awards recognizing exceptional achievements in computer graphics and interactive techniques at the ACM SIGGRAPH Conference.

Computer Graphics Achievement Award is given to an individual for outstanding achievement in computer graphics and interactive techniques. The award includes a prize of \$2,000. The 2024 recipient was Aaron Hertzmann.

Significant New Researcher Award is given to a researcher who has made a recent, significant contribution to the field of computer graphics and is new to the field (i.e., received their Ph.D. or the equivalent up to seven years ago). The intent is to recognize people who have already made a notable contribution very early in their careers and are likely to make more. The award includes a \$1,000 cash prize. The 2024 recipient was Adriana Schulz.

Outstanding Doctoral Dissertation Award recognizes a recent doctoral candidate who has successfully defended and completed their Ph.D. dissertation in computer graphics and interactive techniques. The 2024 recipient was Zachary Ferguson.

Distinguished Artist Award is presented annually to an artist who has created a substantial and important body of work that significantly advances aesthetic content in the field of digital art. The 2024 recipient was Tamiko Thiel.

Practitioner Award recognizes outstanding contributions to the practice and advancement of Computer Graphics and Interactive Techniques. The award recognizes the very best and most influential applications and practitioners. The award includes a \$2,000 cash prize.

The 2024 recipient was F. Sebastian Grassia.

Distinguished Educator Award recognizes outstanding pedagogical contributions to computer graphics and interactive techniques at any educational level or within the context of any discipline. The 2024 recipient was Mike Bailey.

Outstanding Service Award is presented annually to recognize a career of outstanding service to ACM SIGGRAPH by a volunteer. The award includes a lifetime membership in ACM SIGGRAPH. The 2024 recipient was Adele Newton.

Significant papers

The research activities within ACM SIGGRAPH continue to be pioneering, vibrant, and thriving. Highlighting some of the most groundbreaking contributions to SIGGRAPH 2024 and SIGGRAPH Asia 2024, the following papers received Best Papers Awards and serve as a sample of the cutting-edge research published in 2024, showcasing the diversity and depth of innovation within the ACM SIGGRAPH community:

“From Microfacets to Participating Media: A Unified Theory of Light Transport With Stochastic Geometry”

Dario Seyb, Eugene d'Eon, Benedikt Bitterli, and Wojciech Jarosz

“Walkin’ Robin: Walk on Stars With Robin Boundary Conditions”

Bailey Miller, Rohan Sawhney, Keenan Crane, Ioannis Gkioulekas

“Repulsive Shells”

Josua Sassen, Henrik Schumacher, Martin Rumpf, Keenan Crane

“Lightning-Fast Method of Fundamental Solutions”

Jiong Chen, Florian Schäfer, and Mathieu Desbrun

“Robust Containment Queries Over Collections of Rational Parametric Curves via Generalized Winding Numbers”

Jacob Spainhour, David Gunderman, and Kenneth Weiss

“Differentiable Owen Scrambling”

Nicolas Bonneel, Julie Digne, Jean-Claude Iehl, and Victor Ostromoukhov

“GroomCap: High-Fidelity Prior-Free Hair Capture”

Yuxiao Zhou, Menglei Chai, Daoye Wang, Sebastian Winberg, Erroll Wood, Kripasindhu Sarkar, Markus Gross, and Thabo Beeler

“Particle Laden Fluid on Flow Maps”

Zhiqi Li, Duowen Chen, Candong Lin, Jinyuan Liu, and Bo Zhu

“Quark: Real-time, High-resolution, and General View Synthesis”

John Flynn, Michael Broxton, Lukas Murmann, Lucy Chai, Matthew DuVall, Clément Godard, Kathryn Heal, Srinivas Kaza, Stephen Lombardi, Xuan Luo, Supreeth Achar, Kira Prabhu, Tiancheng Sun, Lynn Tsai, and Ryan Overbeck

“Appearance Modeling of Iridescent Feathers with Diverse Nanostructures”

Yunchen Yu, Andrea Weidlich, Bruce Walter, Eugene d'Eon, and Steve Marschner

“Perspective-Aligned AR Mirror with Under-Display Camera”

Jian Wang, Sizhuo Ma, Karl Bayer, Yi Zhang, Peihao Wang, Bing Zhou, Shree Nayar, and Gurunandan Krishnan

Flagship Conference Activity (SIGGRAPH & SIGGRAPH Asia)

SIGGRAPH 2024

DENVER -- SIGGRAPH 2024 was a milestone conference for many reasons. It was the first time the world's premier conference on computer graphics and interactive techniques has returned to Colorado since its founding at The University of Colorado in Boulder 51 years ago. The conference — which ran from 28 July through 1 August, 2024, at the Colorado Convention Center — brought together nearly 9,000 industry professionals from around the world and was highlighted by a rare joint public appearance with NVIDIA founder and CEO Jensen Huang and Meta founder and CEO Mark Zuckerberg. The tech giants' conversation exploring the transformative potential of open source AI and AI assistants and Zuckerberg's introduction of AI Studio at the top of the talk quickly made international headlines. The CEOs were two of several world-class visionaries and leaders who gave keynote presentations discussing computer graphics and interactive techniques from the cosmos to the microscopic and everything in between. Dr. Dava Newman with MIT Media Lab represented the “macro” in the discussion of the “overview effect” from space that lets us appreciate Earth's interconnected systems through supercomputer data visualizations while Dr. Manu Prakash of Stanford University represented the “micro” with foldable microscopes and the use of frugal science to impact social change.

At the conclusion of this year's event, SIGGRAPH 2024 Conference Chair said, “SIGGRAPH 2024 was a unique experience marked by rich content and vibrant interactions across the arts, science, and technology. The thought-provoking sessions and dynamic dialogues have truly fostered the idea of a desirable future of computer graphics and interactive techniques in the industry and the conference itself. Our commitment to international participation and engaging industry leaders enhances the discussions and cross-cultural exchange taking place at the conference, ultimately making our industry stronger and more diverse. We are proud to have brought together global perspectives, paving the way for the next 50 years of innovation in the field.”

SIGGRAPH 2024 played host to the latest innovations in art, science, technology, and more throughout its five-day stay in downtown Denver. It was attended by an international audience

hailing from 76 countries including the United States, Canada, Japan, South Korea, France, the United Kingdom, Australia, Brazil, Nigeria, and more. The conference and exhibition also played host to a variety of diverse exhibitors on the show floor, each showcasing the latest in computer graphics and interactive techniques, products, and services.

Other highlights include the 15th anniversary of Real-Time Live!; the first-ever SIGGRAPH for Peace; the presentation of more than 250 research papers; the Computer Animation Festival's Electronic Theater and the return of Animation Theater Daytime Selects; SIGGRAPH's Educator's Forum; Production Sessions focusing on film, games, and TV, including a look at the VFX of "Dune: Part Two" and the balance of animation in "Kung Fu Panda 4"; and a Talk with Google sharing its framework for "Project Starline"; Courses like Natalya Tatarchuk's fan-favorite "Advances in Real-Time Rendering in Games"; and virtual reality storytelling in the VR Theater. Attendees also enjoyed digital art installations and emerging and immersive demonstrations within the Experience Hall.

SIGGRAPH 2024 also celebrated this year's contributors by honoring some "best of" from various programs, including:

Art Gallery

Best in Show — "Rage Against the Archive"
Anshul Roy

Art Papers

Best Art Paper — "Critical Climate Machine: A Visual and Musical Exploration of Climate Misinformation through Machine Learning"
Gaëtan Robillard and Jérôme Nika

Computer Animation Festival: Electronic Theater

Best in Show — "The Art of Weightlessness"
Moshe Mahler

Jury's Choice — "Patterns"
Alex Glawion

Best Student Project — "After Grandpa"
Juliette Michel, Swann Valenza, Florian Gomes Freitas, Axel Sence, and Victoria Leviaux

Audience Choice — "LUKI & the Lights"
Toby Cochran

Emerging Technologies

Best in Show — "A Live Demo of Single-photon Imaging and Applications"
Sacha Jungerman, Varun Sundar, and Mohit Gupta

Audience Choice — "The Malleable-Self Experience: Transforming Body Image by Integrating Visual and Whole-body Haptic Stimuli"

Tanner Person, Nobuhisa Hanamitsu, Danny Hynds, Sohei Wakisaka, Kota Isobe, Leonard Mochizuki, Tetsuya Mizuguchi, and Kouta Minamizawa

Immersive Pavilion

Best in Show — "MOFA: Multiplayer Onsite Fighting Arena"

Botao Amber Hu, Yuchen Zhang, Sizheng Hao, and Yilan Tao

Real-Time Live!

Best in Show and Audience Choice — "Mesh Mortal Combat: Real-Time Voxelized Soft-Body Destruction"

Tim McGraw

Technical Papers

Best Paper Awards -

"From Microfacets to Participating Media: A Unified Theory of Light Transport With Stochastic Geometry"

Dario Seyb, Eugene d'Eon, Benedikt Bitterli, and Wojciech Jarosz

"Walkin' Robin: Walk on Stars With Robin Boundary Conditions"

Bailey Miller, Rohan Sawhney, Keenan Crane, Ioannis Gkioulekas

"Repulsive Shells"

Josua Sassen, Henrik Schumacher, Martin Rumpf, Keenan Crane

"Lightning-Fast Method of Fundamental Solutions"

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"Robust Containment Queries Over Collections of Rational Parametric Curves via Generalized Winding Numbers"

Jacob Spainhour, David Gunderman, and Kenneth Weiss

VR Theater

Best in Show — "Emperor"

Oriane Hurard with Atlas V

SIGGRAPH Asia 2024

Tokyo - This year's edition of SIGGRAPH Asia, themed 'Curious Minds', successfully concluded at the Tokyo International Forum from 3 – 6 December. The event reunited 8,415 attendees from 60 countries and regions, celebrating cutting-edge advancements and fostering global collaboration in Computer Graphics and Interactive Techniques.

“It was a great pleasure to host SIGGRAPH Asia in Tokyo. The last SIGGRAPH Asia in Tokyo was unfortunately limited to domestic attendees due to COVID, so it was wonderful to welcome guests from all around the world this time at the conference venue. The theme of the conference was “Curious Minds”, aimed to inspire attendees’ curiosity through presentations, demonstrations, and interactions with one another,” SIGGRAPH Asia 2024 Conference Chair observed that there were many lively discussions throughout the event, and the conference was a great success.

“I am incredibly proud of what the SIGGRAPH Asia 2024 team has accomplished this year. Bringing together the global Computer Graphics community in Tokyo has been a remarkable journey, and the enthusiasm and engagement from attendees reaffirm the event’s vital role in driving innovation and collaboration in the Asian region. It’s always inspiring to see how this industry continues to support and uplift one another. We’re excited to carry this momentum forward and look forward to welcoming everyone to Hong Kong in 2025 for yet another extraordinary edition of SIGGRAPH Asia,” shared the SIGGRAPH Asia Chief Staff Executive & General Manager, Koelnmesse Pte Ltd.

Close to 700 speakers across diverse fields presented at the conference in-person to discuss the latest industry developments and future of the computer graphics and interactive techniques industry. The exciting line-up featured distinguished keynote speakers such as Yoshiyuki Miyamae, Design Director at A-POC ABLE ISSEY MIYAKE, he explored the evolution of textiles and technology, concluding with a live demonstration of innovative clothing creation. Hiroaki Kitano, Executive Deputy President and CTO of Sony Group Corporation, joined by creators across Sony, explored how game designers, animators, and filmmakers leverage technology to craft immersive worlds. From PlayStation’s 30-year evolution to cutting-edge film and animation techniques at Sony Pictures, Kitano showcased how technology drives creative storytelling while keeping artistry at its core. Renowned animation producer Jinko Gotoh reflected on her 30-year career, charting the evolution of CGI technology and its profound impact on the animation industry. She highlighted pivotal projects that harnessed CGI’s potential, showcasing its transformative journey from early innovation to an indispensable tool in storytelling. Jinko also emphasized the vital role of diversity within production teams, providing a compelling perspective on how inclusive practices and technological innovation are shaping the future of animation.

Other highlights from the conference included the Featured Sessions program which invited industry figureheads such as Fortiche Production, Industrial Light & Magic, Konyoshi Co., Ltd., LVM Inc., MAPPA Co., LTD., Megalis VFX, NVIDIA, SHIROGUMI INC., SOLA DIGITAL ARTS Inc., The University of Tokyo & Matsuo Lab, Toei Animation Inc., University of Toronto, Waseda University and Wētā FX, giving the community exclusive behind-the-scenes insights on some amazing VFX productions such as Ultraman: Rising, Godzilla Minus One, Alien: Romulus, Yu Yu Hakusho, WAR IS OVER!, VFX in Shogun, Arcane Season 02, Transformers One and more. The Technical Papers program continues to be the anchor program of SIGGRAPH Asia 2024. This year’s program received a record number of 899 full submissions from 40 countries. This growth indicates increasing interest in Computer Graphics and Interactive Techniques,

especially in combination with the new and exciting developments in the field of AI. 11 ACM Transactions on Graphics (ToG) articles will be presented at the conference. All papers were presented in 48 sessions of up to 6 papers each, running in three parallel tracks.

The Trade Exhibition featured over 80 exhibiting companies and brands showcasing the latest developments in hardware and software applications in the Computer Graphics and Interactive Techniques space. They include FORUM8, Sony, IMAGICA Group, Digital Hollywood University, ArchiveTips, Autodesk, Bones Studio, Carnegie Mellon ETC, Computational Visual Media, Tsinghua University, Dell Technologies, France Pavilion, IO Industries, Lenovo Japan, Live2D, NOKOV Motion Capture, Panasonic, Pixel Light Effects, Qualisys, Ritsumeikan University, ROTOMAKER, Xverse, and Wētā FX.

Computer Animation Festival Awards

Best in Show Award — Au 8ème Jour

Agathe Sénéchal, Alicia Massez, Elise Debruyne, Flavie Carin, and Théo Duhautois

Jury's Special Award — Sopa Fria

Marta Monteiro

Best Student Project Award — “Courage”

Margot Jacquet, Nathan Baudry, Marion Choudin, Jeanne Desplanques, Lise Delcroix, and Salomé Cognon

Educator's Forum Awards

Best Education Paper Award — “pyGANDALF – An open-source Geometric, ANimation, Directed, Algorithmic, Learning Framework for Computer Graphics”

Manos Kamarianakis, George Papagiannakis, John Petropoulos, and Antonis Protopsaltis

Emerging Technologies Awards

Best Demo in Show Award — “A Demonstration of Selfrionette: A Force-Input Controller for Continuous Full-Body Avatar Manipulation and Enhanced Virtual Haptics”

Yutaro Hirao and Takeru Hashimoto

Best Student Demo in Show Award — “Casper DPM: Cascaded Perceptual Dynamic Projection Mapping onto Hands”

Amit H. Bermanto, Yotam Erel, Daisuke Iwai, Or Kozlovsky-Mordenfeld, Hiroki Kusuyama, Kohei Miura, and Kosuke Sato

Audience Choice: Best Demo Award — “Paranormal Phenomenon Visual Experience through Binocular Rivalry in Virtual Reality”

Yuki Ban, KAI GUO, Juro Hosoi, Yuki Shimomura, and Shin'ichi Warisawa

Posters Awards

Audience Choice Award — “Flying Your Imagination: Integrating AI in VR for Kite Heritage”

Mengyao Guo and Kexin Nie

Real-Time Live! Awards

Jury’s Choice Award — “RobotSketch: A Real-Time Live Showcase of Superfast Design of Legged Robots”

Seok-Hyung Bae, Jemin Hwangbo, Taegyul Jin, Seung-Jun Lee, Joon Hyub Lee, Hyunsik Oh, and Junwoo Yoon

Best of Show Award — “Debate Generation System in Japanese Rap Battle Format”

Ryota Mibayashi, Tomoya Morohoshi, Yasuhiko Nishimura, Hiroaki Ohshima, Ryuho Sekikawa, Mina Shibasaki, Hideaki TAMORI, Dai Takanashi, Yuta Takeuchi, Toru Urakawa, Kanata Yamagishi, and Takehiro Yamamoto

Technical Communications Awards

Best Paper Award — “A Practical Style Transfer Pipeline for 3D Animation: Insights from Production R&D”

Hideki Todo, Yuki Koyama, Kunihiko Sakai, Akihiro Komiya, and Jun Kato

Technical Papers Awards

Best Paper Awards —

“Differentiable Owen Scrambling”

Nicolas Bonneel, Julie Digne, Jean-Claude Iehl, and Victor Ostromoukhov

“GroomCap: High-Fidelity Prior-Free Hair Capture”

Yuxiao Zhou, Menglei Chai, Daoye Wang, Sebastian Winberg, Erroll Wood, Kripasindhu Sarkar, Markus Gross, and Thabo Beeler

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XR Awards

Audience Choice – Best Demo Award — “Into the Womb – I want to be born again”
Ayaka Fujii, Kenichi Ito, Shoko Kimura, Yoshinori Natsume, and Rihito Tsuboi

Audience Choice – Theater Experience Award — “Magic You”
Tongze Guo, Wen Zhou, Xiangrong Xiao, Ni Ding, YanSong Chen, and Shaolong Liu

Best Demo in Show Award — “Petroller: Altering the Virtual Reality Controller with an Attachable Prop-Based Haptic for Embodied Virtual Companion”
KUAN-NING CHANG, Ping-Hsuan Han, Ta Wei Liu, Guan Yi Lu, Jih Hsuan Peng, and Pei Cih Zeng,

Best Theater Experience in Show Award — “A Vocal Landscape”
Anne Jeppesen and Omid Zarei

Special Projects and Non-Conference Programs & Activities

Our organization currently encompasses 18 volunteer-led committees (Standing, Advisory Board, Ad Hoc, and Strategy) that support the organization’s mission throughout the year. These committees offer plenty of resources, learning opportunities, and networking events to our members year-around. In the following section, we discuss selected highlights from our non-conference activities and programs:

Art Advisory Group

The AAG has been established to ensure that Art Gallery and Art Papers continue to be valued SIGGRAPH programs that serve the artist community and beyond. This group also provides counsel to the Conference Advisory Group (CAG) and SIGGRAPH Asia Conference Advisory Group (SACAG), as needed, on multi-year, cross-conference issues that affect the Art Gallery and Papers community. In 2024, the AAG was involved in a few key areas: publication of Art Papers in PACMGIT, collaboration with DAC/ISEA around student awards, and SIGGRAPH Asia representation coordination. The AAG also works with DAC to facilitate year-round online activities and promote cross-talk between conferences and year-round venues.

Professional and Student Chapters

The ACM SIGGRAPH Professional and Student Chapters Committee strives to unite and grow ACM SIGGRAPH’s community of researchers and practitioners of Computer Graphics and Interactive Techniques by empowering our worldwide network of chapter leaders to operate as entrepreneurs to build communities, organize local events, collaborate across topics of expertise, interest, and emergence, bridge geographical and cultural distance, and promote learning and professional networking all year long. To facilitate this year-long learning, the Chapters Committee hosted regional chapter events across the globe, and hosted chapter leader meetings to enrich the leaders’ skills and experiences. Currently, there are 50 active chapters, an increase of 8 from the prior year.

Digital Arts Committee (DAC)

The ACM SIGGRAPH Digital Arts Committee (DAC) fosters year-round engagement and dialogue across digital, electronic, computational, and media arts. We support dynamic scholarship and creative programming within the ACM SIGGRAPH community, promoting collaboration between artists and the broader graphics and interactive techniques fields. In FY'24-'25, co-sponsored the 2nd Digital Arts Students Competition with ISEA 2025, drawing students globally. Selected artworks from Seoul will also be shown at SIGGRAPH 2025. DAC also presented at ISEA and has expanded collaboration with ISEA through new MOUs. Additionally, DAC held 10 SPARKS sessions covering key themes in the digital arts sphere:

- Sept 2024: Future of Reality Artist Talks
- Oct 2024: Expanded Animation at Ars Electronica Talks Revisited
- Nov 2024: ISEA Everywhen Revisited
- Dec 2024: New Media Architectures
- Jan 2025: Sensing the Body to Expand Possibilities in Art and Performance
- Feb 2025: SIGGRAPH Asia Art Papers 2024 – Tokyo Revisited
- Mar 2025: AI and Artistic Autonomy
- Apr 2025: Artistic Interpretation of Digital Cultural Heritage
- May 2025: First Nations' Futures
- Jun 2025: SIGGRAPH 2025 Creative Content Sneak Peek

Computer Animation Festival Advisory Board (CAFAB)

The Computer Animation Festival Advisory Board (CAFAB) was established with the goal of providing long term vision to the Computer Animation Festival (CAF) while promoting the SIGGRAPH Organization and Conferences through the international Traveling Show. The CAFAB has been working with the CAF chairs for SIGGRAPH/SIGAsia to help provide guidance for their upcoming shows. The CAFAB also started talks about setting up a Traveling Show for SIGAsia, but realized that this requires up-front changes to the rights & permissions during submission. Additional conversations include "festival" events outside the Electronic Theater (Animation Theater, Screenings, etc.). The CAFAB renewed our qualifying festival recognition with the Academy of Motion Pictures Arts and Sciences (Oscars). The Traveling Show in particular encourages year-round activities and the CAFAB would like to expand this further to create a SIGAsia Traveling Show to expand global activities and inclusivity.

Design Ad Hoc Committee

The Design Ad Hoc Committee aims to build a community of next-generation designers who value the role of design disciplines in shaping the future of graphic and interactive technologies. Areas of interest includes smart object design (product design, fashion, architecture, urbanism), centering the human (the human body, but also attributes such as pleasure, aesthetics, wellness, gender, equity, inclusion, and diversity), environmental issues (climate change, living creatures, and the post human), multi-sensory design (experiences and artifacts that engage in many ways, subtle and obvious, consciously and unconsciously), and design methodologies (design thinking, design futures/fiction, speculative design, other methods for innovation). In addition to hosting a workshop at SIGGRAPH 2024, the Ad Hoc Committee hosted a webinar in

April 2025 that explored the possibilities of engaging visual expressions created by combining creative concepts with the latest technologies such as procedural generation. Focusing on visual design examples from SIGGRAPH ASIA 2024, the panel invited a designer who was responsible for SIGGRAPH ASIA 2024 visual identity to discuss practical approaches that bridge "what to communicate" with "how to communicate it," accompanied by specific examples. It illustrated how designers and creators can incorporate technological advancements into their own creative work to achieve more effective visual communication. The committee continues to explore year-round activities.

Education Committee

The ACM SIGGRAPH Education Committee works diligently to support educators in computer graphics and interactive techniques. This encompasses technical, creative, applied, and interdisciplinary studies at all post-secondary levels that intersect curricular areas of computer science, engineering, art, design, and related disciplines. Their activities include:

- SIGGRAPH 2024: The Education Committee once again had active participation in the 2024 conference with 10 of 12 members attending in Denver, Colorado. Content/activities were spread across the entire conference. Despite the overall lower turnout for the conference, the sessions targeted for educators did not appear to have significantly diminished attendance. The following activities were held at the conference:
 - Education Committee members signed up for staffing in the SIGGRAPH Village whenever there were open spots to claim. As such, the Village served as a hub and meeting place for educators but having a dedicated room for the educators' content for 3½ days made that space into a de facto hub for educators.
 - An open meeting/village session was held on the first afternoon of the conference to introduce attendees to the workings of the Education Committee and to solicit participation in the year-round activities. The second-place award certificate was presented to one of the winners of the annual SpaceTime student design competition who was onsite as a Student Volunteer. There was a screening of the show reel for the annual curated Faculty Submitted Student Work (FSSW) exhibition.
 - With open slots in the Village Theater, and at the request of conference organizers, a second screening of the FSSW show reel was held on Thursday morning of the conference that drew approximately 30 people (even though this was direct counterprogramming/competition with Educators Forum content).
 - The third Annual Educators Day was held with sponsored sessions targeted specifically for educators. (Note: this is an income-producing event for the conference.) Participants included Adobe, NVIDIA, Epic Games, Epic ArtStation, Pixel Light Effects, Foundry, SideFX, and Electronic Arts. A continental breakfast was sponsored by the School of Visual Arts (SVA) in New York City.
 - The Educators Forum with content reviewed and selected by the unified jury ran for two days this year with breaks/interruptions for keynote speakers. A town hall wrap-up session was held on the last day of the conference that increased participation and encouraged additional discussions and participation in SOIREE,

our annual January online event. The town hall wrap-up has been integrated into the 2025 conference schedule.

- SIGGRAPH Asia conferences are an underused opportunity for the Education Committee. With representation in 2023 in Sydney, the committee was able to increase its international participation in year-round activities. Members of the Education Committee served as reviewers for submissions to the SIGGRAPH Asia Educators Program. It is hoped that the Committee Chair will attend SIGGRAPH Asia 2025 in Hong Kong and continue the effort to develop a broader level of international participation.
- Faculty Submitted Student Work (FSSW) Exhibit allows faculty to submit the best student work from their classes and the assignments that led to the outcomes submitted. This becomes an online database accessible for faculty that can assist them in the development of assignments and curricula. There was a slight improvement in participation up from 22 schools in 2023 to 25 schools in 2024 primarily due to an increase in international participation that included Communication University of China and University of South Australia – two programs that had previously not participated. The increase in submissions per school led to a more competitive environment for inclusion in the annual curated showreel.
- Symposium On Innovation, Research & Experiences in Education (SOIREE) was held on January 31, 2025, and provided opportunities for educators to present work, talk about works in progress, and interact/network with faculty from other institutions as well as any industry representatives who may be attending. For the second year in a row, the participation was international, spanning at least four continents. Registration increased approximately 50% compared to the registration for the first three iterations of the event. (91 people registered in 2025, 60 in 2024, 62 in 2023, and 65 in 2022. 10,624 minutes were attended in 2025 compared to 6,769 in 2024.)
- In Good Company is a series of edited videos of interviews with distinguished educators or with industry representatives who have a product, process or service of interest to educators. These interviews, after editing, are posted online on the Education Committee YouTube channel. The recipient of the ACM SIGGRAPH Distinguished Educator Award is included as one of the interviews every year.
- cgSource is an online repository of lectures or course notes made available by faculty to faculty. Content is moderately reviewed for appropriateness by one or more Committee members, but there is no peer review for this work.
- SpaceTime is a student graphic design/art poster competition that targets younger students (high school and undergraduates in college). Winners and honorable mention recipients are posted on the Education Committee website and displayed in electronic format at the conference. It provides an assignment for teachers to use, a chance to have their student work/outcomes evaluated by a third party and provides a way for younger students to get to know SIGGRAPH, the organization. Despite increasing the requirements for submission, the number of entries increased dramatically since last year, from 44 in 2024 to 108 in 2025. First- and second-place winners this year were both high school students with the third-place winner studying in college.
- Regular maintenance has been performed for the current Drupal-based website which included content updates for the conference, SpaceTime, FSSW, In Good Company, and

SOIREE. Google Analytics indicates that the site had 12K active users and 48K page views in the last year. A new WordPress-based website and new logo for the Committee are almost ready to go live and expected to be published just prior to the 2025 conference.

- The Committee is active on social media to advertise its various activities (conference and non-conference) and to maintain presence and connection with the educational community. LinkTree was built out and added to successfully aggregate our social platforms. Bluesky was also added to social platform offerings that now also include Facebook, LinkedIn, X/Twitter, Instagram, and Mastodon. Followers increased on all platforms except X/Twitter

External Relations Committee

The External Relations Committee establishes and oversees ACM SIGGRAPH's agreements with numerous organizations and conferences around the world. This committee identifies and establishes relationships with new organizations according to the current strategic plan. In 2024, the committee realized its goal by facilitating and helping with collaborative activities involving external partners. These activities include award exchanges, partner members volunteering at the SIGGRAPH conferences, ACM SIGGRAPH members participating in the partner events. A few specific events include collaboration between SIGGRAPH representatives participating in partners' events such as DCEXPO in November 2024 and Laval Virtual in April 2025. Eurographics, DCAJ and Laval Virtual representatives also participated in SIGGRAPH 2024, while DCAJ and CG-Arts representatives participated in SIGGRAPH Asia 2024. These activities strengthen the ACM SIGGRAPH community, promote volunteerism and make the ACM SIGGRAPH more visible globally.

Governance Advisory Board

The GAB examines the structure and policies of SIGGRAPH and works towards continual improvement. Issues are discussed and brought to the EC for approval. GAB has improved SIGGRAPH policies and structure in 2024 through the following:

- Establishing the Rainbow Affinity Group
- Changing the treasurer position to a three-year elected position
- Modified required ACM SIGGRAPH membership status for Award winners
- Added the EC Past-Chair to the Finance Committee
- New policy on email discussions and votes
- New policy on structural program changes at SIGGRAPH or SIGGRAPH Asia
- Required SIGGRAPH and SIGGRAPH Asia Program Chairs to be ACM SIGGRAPH members
- Changed policy on petition candidates
- Merged the Membership and Communications Committees into one Committee

Hybrid Society Ad Hoc Committee

Hybrid Society Ad Hoc Committee focuses on the intersection of online and physical presence via extended reality (XR), the Internet of Things (IoT), and Digital Twin. Its mission is to support the growth of members and volunteers. The committee's initiatives are centered around SIGGRAPH and SIGGRAPH Asia conferences, supplemented by year-round online activities

like webinars and podcasts. In addition to hosting a Birds of a Feather session at SIGGRAPH, the committee has also been planning its first webinar bringing together speakers from the US and Japan. The webinar will be scheduled for July 2025, but much of its work has already been completed. This ad hoc Committee was established to broaden the scope of ACM SIGGRAPH by integrating emerging fields, with the goal of attracting new members to the organization. As part of this effort, the committee has welcomed a new volunteer to support its initiatives, though year-round plans are still under discussion.

Early Career Development

The Early Career Development Committee's mission is to plan, develop, and facilitate activities that bring additional year round value to the student members and emerging professionals of ACM SIGGRAPH. In FY 24-25, the committee facilitated multiple activities for early career development. The Resume Reel Review continued last year, marking approximately 15 years of expert resume reviewers in conjunction with restarting year-round online reviewing options.

Nominations

The Nominations Committee oversees ACM SIGGRAPH committee chair nominations. The mission of the Nominations Committee is to identify and vet potential leaders for key positions in the organization. The committee assembles the slate of candidates for the annual elections to the Executive Committee through an interview process. The committee also vets and recommends to the executive committee chairs for Standing Committees. The Committee tries to put forth candidates that represent the wealth of professional and geographic diversity found within our organization and who have the qualities required to lead ACM SIGGRAPH through the challenges ahead. As a secondary mission, we also seek to encourage promising future leaders. The Nominations Committee also strives to ensure that our processes are transparent, equitable, and free from influence.

During this past election cycle, the Nominations Committee was recruited and empowered to interview for two open slots on the Executive Committee and two open Standing Committee chair positions (Digital Arts and Chapters.) The committee also interviewed candidates for Treasurer, which has been reinstated as an elected position. As part of this effort, the Committee refined the standard interview questions and the process for asynchronous review of candidates to allow for greater geographic representation, both on the committee and in the candidate pool. The recruitment and response to nominations also required some activities outside the interview schedule. The Committee Chair worked to keep the website content updated, communications with ACM aligned with key dates, and communication with candidates and potential candidates responsive and informative. Members of the Committee participated in SIGGRAPH Village at SIGGRAPH in Denver to be available to talk to potential nominators and nominees about the process.

The Nominations Committee activities are in service of both the values of volunteerism and membership. As a professional organization, it is very important that we give our members both the opportunity to gain valuable leadership experience and the opportunity to vote for

candidates to lead the organization who reflect their concerns, values, and professional interests.

Membership & Communications

The Membership & Communications Committee is dedicated to fostering a vibrant, inclusive, and informed global community by enhancing engagement, communication, and collaboration across all members. The committee aims to amplify the voices and achievements of our diverse community, strengthen connections through clear and compelling storytelling, and support membership growth by promoting the value and impact of participation in ACM SIGGRAPH. In 2024, the committee successfully realized its goal through enhancing member communication channels including but not limited to:

- Launching an enhanced monthly newsletter
- Increasing engagement metrics by 30%
- Growing the number of social media followers by 25%
- Rolled out a successful “Why SIGGRAPH” membership campaign featuring video testimonials from members around the world
- Conducted targeted outreach to lapsed members, resulting in a 12% increase in renewals
- Increased volunteer nominations by 40%

Information Technology Services

ITS mission is to provide various IT services and support to the ACM SIGGRAPH organization, chapters and conferences. In 2024, the committee managed several key IT functions:

- Maintenance and management of the servers used to host ACM SIGGRAPH websites.
- Supported Chapters with items like Wordpress site templates and Google Workspace setups.
- Worked with conference management on the roll out of the current year's website and archiving of the previous year's.
- Management and support for various services available to ACM SIGGRAPH including Zoom, Google Workspaces and email lists.

Papers Advisory Group (PAG)

The PAG's mission is to represent the institutional memory of the Papers program, to support the Papers Chairs, and to provide continuity and communication among the Papers Chairs. The PAG's appointed members have the following additional responsibility of recommending and vetting Papers Chairs to the SIGGRAPH and SIGGRAPH Asia Conference Chairs. In 2024, The PAG provided lists of recommended Papers Chair candidates for SIGGRAPH and SIGGRAPH Asia. The PAG also responded to various inquiries from the current Papers Chairs on matters of policy and situations requiring decisions. The Advisory Group is also monitoring the effect of the Conference Papers Track, which appears to be a success, with the number of submissions further increasing as was also observed in the last three years. Preparation for SIGGRAPH and SIGGRAPH Asia required year-round efforts. SIGGRAPH's value is a given for the technical papers community, since a SIGGRAPH paper is the best publication in the field and SIGGRAPH

is the top Computer Graphics conference adding value to membership. Participation in the PAG, volunteering as a chair and being a member of the technical papers committee are all very time-consuming volunteer tasks, but all have a positive effect on careers of scientists since they are recognized as important service, but also the fact of being selected is a sign of recognition.

Publications Committee

The Publications Committee primarily serves as a support group. In 2024, the committee worked with numerous events to publish conference proceedings, and worked with ACM to expand TAPS to include PACM issues. Additionally, the SIGGRAPH Art Gallery and Courses documentation now goes through TAPS. The Publications Committee Chair is now serving as a member of the ACM Digital Library Board.

Key Issues

ACM SIGGRAPH continues to face challenges that require attention and adaptation. One of the primary concerns that the organization is facing focuses on revenue: both on the conference side and on the organization side. The imminent transition to ACM OPEN continues to create a sense of uncertainty with respect to future revenue streams, as does conference and membership revenue. The Executive Committee (EC) has explored reducing organization costs and expenses, though it is a challenge to balance a reduction in expenses with continuing to support the various activities of the organization. In addition to a reduction in organizational expenses, the EC has also directed the conference to plan for a reduction of expenses and consider potential changes, small, medium and radical.

In addition to revenue uncertainty, ACM SIGGRAPH faces other organizational challenges. Recently conversations about the SIGGRAPH Asia 2026 location have demonstrated cracks in communication between the EC and members. The EC has learned that there are gaps in communication both internally and externally. A key goal for the next year is improving our organization's culture around communication, especially as it relates to dialogue and consultation with the community.

Recruiting volunteer leaders continues to be a challenge. During times of change, it is important for ACM SIGGRAPH to have thoughtful leadership; however, defining the roles and responsibilities of leaders ahead of time becomes more difficult when the landscape is changing. ACM SIGGRAPH needs to seek out leaders who are comfortable navigating during times of uncertainty. Some changes on this front include logistical changes such as adjustments to the Nominations Committee timeline to preserve continuity between the interview and recommendation stages.

To address these issues and ensure the continued vibrancy and success of ACM SIGGRAPH, the EC has initiated discussions that should continue in the next year, including:

1. Prioritizing operational optimization and exploring opportunities for reduction in resource requirements

2. Improving structure and transparency of communications internally and with the community
3. Identifying policy changes and adjustments as appropriate

Appendix: Committees and Associated Groupings

Committee/Advisory Board	Chair	Grouping	Liaison
Awards	Jeff Jortner	Chair's Grouping	Hugues Hoppe (for Awards)
Nominations	Dena DeBry		Eakta Jain, Darin Grant
Finance Committee	Treasurer (Brad Lawrence)		
Governance Advisory Board	Scott Owen		
(All Chairs)	Chair (Eakta Jain)		
(Officers)	Chair (Eakta Jain)		
(ACM Rep)	Chair, Chair-elect optional		
(Project Manager)	Chair, Chair-elect optional		
Digital Arts	Rebecca Xu	Focused Communities	June Kim
Education	Glenn Goldmann		
Professional & Student Chapters	AJ Christensen		
Early Career Development	Michael Collins	Career Development	Courtney Starrett
Volunteer Development Committee	Mashhuda Glencross		
Specialized Conferences	Paul Kry	External	Shimin Hu, June Kim
External Relations	Miho Aoki		
ITS	Aaron Hosier	Online Communities	David Spoelstra
Membership & Communications	Barbara Helfer		
Publications	Stephen Spencer		

Strategy group: Nurturing Communities		Strategy Group	Courtney Starrett, Elizabeth Baron
Affinity Groups: Pioneers	Ed Kramer		Hugues Hoppe
Affinity Groups: WOSC	Muunuu		
Affinity Groups: WiGRAPH	Adriana Schulz		
ACM SIGGRAPH Village/Theater EC Liaison to the Conf Liaison			Mona Kasra
SIGGRAPH CARES			Courtney Starrett, Chair, Chair-Elect
Computer Animation Festival Advisory Board	Mark Elendt		Mikki Rose (already on CAFAB)
Papers (PAG)	George Drettakis		Alla Sheffer (already on PAG)
Arts (AAG)	Victoria Szabo		Mona Kasra (already on AAG)
Design Ad Hoc	Masa Inakage & Mona Kasra	Ad Hoc	Mona Kasra
Hybrid Ad Hoc	Masa Inakage & Elizabeth Baron		Elizabeth Baron