



ACM SIGGRAPH Annual Report

July 2022 to June 2023

Submitted by Jesse Barker, Chair

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Overview

The ACM SIGGRAPH community is a global nonprofit organization serving the evolution of computer graphics and interactive techniques. With thousands of members across the world, the researchers, artists, developers, filmmakers, scientists, and enterprise business professionals of ACM SIGGRAPH are building the future we experience every day.

ACM SIGGRAPH's mission is to nurture, champion, and connect researchers and practitioners of Computer Graphics and Interactive Techniques. SIGGRAPH has had a longstanding vision, *Enabling Everyone to Tell Their Stories*. This is as true now as it was six years ago when it was developed.

ACM SIGGRAPH is for Everyone. We serve our traditional audiences of professional movie, animation, and game makers. We serve engineers, designers, scientists, artists, and more. We serve everyone with a story to tell. That story can be of a product in development, a cinematic experience, or somewhere in between, and the mechanism by which the story is experienced, the interactive techniques, is key to delivering an impactful message. Computer Graphics and Interactive Techniques, that's what we do and who we are. We enable each person to learn from the best of the best, enhanced by the fantastic sources of knowledge available throughout the SIGGRAPH community.

We are the Premier Source for Computer Graphics and Interactive Techniques. We have broadened how content is delivered. Both the 2020 and 2021 SIGGRAPH Conferences were fully virtual. The 2022 conference content was delivered in a hybrid approach, both in-person and through a virtual platform. In-person content enables people to experience media on traditional screens or through extended reality, or potentially with new forms of interactive sensory experiences not yet invented. The virtual platform allowed flexibility and accessibility.

We have broadened the avenues for contribution to the SIGGRAPH Community. Starting at the SIGGRAPH 2022 Conference, a new Conference Track of the Technical Papers program was formed. This provides a high-quality publication venue that brings the workload of publishing a graphics and interactive techniques paper in line with other top-quality conferences, while diversifying the topics SIGGRAPH publishes in computer graphics and interactive techniques. The Technical Papers now has two tracks, Journal Papers (the existing program) and Conference Papers (the new program).

The most significant difference is that journal articles will continue to be published in ACM Transactions on Graphics (TOG) and in the ACM Digital Library, while the new Conference Papers will be published as conference papers in the form of "SIGGRAPH Conference Proceedings" solely in the ACM Digital Library. The new Conference Papers will be held to the same high standard for novelty and/or robust contribution, scientific rigor, and technical soundness as Journal Papers. Both Conference Papers and Journal Papers will be reviewed with the same rigorous technical process.

Through the multitude of choices content may be delivered in, SIGGRAPH content runs the gamut in from abstract to literal, from experiential to educational to scientific. Content may be purely digital or may be married to the physical world in a manner that enhances believability and presence. The content

could be purely academic, as with Technical Papers. One thing remains, SIGGRAPH is the premier organization for disseminating new scholarly work, where scientists and researchers present and publish the latest industry advancements that inspire new ideas, ignite memorable discussions, and propel us forward.

ACM SIGGRAPH's Strategic Direction

The dedicated people who lead ACM SIGGRAPH form the Executive Committee.

Jesse Barker, Executive Committee Chair
Elizabeth Baron, Past Executive Committee Chair
Tomasz Bednarz, SIGGRAPH Asia CAG Chair
Ashley Cozzi, ACM Assistant Director, Office of SIGs Services
Shimin Hu, Executive Committee Director
Masa Inakage, Executive Committee Director
Eakta Jain, Executive Committee Director
Mona Kasra, Executive Committee Chair-elect
Brad Lawrence, Treasurer
Barbara Mones, Executive Committee Director
Scott Owen, Governance Advisory Board (GAB) Chair
Hanspeter Pfister, Executive Committee Director
Mikki Rose, Conference Advisory Group Chair (CAG)
David Spoelstra, Executive Committee Treasurer-elect

The "EC" provides the operational structure and strategy for the coming years. It provides consistency and sets the high bar for content. The team works to allow our members to realize the benefits of research, education, and to put theory into practice for industry. They give their time and talent to enrich our ACM SIGGRAPH community. The EC is grateful for the leadership of those who served on the Executive Committees over the past 50 years. This EC stands on the shoulders of giants!

ACM SIGGRAPH's strategy is focused on three pillars, which lay the foundation for future growth while sustaining our quality content. These pillars focus on membership, volunteerism and online events.

- Continuing on the success of the virtual and hybrid conferences, SIGGRAPH will build more content including events and educational subjects. Members can be engaged in SIGGRAPH all year round and leverage multiple sources from our community to achieve high-quality delivery. Once structured, ACM SIGGRAPH will maintain a database of organization and community events, and enable our existing communication channels to effectively bolster more engagement from the membership and community at large.
- Regarding membership in ACM SIGGRAPH, the value proposition for membership is being strengthened with the goal to clarify existing benefits at every level of membership. An increase in year-round activities will further enhance the value to the community, with a specific focus on bolstering the value of long-term membership for students.
- Volunteers are at the heart of ACM SIGGRAPH. As a strategic pillar, a newly formed ad hoc Volunteer Development Committee will apply the broad enthusiasm, energy, and talent available

among our volunteer community to support and enhance the goals and events of ACM SIGGRAPH. This includes volunteer onboarding and ongoing support, mentorship, and leadership development for ACM SIGGRAPH volunteers in their roles within the organization. There will be a path to support volunteers throughout their service and career.

These three pillars provide ACM SIGGRAPH with a solid foundation, to grow and thrive in the future. SIGGRAPH will continue to be a place to realize creativity and passion, to discover the art of the impossible. The ACM SIGGRAPH organization has many Standing Committees, strategy groups, advisory boards, and community groups which provide continued access to the latest CG&IT information throughout the year.

ACM SIGGRAPH is where content lives year-round. The “Org” keeps the momentum going the other 51 weeks of the year. ACM SIGGRAPH advocates for and supports knowledge sharing of advancements in computer graphics, digital art, animation, visual effects, machine learning, artificial intelligence, immersive and mixed realities, scientific visualization, and more.

Thank you all for being a part of our ACM SIGGRAPH community!

Jesse Barker, Executive Committee Chair
ACM SIGGRAPH

Strategy Committees

New Communities Strategy Group

Chair: Adam Bargteil

Mission:

The mission of SIGGRAPH Frontiers is to reach out to new communities to broaden the base of SIGGRAPH to support our members as they evolve their research and industry careers to fit the changing landscape in computer graphics and surrounding areas. “New-Communities” here includes both, upcoming communities organizing around emerging research areas and established communities exploring problems where our expertise in computer graphics and interactive techniques can provide value. Our primary activities are a series of workshops at both SIGGRAPH and SIGGRAPH Asia and a set of online activities.

Accomplishments:

SIGGRAPH 2022: The Frontiers program was successfully run by the conference committee in 2022 with Vathsal Shashidhar acting as program chair.

SIGGRAPH 2022 Workshops included:

Beyond Linear Perspective: Art, Human Vision, and Computer Graphics

Challenges to Unlock the Metaverse: Haptics, Gaze, Prototyping tools & more!

The Esports Frontier: Rendering, Interaction and Display.

Talks included:

Haptics : A Touch of the Metaverse

Art in the Age of AI: Can Computers Create Art?

Metric Telepresence using Codec Avatars.

These programs were quite successful as measured by attendance. The new communities team was closely involved in developing the program and outreach to speakers and organizers. We are continuing to support the Frontiers program and working closely with the 2023 Frontiers program chair, Ginger Alford.

Challenges:

The greatest challenge for the New Communities team is that there are no elected EC members on the team, making it difficult to know what strategic areas the EC is interested in targeting.

Goals for Next Year:

We are looking forward to a successful 2023 Frontiers program and would like to reboot our year-round activities including "A Conversation With..."

Nurturing Our Existing Communities Strategy Group

Chair: Eakta Jain

Mission:

Our goal is to develop strategies that support the various existing communities that are served by the ACM SIGGRAPH organization, including researchers, practitioners, teachers and learners of computer graphics and interactive techniques. We seek ways to encourage participation in the organization through conferences and other activities, and to nurture and sustain such participation as life-long members of these communities.

Accomplishments:

The Nurturing Community strategy group proposed the creation of a Volunteer Development Committee (VDC) which would take on the task of aiding volunteerism within the SIGGRAPH organization and community. The mission of the VDC is to leverage the broad enthusiasm, energy, and talent available among our volunteer community to support and enhance the goals and events of ACM SIGGRAPH and provide onboarding and ongoing support, mentorship, and leadership development for SIGGRAPH volunteers in their roles within the organization.

The Nurturing Community strategy group worked with the SIGGRAPH Executive Committee representatives and the Governance Committee to finalize the proposal for the VDC. This work culminated in the creation of the Volunteer Development Committee as an Ad-hoc committee. The Nurturing Community Strategy Group continued to work with the Nominations Committee to identify the founding chair for the VDC.

The strategy group assessed the feasibility of the VDC's immediate first steps by thinking through the process of connecting volunteers with org representatives. These discussions involved formalizing the role of the VDC and converting desiderata into a data flow diagram. The group worked with the web team to identify the tool that would be needed and arrived at the need for a volunteer management software.

Challenges:

The task of finding a founding chair has shifted from the nominations committee to the strategy group. It has been challenging to find someone with suitable background/ability and availability to serve as the founding chair for the VDC. The criteria that the strategy group was using this past year was to shortlist stalwarts of the SIGGRAPH community, who had served in leadership roles for many years or even decades. These criteria were considered important so that the founding chair would be able to recruit the committee members as well as have an understanding of the structure of the organization to be able to interface between the new volunteers and org. The group found that these criteria were too constraining

because the potential candidates who met the criteria were already involved with multiple initiatives. Our team now wonders if these criteria are not strictly necessary and if it is worthwhile to find someone who is available and willing to meet the various chairs of standing committees to learn about the org in the process of connecting volunteers with open roles. In other words, familiarity with the organization may be beneficial but not required.

Goals for Next Year:

The primary goal for the strategy group will be to get the VDC up and going, with continued work on finding a founding chair and supporting the chair through their first year. Another goal is to identify priority areas for post-pandemic engagement with members who are not necessarily volunteers.

Conferences:

SIGGRAPH 2022

VANCOUVER - The SIGGRAPH 2022 conference, which launched in its first-ever hybrid format on 25 July. In-person opened at the Vancouver Convention Centre from 8 August to 11 August. The 49th annual international conference and exhibition on computer graphics and interactive techniques remained open for online registration through 25 October, with content accessible to participants until 31 October. With various innovations from over 2,400 contributors, SIGGRAPH 2022 offered exceptional access to all the latest and greatest in digital art, computer science, and technology. Gathering over 11,700 attendees between the online and live conferences, and logins from 74 countries, the conference has been both welcomed and enjoyed by a large international audience. SIGGRAPH 2022 hosted social hours over virtual platform OhYay to allow attendees to connect with their SIGGRAPH friends virtually and gain networking opportunities through conversations with contributors.

Highlights from the conference included presentations from Featured Speakers Sougwen Chung, Ed Catmull, Pat Hanrahan, Sarah Bond, and Ime Archibong. Production teams behind some of the year's top films took part in the Production Sessions, including DNEG, Pixar Animation Studios, Wētā FX, and Walt Disney Animation Studios. The Technical Papers program, a showcase of the latest industry advancements and scientific contributions in computer graphics and interactive techniques, accepted 247 papers out of a record number of submissions, and awarded five "Best of" honors. The inauguration of Conference Papers was new at SIGGRAPH 2022, a concept where exciting emerging ideas could be presented in a shorter format than traditional Technical Papers sessions. Roundtable sessions allowed participants to connect directly and hold intimate conversations with Technical Papers, Art Papers, Courses, and Talks contributors. Emerging Technologies and Immersive Pavilion showcased the latest in VR, AR, and mixed reality innovations. Metaverse discussions and workshops were covered in the Featured Speakers, Frontiers, Appy Hour, Real-Time Live!, and Courses programs. VR Theater presented the evolved storytelling and growth of virtual reality content.

SIGGRAPH 2022 Awardees are as follows:

Art Gallery

Best in Show – "Ray"

Weidi Zhang, Media Arts and Technology Program (MAT), University of California, Santa Barbara (UCSB)

Art Papers

Best Art Paper – "Traditional African Dances Preservation Using Deep Learning Techniques"

Adebunmi Odefunso, Purdue University/Memorial Sloan Kettering Cancer Center

Esteban Garcia Bravo, Purdue University

Yingjie Chen, Purdue University

Electronic Theater

Best in Show – "The Seine's Tears"

Yanis Belaid, Pôle 3D (France)

Jury's Choice – "The End of War"

Lei Chen, Tsinghua University (China)

Best Student Project – "Yallah!"

Nayla Nassar, Rubika (France)

Audience Choice – "Alternate Mesozoic"

Lucie Laudrin, ESMA (France)

Emerging Technologies

Best in Show – "HDR VR"

*Nathan Matsuda, Yang Zhao, Alex Chapiro, Clinton Smith, and Douglas Lanman
Reality Labs Research, Meta*

Immersive Pavilion

Top Selection – "Journal of My Journey: Seamless Interaction in Virtuality and Reality With Digital Fabrication and Sensory Feedback"

*Miguel Ying Jie Then, Ching Lui, Yvone Tsai Chen, Zin Yin Lim, Ping Hsuan Han
National Taipei University of Technology*

Real-Time Live!

Best in Show – "A Showcase of Decima Engine in Horizon Forbidden West"

*Hugh Malan, Maarten van der Gaag
Guerrilla*

Audience Choice – "AI and Physics Assisted Character Pose Authoring"

*Florent Bocquelet, Boris Oreshkin, Dominic Laflamme, Felix Harvey,
Louis-Simon Ménard, Jeremy Cowles, and Bay Raitt
Unity Technologies*

Technical Papers

Best Paper Awards

"Instant Neural Graphics Primitives With a Multiresolution Hash Encoding"

*Thomas Müller, Alex Evans, Christoph Schied, and Alexander Keller
NVIDIA*

"DeepPhase: Periodic Autoencoders for Learning Motion Phase Manifolds"

*Sebastian Starke, University of Edinburgh/Electronic Arts
Ian Mason, University of Edinburgh
Taku Komura, University of Hong Kong*

"Spelunking the Deep: Guaranteed Queries on General Neural Implicit Surfaces via Range Analysis"

Nicholas Sharp, University of Toronto

Alec Jacobson, University of Toronto/Adobe

"Image Features Influence Reaction Time: A Learned Probabilistic Perceptual Model for Saccade Latency"

Budmonde Duinkharjav, New York University

Praneeth Chakravarthula, Princeton University/UNC Chapel Hill

Rachel Brown, NVIDIA Research

Anjul Patney, NVIDIA Research

Qi Sun, New York University

"CLIPasso: Semantically Aware Object Sketching"

Yael Vinker, Tel Aviv University/École Polytechnique Fédérale de Lausanne

Ehsan Pajouheshgar, École Polytechnique Fédérale de Lausanne

Jessica Y. Bo, École Polytechnique Fédérale de Lausanne/ETH

Roman Christian Bachmann, École Polytechnique Fédérale de Lausanne

Amit Bermano, Tel Aviv University

Daniel Cohen-Or, Tel Aviv University

Amir Zamir, EPFL

Ariel Shamir, Reichman University

VR Theater

Best in Show – "On the Morning You Wake (to the End of the World)"

Steve Jamison, Mike Brett, Archer's Mark and Astrea; Pierre Zandrowicz, Atlas V and Astrea; and

Arnaud Colinart

Atlas V

SIGGRAPH Asia 2022

DAEGU - The SIGGRAPH Asia 2022 conference was hosted in Daegu, South Korea, after the 2020 event moved to a virtual edition due to the COVID-19 pandemic. Taking place 6-9 December 2022, over 3,000 attendees across 52 countries and regions came together to learn and network at one of the most established Computer Graphics events in the region. The onsite event was held in compliance to the COVID-19 regulations from the government, local authorities, and the exhibition industry, ensuring the safety and well-being of all in-person attendees. With nearly 400 speakers and 50 exhibiting companies and brands, SIGGRAPH Asia 2022 was led by Professor Soon Ki Jung and was supported by a team of program chairs across Art Gallery, Business & Innovation Symposium, Computer Animation, Courses, Emerging Technologies, Featured Sessions, Games, Technical Communications, Technical Papers, Real-Time Live!, and XR. Commenting on the success of SIGGRAPH Asia in Daegu, Professor Jung said, "We are thrilled that after two years of travel challenges faced by all, we were able to finally meet all our local and international guests face to face in Daegu. It has been my honor to host our esteemed program chairs, distinguished keynote speakers, and hundreds of industry experts at the event. It was

inspiring to share ideas, collaborate, and showcase the future of computer graphics, animation, and its impact on enterprises and the end users. We thank the city of Daegu and the organizing team for curating such an innovative event. We are already excited about traveling to Sydney, Australia, for SIGGRAPH Asia 2023 which will be led by Conference Chair June Kim.”

Computer Animation Festival Award Winners:

Best in Show: GARRANO (Portugal), Director: David Doutel & Vasco Sá

Best Student Project: PERIOD DRAMA (USA) Director: Anushka Nair & Lauryn Anthony

Jury Special: CAT and MOTH (Canada, United Kingdom), Director: India Barnardo

Honorable Mention: Sprite Fight (Netherlands), Director: Matthew Luhn & Hjalti Hjalmarssonj

Emerging Technologies Award Winners:

Best Demonstration Award (Best in Show): Extra-Sensory Puck (E.S.P) in Air Hockey using the Projection-Based Illusion

Kengo Sato, Tokyo Institute of Technology

Yoshihiro Watanabe, Tokyo Institute of Technology

Hiroki Terashima, NTT Communication Science Laboratories

Shin'ya Nishida, Kyoto University

Real-Time Live! Award Winners:

Audience Choice: Real-Time Technologies for Realistic Digital Humans: Facial Performance and Hair Stimulation

Mark Schoenmagel, Unity Technologies

Technical Papers Award Winners (4 Best Papers)

Rhythmic Gesticulator: Rhythm-Aware Co-Speech Gesture Synthesis with Hierarchical Neural Embeddings

Authors: Tenglong Ao, Peking University

Yuke Lou, Peking University

Baoquan Chen, Peking University

Libin Liu, Peking University

Qingzhe Gao, Shandong University, Peking University.

Neural James-Stein Combiner for Unbiased and Biased Renderings

Authors: Jeongmin GuGwangju, Institute of Science and Technology

Jose A. Iglesias-Guitian, University of A CoruñaCITIC – Centre for ICT Research

Bochang MoonGwangju, Institute of Science and Technology

Constant Time Median Filter using 2D Wavelet Matrix

Authors: *Yuji Moroto, University of Tokyo*

Nobuyuki Umetani, University of Tokyo

\mathbb{S}^3 -Slicer: A General Slicing Framework for Multi-Axis 3D Printing

Authors: *Tianyu Zhang, University of Manchester*

Guoxin Fang, University of Manchester

Yuming Huang, University of Manchester

Neelotpal Dutta, University of Manchester

Murat Kilic, University of Manchester

Charlie C. L. Wang, University of Manchester

Sylvain Lefebvre from INRIA

Standing Committees

Awards Committee

Chair: John (Spike) Hughes

Mission:

The Awards Committee handles all the named SIGGRAPH awards and SIGGRAPH Academy membership. (It does not handle conference awards like "best paper" or "test-of-time" awards.) The Chair's role is to smooth the jobs of the committee members, each of whom is a chair of some selection committee, and to do all the awards work not associated with any particular award (e.g., organizing the presentation of awards at the conference). The individual committee members run the awards-selection process for their committees and get the results in a timely manner to the awards chair.

In more detail, the Awards Chair (1) aims to make committee members --- each one a chair of some selection committee --- able to do their jobs smoothly, (2) oversees the various awards committee chairs, and the SIGGRAPH academy chair, and organizes the Awards Luncheon (3) coordinates publicity and works with contractors on the Awards presentation at the conference, and (4) ensures that individual awards chairs follow a reasonable sequence of succession, particularly for ensuring that the rising chair for any committee is known before SIGGRAPH, so that they can be announced, and the retiring chair thanked during the awards ceremony.

Accomplishments:

We have once again selected awardees and new awards-chairs, helped publicize the results, dealt with the challenge of having two awardees elect to get their awards at SIGGRAPH Asia. On the administrative side, we've helped to massively restructure the awards portion of the SIGGRAPH website, including listing all prior members of the Academy with their individual citations, and former award winners with their full citations (when available).

The chair has spent a good deal of time resisting an effort to change the standards for award winners --- that they must all be SIGGRAPH members --- on the grounds that it's impractical (committees can't know in advance who's a member) and (the chair believes) misguided as a policy for an organization that wants to lead the way in computer graphics.

We now have a reasonably complete list of tasks and schedule for the awards chair to help with getting things done over the course of the awards calendar-year.

Challenges:

Finding new committee chairs remains a challenge. We have a new Service Award Chair, and a new Technical Awards Chair who will take over after this year's awards, but need a new Dissertation Award chair and Practitioner Award Chair, positions for which we have either zero or one application.

Timing remains awkward --- awards are selected by mid-April, but the post-selection process takes time, and some awardees end up registering for the conference to get the early-bird rate only to learn later that part of their award is a complimentary registration. (This year the problem was compounded by an email that went missing -- some SMTP server actually dropped the ball!) Hotel selection was a problem, too -- it'd be nice if awardees were part of the "early hotel-selection" process.

The Awards Chair role has grown over the years as awards have been added and as reporting duties have increased. It's now taking multiple weeks of my time, and that's too much. As Chair, I now feel it's time for me to resign my position, and hand the task of finding a new Awards Chair to the Executive Committee, who can perhaps find someone younger and more energetic to do it.

A goal for last year was to deal with the Athena Award nomination process, and to nominate all awardees for a raised ACM member status; once again, this didn't happen.

Goals for Next Year:

Get the Athena Award nomination process, and the raised ACM-member status for awardees, to happen on a regular basis.

Manage the regular work of the committee --- the selection and presentation of awards, and the selection of committee chairs --- smoothly.

Handle the challenges of presenting awards at SIGGRAPH Asia for the first time.

Chapters Committee

Chair: AJ Christensen

Current Committee Members:

*Asterisks represent volunteers new to the Chapters Committee.

AJ Christensen, Chair

Benoit Terminet Schuppon, Vice Chair

Amira Malcom, Liaison to North American Chapters

Julián Calderón, Liaison to South American, European, and African Chapters

Eric Liu, Liaison to Asian, Australian, and Middle Eastern Chapters

Kevin McNulty, Liaison to Student Chapters

Brad Lawrence, Liaison to Chapter Treasurers and Media Support

Jenny Dana, Chapter IT Services

Kerry Kirkpatrick, Visual Designer

Eddie Lawrence, Events Coordinator

Sunil Rampersad, Communications

Natasha Warshawsky, Project Manager

Jacky Bibliowicz, Strategy and Curriculum

List of Active and Probationary Chapters

Bangkok ACM SIGGRAPH Chapter (Professional) - Active
Bengaluru ACM SIGGRAPH Chapter (Professional) - Active
Bilkent University ACM SIGGRAPH Student Chapter (Student) - Probationary
Bogota ACM SIGGRAPH Chapter (Professional) - Active
Bowling Green State University ACM SIGGRAPH Student Chapter (Student) - Active
Caracas ACM SIGGRAPH Chapter (Professional) - Active
Chengdu ACM SIGGRAPH Chapter (Professional) - Probationary
CSUF ACM SIGGRAPH Student Chapter (Student) - Active
Detroit ACM SIGGRAPH Chapter (Professional) - Probationary
Drexel University ACM SIGGRAPH Student Chapter (Student) - Active
Embry-Riddle ACM SIGGRAPH Student Chapter (Student) - Active
Fort Lauderdale ACM SIGGRAPH Chapter (Professional) - Active
Guadalajara ACM SIGGRAPH Chapter (Professional) - Probationary
Helsinki ACM SIGGRAPH Chapter (Professional) - Active
Hong Kong ACM SIGGRAPH Chapter (Professional) - Active
London ACM SIGGRAPH Chapter (Professional) - Active
Los Angeles ACM SIGGRAPH Chapter (Professional) - Active
Madrid ACM SIGGRAPH Chapter (Professional) - Active
Montreal ACM SIGGRAPH Chapter (Professional) - Active
MTSU ACM SIGGRAPH Student Chapter (Student) - Active
New York City ACM SIGGRAPH (Professional) - Active
NJIT ACM SIGGRAPH Student Chapter (Student) - Active
Paris ACM SIGGRAPH Chapter (Professional) - Probationary
PCAD ACM SIGGRAPH Chapter (Student) - Active
Portland ACM SIGGRAPH Chapter (Professional) - Active
RIT ACM SIGGRAPH Student Chapter (Student) - Active
Rochester ACM SIGGRAPH Chapter (Professional) - Active
San Francisco ACM SIGGRAPH Chapter (Professional) - Active
San Jose State ACM SIGGRAPH Student Chapter (Student) - Active
Shanghai ACM SIGGRAPH Chapter (Professional) - Active
Shenzhen ACM SIGGRAPH Chapter (Professional) - Active
Silicon Valley ACM SIGGRAPH Chapter (Professional) - Active
Singapore ACM SIGGRAPH Chapter (Professional) - Active
Taipei ACM SIGGRAPH Chapter (Professional) - Active
Texas A&M University ACM SIGGRAPH Student Chapter (Student) - Active
Tokyo ACM SIGGRAPH Chapter (Professional) - Active
Toronto ACM SIGGRAPH Chapter (Professional) - Active

Mission:

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

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.

Accomplishments at SIGGRAPH 2022:

Workshop

We held a virtual workshop which has been a popular option since the pandemic began, and continued to be successful. It was a great way to connect with each other and do shared problem-solving, and to share out new tools and initiatives. We would have liked to host an in-person workshop as well, but were unable to due to so few chapter leaders planning to attend the Vancouver conference in-person. Instead, we held a small lunch at a local restaurant where 6 chapter leaders were able to join committee members for a casual meet-up. Our expectation for 2023 is that the complimentary conference passes to chapter leaders will draw more participants.

Chapters Party

Interest in the hybrid partially-virtual chapters party waned, so we decided not to host a virtual event. We also did not revive the in-person event because the org could not contribute funds, we did not find sponsors quickly enough, and we failed to find an active venue that would host us (most of our old spots were closed/booked solid for delayed pandemic weddings.)

Chapters Information Session

The PSCC hosted an ACM SIGGRAPH Village session to share information about starting a chapter, joining a chapter, and leading a chapter. We did this both in-person and virtually. The in-person event was well-attended and we made some great new connections. The virtual event had more presenters than attendees, and we have decided this is not worth the effort in the future.

Chapters Fast-Forward

This event was designed to give chapters an opportunity to brag about their accomplishments to conference attendees, to put a face on the org's year-round activities, and ideally even recruit new members. Participation in this was at an all-time low since it began, and the committee's assessment was: it's a lot of work to put together, it's not clear to presenters who their audience is, and there are no incentives. The 2023 conference will be offering chapters 1 free conference registration, and this will be one of the requirements to receive that incentive.

Chapters + Student Volunteer Luncheon

The SV luncheon was, as usual, great at satisfying its objective of showing SVs a path toward participating in the ACM SIGGRAPH organization during college and beyond. This year's version was a bit wishy-washy in its scheduling, which seemed to be a result of the SV Committee having to deal with a ton of unexpected problems. If possible we'd like it to feel less like a "drop in" event and more like a formal one-hour wine-and-dine presentation next year.

The ACM SIGGRAPH Village

Due to committee chair turnover, we committed to running the Village for the 2022 conference. The Chapters Committee had a lot of strong feelings about how we could improve the Village, with our two main goals being (1) make it look popular and lived-in, and (2) use it to explain to conference attendees what the ACM SIGGRAPH organization actually does. We achieved these goals very well - perhaps too well. Because of budget constraints, the spaces we had were very small, and so were constantly over-crowded. Ideally in the future this space will be bigger, but with no empty or unused space as in past in-person years. One caveat to our experience with the Village is that it did create a distraction from our primary goal of engaging, recruiting, and growing chapters - possibly at a very pivotal time - and so we

will not eagerly take this on again in the near future. We are now primarily focused on rebuilding our global community.

Accomplishments at SIGGRAPH Asia 2022:

Workshop

We did not expect to see many chapter leaders at the conference, but ended up discovering many of them were there, so we put together an impromptu gathering at the convention center coffee shop, and got 5 chapters represented. This was a great conversation, especially helpful in understanding why many non-American chapters struggle to fit the mold of the generally more successful American chapters.

Although we would prefer to only have one virtual workshop per year that every chapter can attend, we realize that time zones are a major problem for this, and so we also held a virtual workshop for the Australasia region. We chose to hold this after SIGGRAPH Asia, because so many people in Vancouver wanted to make announcements to chapters after that conference. Although this SIGGRAPH Asia virtual workshop was small but successful, I think we should move it back to before the SIGGRAPH Asia conference because of the benefits of hyping the conference and not splitting the conference and the workshop on either side of the new year when everyone's brains turn to mush.

Chapters Information BOF

We struggled to get confirmation from the conference committee about scheduling an organization BOF, and so we did not hold a chapters information BOF like we wanted to. We plan to bring this back next year if the option exists.

Chapters + Student Volunteer Luncheon

This was perhaps even MORE successful than the Vancouver edition. The event was planned and executed very professionally, and we met many student volunteers who were interested in getting more involved in the organization. The major concern is that we do not currently have any student chapters outside the USA, likely because of cultural differences with the way American universities are run. There is a question about what we should be encouraging students in the Australasia region to do to stay involved in the organization.

Goals for SIGGRAPH Next Year:

Virtual Workshop 2023

We plan to continue holding a virtual component to the traditional in-person conference leaders workshop, this has been a great way to engage chapter leaders who can't travel.

In-Person Workshop 2023

In the hybrid environment, we expect to get far fewer chapter leaders traveling to Vancouver than in the past, so we are making this a less formal midday meeting over lunch at a restaurant. An important goal is to reestablish our relationships with chapter leaders, so this will be a good opportunity to do that.

Chapters Party

We aim to return to hosting the Monday night open-to-all-attendees party regularly as long as the location supports it. Prior to the pandemic, the EC would provide funds that helped with things like party favors, a VIP area with food and drink tickets, and transportation from the conference reception. As our budget restabilizes, these are things we would like to see return.

Chapters Information Session

We plan to continue this very valuable activity at every conference. The only recurring obstacle is to determine whether it belongs in the Village or in the BOF program.

Student Volunteer Luncheon

We plan to continue this very valuable activity as long as the EC is able to justify a budget for it. We see this as a service the Chapters Committee provides to all the org standing committees who benefit from growing a community of future volunteers, and welcome input and participation from others.

Goals for SIGGRAPH Asia Next Year:

Chapter Leader Meeting

Previously called a 'workshop', we have found that with the more intimate group with fewer native English speakers, the best way to interface with our chapters in Asia is in an informal space where they are able to present their progress and problems comfortably. In 2022 this was an event held in a coffee shop which went very well, and we hope to do something similar in 2023.

Student Volunteer Luncheon

We plan to continue this very valuable activity as long as the EC is able to justify a budget for it. We see this as a service the Chapters Committee provides to all the org standing committees who benefit from growing a community of future volunteers, and welcome input and participation from others. A note on the SIGGRAPH Asia SV Luncheon: to my knowledge, we have never had a student chapter in Asia or Australia. We are striving to understand why that is, but it may just be a cultural mismatch, in which case this event is even more deserving (than SIGGRAPH) of participation from the broader ACM SIGGRAPH organization.

Other Initiatives:

Our highest priority continues to re-establishing relationships with chapters and chapter leaders that fell off during the pandemic, which includes a lot of face time and interaction with chapter leaders. Although both chapters and the PSCC have found many benefits to virtual or hybrid interactions, we will be pushing for chapter members to rediscover the community-building opportunities available through real-world interaction.

We are expanding our focus on leadership development, both in terms of skills chapter leaders need (like succession planning and volunteer recruitment), and in terms of recruiting more long-term volunteers into the ACM SIGGRAPH organization.

Continue to pursue corporate relationships that benefit chapters and the organization.

Build our recognition of hard-working chapter leaders, continuing the initiative coordinated between the EC and ACM to provide complimentary one-year organization memberships for student chapter officers

Document our procedures as a committee, and encourage chapters to document their procedures in running chapter business.

Improve a sense of global community among chapters inside each region and across continents.

Continue to improve the PSCC's productivity through a suite of virtual project management tools (Trello, Slack, Google Calendar, Zoom).

Continue streamlining the requirements and application process for chapter events grants.

Communications Committee

Chair: Adele Newton

Mission:

The mission of SIGGRAPH Communications is to ensure excellence and relevance of current communication channels, including the SIGGRAPH website, social media channels and newsletters. All communications from SIGGRAPH must reflect the dynamic SIGGRAPH community and its offerings to members and potential members and establish SIGGRAPH as the international, authoritative voice of computer graphics.

Accomplishments:

Webmaster Alex Rollinson continued to update the siggraph.org site to include new organization initiatives and news and updates. Alex also has provided updates on SIGGRAPH social media channels with information provided by EC and standing committee chairs.

Engaged Durrell Communications to edit Computer Graphics Chronicles, conversations with Jim Blinn, Turner Whitted, Marcell Wein, Sara Bly, Maureen Stone, Mary Whitton, Nick England, Ingrid Carlbom, Dave Kasik and Copper Giloth, and uploaded the series to the SIGGRAPH YouTube channel. Computer Graphics Chronicles is being highlighted on the siggraph.org website in connection with the 50th anniversary of the conference being celebrated at SIGGRAPH 2023.

Established a new feature, Remembering Those We Have Lost, to honor SIGGRAPH volunteers who have passed away. Articles about Jackie White, Fred Brooks, Fran McAfee, Chuck Csuri and Stephen Levine have been published. Future articles are planned to honor Patric Prince, Bob Holzman and Elaine Sonderegger.

Established a new feature to showcase Professional Chapters. One profile on the London chapter has been published, with additional profiles planned for the Texas A&M, Montreal, Bogota, Hong Kong and University of Illinois Student chapters.

Challenges:

It has been a challenge to find a volunteer to manage social media postings for the organization. My recommendation is to add a line item to the Communications budget to hire a contract social media professional to effectively manage this important communications role. Hiring a webmaster on a contract basis has worked well to ensure that the website is professionally and consistently maintained. Based on this experience, I recommend we do the same for a social media manager.

We have been challenged in communicating with Professional Chapters via email to receive information to profile the chapters. My goal is to meet with chapter representatives in LA during SIGGRAPH 2023 to establish a better channel for collecting this information.

Additional communication from SIGGRAPH Executive Committee and standing committee chairs about news and initiatives is required to ensure that the website and social media channels are current.

Goals for Next Year:

Work with the incoming Communications chair to:

Engage a professional social media manager on a contract basis.

Develop an editorial calendar for the website, social media channels and ACM SIGGRAPH Members' corner.

Establish regular communications with EC, standing chairs and Professional Chapters to highlight activities and ensure that news and announcements are featured on the website and on social media channels.

Digital Arts Committee

Chair: Rebecca Xu

Mission:

The mission of the ACM SIGGRAPH Digital Arts Committee is to foster year-round engagement and dialogue within the digital, electronic, computational, and media arts. We facilitate dynamic scholarship and creative programming within the ACM SIGGRAPH organization. Our goal is to promote collaboration between artists and the larger computer graphics and interactive techniques community.

Accomplishments:

Continuing success with SPARKS Series.

Launch digital exhibition: The Future Past v. Coloniality: Decolonial Media Art Beyond 530 Years.

Collaboration with the SA 2022 & S2023 art programs.

Further collaboration with ISEA in discussion.

Website updates in progress.

Working on social media strategy for broader outreach.

New Committee Member: Gustavo Rincon.

Challenges:

Overworked committee members and the need for more volunteers.

Easier permissions management and infrastructure would be helpful.

Accessibility assistance for online events.

Fluctuating policy on volunteer support.

Goals for Next Year:

Website updates and possible integration with SIGGRAPH themes.

Better volunteer engagement and connection.

Continue SPARKS Series & Digital Exhibition.

Coordination with AAG around conference arts and virtual activities year-round.

Complete website updates.

Better social media strategy cross platforms to build a more active online community.

Enhanced engagement w/ SIGGRAPH Asia, ISEA, and other entities in the field, Getty Museum, etc.

Engage young artists through student competition.

Further diversify the Committee.

Diversity, Equity, and Inclusion Committee

Chair: Tony Baylis

Mission:

ACM SIGGRAPH celebrates the diversity of disciplines, ideas, innovations, journeys, and people that exist within the SIGGRAPH community. Through the work of Diversity, Equity and Inclusion at ACM SIGGRAPH, we aim to create an environment where our members and our guests feel that ACM SIGGRAPH is a place where they feel safe, have a sense of belonging, and their voices are heard.

All members thrive
All members are valued for their skills and ideas
All members are enabled to tell their stories

We believe that our diversity makes us stronger together to innovate and create for the community and for society. ACM SIGGRAPH stands with ACM and our other SIGs in denouncing any activities of bullying, intolerance, racism, harassment, and any disrespect of our members and guests. The SIGGRAPH community of writers, researchers, animators, artists, and creators play a key role in creating content that presents a perspective of creativity, innovation, excitement, research, hope and optimism of the progress made each year. The DEI Committee assists the organization by fostering activities and efforts that help support a community where all could feel they had a place to belong in ACM SIGGRAPH.

Accomplishments:

SIGGRAPH 2022: Vancouver

36 submissions in the CFP. However, we ended up having only 3-4 sessions in-person due to the format and theme of the conference.

SIGGRAPH 2023: Los Angeles

Instead of an annual DEI Summit in 2018, the conference chair and DEI committee decided to work toward integration of DEI content by working with the chair and conference committee in identifying submissions that align or connect to DEI topics.

Adopted and integrated diversity and inclusion in our marketing and communication messaging through storytelling, imagery and various media (social, website, podcast)

In collaboration with other standing committee members, implemented the offering of conference travel grants to existing and new ACM SIGGRAPH community members who demonstrate financial need to attend the SIGGRAPH conference

SIGGRAPH Asia: Daegu 2022

Worked with Conference Chair and organizers to host 5 sessions.

SIGGRAPH Asia: Sydney 2023

Working with SA Conference committee to have DEI Summit sessions

Webinars:

The DEI committee reformatted the organization year-round ACM SIGGRAPH live and pre-recorded webinar sessions and worked with the Executive Committee to implement an ad hoc committee to continue with consistency.

Challenges:

SIGGRAPH 2022 - Vancouver

The community was disappointed that virtual and in-person Summit was not available as well as a less diversity, equity and inclusion presence overall at the conference. Same response applies for SIGGRAPH 2023 conference for contributors to submit and will evaluate response after the conference in August 2023.

Timing of being integrated into the conferences - more of an afterthought - a seat at the table earlier can resolve this challenge

Data collection via conference and organization surveys

DEI initiatives in both the public and private sector have come under attack by conservative legislators. At least two dozen bills on the question have been introduced in 15 states this year all seeking to curtail or roll back university and college DEI programs.

While DEI programs are distinct from affirmative action, the recent SCOTUS ruling against the use of race as a factor in college admissions as a violation of the 14th Amendment's Equal Protection Clause follows the same backlash against over six decades of socially progressive U.S. policy.

Taken together, these will likely have the net effect of reducing the number of students from underrepresented minorities who apply, are accepted, and receive financial aid to attend the most selective academic programs (including computer science and/or digital arts) in the country. This eventually results in a less diverse workforce guiding the development and trajectory of the 4th Industrial Revolution.

Committee members departing at inopportune times and bandwidth of our current committee members.

DEI's role in the organization is not acknowledged or appreciated .

Budget to implement learning and development of our EC members and others on DEI topics.

Goals for Next Year:

Enhance DEI website with more content and resources for the community.

Work with EC on demographic information to display publicly Host Webinars on DEI topics for the community.

Collaborate with the conferences and events on integrating diversity and inclusion topics, themes, and procedures - - Planning and engagement activities Sydney and 2024 conferences.

Explore building and acknowledging affinity groups in the organization Building connections to our organization affiliated workshops, symposium, and small conferences.

Integrating DEI into the CFPs for conferences DEI professional development workshop for EC and Committee Chairs at the Museum of Tolerance in LA.

Strengthen connection with other committees, ie. Chapters, Art, IRC, etc.

Education Committee

Chair: Glenn Goldman

Mission:

The ACM SIGGRAPH Education Committee works 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. The Education Committee undertakes a broad range of projects and activities in support of the computer graphics and interactive techniques education community, such as developing curriculum guidelines, providing instructional resources, organizing SIGGRAPH conference-related activities, and outreach.

Accomplishments:

Education pervades much of what is found at SIGGRAPH – both the conferences and the organization. There is a significant overlap (both past and present) with the members of the Education Committee and other committees and activities. For example, the current 2023 Conference Chair Erik Brunvand is a former Education Liaison between the conference and the Education Committee, and the 2024 Conference Chair Ginger Alford served as the Chair of the ACM SIGGRAPH Education Committee for six years. There are active bilateral relationships with Chapters, International Resources, DEI, Awards, and ACM Education Council as well as ad hoc/individual relationships between committee members and the activities of other committees. These relationships bring the perspective of educators and education to the efforts of other committees and at the same time, assures that needs of the education community are represented to other groups. It is not, for example, surprising to see that the 2023 General Submissions Chair Susan Rieser is on the Education Committee (or that chairs of other program sessions at SIGGRAPH Asia or SIGGRAPH come from past and present members of the SIGGRAPH Education Committee). Several SIGGRAPH Education Committee members perform active service as representatives to other standing committees at SIGGRAPH and/or ACM. (Bill Joel, as an example, is on the Steering Committee of Pioneers and four of the five members of the Distinguished Educators Award Committee are either current Education Committee members or liaisons to the Education Committee.) Similarly, members of other committees actively participate with members of the Education Committee in furthering our goals.

The Education Committee meets monthly on Zoom and has maintained and expanded its traditional activities. Faculty Submitted Student Work (FSSW), SpaceTime graphic design/poster student competition, social media outreach, and participation in the SIGGRAPH annual conference (which included a combination of talks, courses, industry presentations, and BOFs) are being expanded and have

been augmented with the now annual online/virtual Symposium on Innovation, Research & Experiences in Education (SOIREE) – the second iteration of which successfully took place on 27 January 2023. The sessions are recorded, edited, and placed on the newly established Education Committee YouTube channel. The website is updated whenever new information is released and serves as a means of communication and a resource within the educational community. cgSource, a repository of pedagogical information (not peer reviewed) created by members of our community, has been reactivated with a new contribution. The computer graphics educator’s listserv is active and has, among other things, begun to serve as a location to promote employment opportunities for educators (at least one of whom attributed his new position to the notice on the listserv) and SIGGRAPH-related activities. There has been a general increase in social media use and engagement. Two new In Good Company interviews have been produced and are available on the Education Committee YouTube channel, and three more are in progress. The Committee had a robust presence at the 2022 conference in Vancouver with an onsite presence in the Village and two well-attended Village meetings as well as the first-ever in-person Educators Day to augment the virtual Educators Forum and a selection of BOFs curated and prepared by the Education Committee. The planning for an immersive experience dome for the 2023 conference is under way.

Challenges:

Resources – people, time, financial support – continue to be a challenge for the Committee. Time differences have proven to be a challenge in maintaining global membership on a committee that has live/synchronous meetings and events.

Given the aspirations of the committee, and the various personal and professional demands on current members – as well as the demands of various ACM SIGGRAPH responsibilities, it is apparent that the committee needs new/more people. It’s a positive development that there is overlap among the various organizational committees and that committed people are working on multiple committees as this facilitates cooperation and collaboration. At the very least, this has already successfully encouraged participation by members of one group in the activities of another. The regular “Guilds” meetings effectively contribute to this collaboration. But in terms of creation/production of activities and resources, it is important for long-term sustainability to spread the load out among a greater number of individuals and to continue to refresh the roster of the committee to expand overall interest and participation – and this can only happen by getting more volunteers. And given the era of tight budgets, if we as an organization want people to work at the conference in the booth, recruiting, developing content, etc. it would be very helpful to be able to at least give them full conference registration to either SIGGRAPH or SIGGRAPH Asia.

The Education Committee website is functional, but not particularly elegant – it looks (and is) dated. From the perspective of appearance/aesthetics, there is an opportunity to improve its appearance and convenience/functionality and the overall user experience. At one point, we were under the impression that all ACM SIGGRAPH standing committee websites were going to be absorbed by the organization so the investigation of updating this by the committee was suspended, but that proposal was not implemented. The website was originally flat HTML, which was then migrated to Plone CMS, followed by a second migration to Drupal and we are now looking to move to Wordpress. We have included in our budget for 2023-2024 modest funds for student assistance to help Wobbe Koning, the ACM SIGGRAPH

Education Committee Webmaster, to redevelop the website. Work is expected to begin in the fall semester, 2023.

The Education Booth in SIGGRAPH Village has traditionally been a focal point for activity, networking, and presentations. It created and enhanced a social connection among educators that was not successfully replaced by the online alternatives implemented by ACM SIGGRAPH. The new condensed SIGGRAPH Village in 2022 provided a shared place for the Education Committee. This format allowed committees to sign up for time at the Village with a requirement that each group had at least one time slot. We took advantage of the excess capacity which allowed the Education Committee to sign up for, and staff, four different time slots (for a total of five hours) and unofficially use another two. The Faculty Submitted Student Work showreel was running on a loop on one of two monitors in the Village Meeting Room throughout the conference. While there was an online virtual village with Gathertown set up by Kevin McNulty that had limited capacity, it drew little interest and does not need to be maintained or continued. The 2023 conference has offered a one-time opportunity to the Education Committee to set up its own booth in the same general area as the combined Village to include an immersive dome experience. This is a project originally considered with different content for the canceled in-person conference in Washington, DC and has been carried over to the 2023 conference tying into the theme of the 50th anniversary of SIGGRAPH. Schools are invited to produce 360 content that addresses the past, present, and future of computer graphics at their home institutions. Although the Executive Committee has generously funded this initiative as a special project, we are still trying to raise money to support this project. It is both a challenge and an opportunity to generate funds and obtain content. The degree to which we are successful will not be known until the conference.

With the significance of the 50th anniversary celebration, and the number of educators involved in the organization, we do anticipate sustained and increased interest in the work of the Committee so that we can keep up the positive trajectory of engagement with our activities. The inclusion of an opt-in checkbox for the CG Educators Listserv when registering for a SIGGRAPH conference may be an easy way to expand our outreach and could be very helpful to our efforts. We continue to utilize the various social media platforms available to us and set up a Discord server and Mastodon account (but nobody seems to be using them yet). Outreach and engagement are ongoing efforts.

Goals for Next Year:

To encourage and facilitate efforts that connect education communities, better the educational process, and trigger innovation and creativity. Specifically, in the short term, to continue to grow our followers across the four social accounts and the YouTube channel, to engage in more meaningful ways with an emphasis on trying polls and job postings, to improve post-conference/non-event promotion posting (Aug-Dec), to continue to work on sub-committee communication to better distribute their events and calls, to continue to work with SIGGRAPH Communications and expand contributions to blog and newsletters, and to showcase video content and engagement opportunities throughout the year to improve membership and grow the SIGGRAPH educator community.

To support projects and activities that further educational development in the field and evaluate these projects to ensure they meet the needs of the educator and learner.

To provide global online resources for educators that help to define a knowledge base for the discipline, to identify curriculum and core competencies, and to provide innovative learning tools and pedagogy.

To enhance the presence of the educational community at both SIGGRAPH and SIGGRAPH Asia

To offer a resource structure to enable future educators to continue in the development of the field.

Early Career Development Committee (Formerly S3)

Chair: Marisa (Ginger) Tontaveetong

Mission:

Established in 2007, Early Career Development is a committee of ACM SIGGRAPH with a mission to organize, develop, and facilitate events that enhance the value of ACM SIGGRAPH membership for students and emerging professionals throughout the year, while integrating with the larger SIGGRAPH community and supporting career development. This includes undergraduate and graduate students, as well as those in their first three years after graduation.

Early Career Development is also responsible for maintaining continuity and institutional knowledge for the student volunteer and intern programs at SIGGRAPH and SIGGRAPH Asia conferences, and collaborates with other SIGGRAPH entities on matters affecting student and emerging professionals. Early Career Development offers three primary programs: S3R3, which provides resume and demo reel reviews; MentorMe, which provides mentorship for ACM SIGGRAPH student members; and a series of webinars.

Accomplishments:

The Early Career Development committee achieved several milestones this year, including the continuation of our signature on-site portfolio review S3R3 at the SIGGRAPH/ASIA conference with over 100 portfolios reviewed. The Conference Apprenticeship Program was expanded to provide leadership experience and connect past SIGGRAPH attendees with committee members. We are proud to have several former CAP apprentices who have contributed as members of different committees, including year-round committees. To expand our reach, we have also launched a monthly online portfolio session throughout the year, allowing us to serve more people than just at the conference and increase membership value. Lastly, we established a Discord channel shared with and utilized by the Student Volunteer Committee, to maintain the connection with past student volunteers and built out a mailing list of past reviewers to be able to have a good database to work with. As a proactive measure, we have developed new processes and protocols, such as a Code of Conduct, to ensure that industry professionals we collaborate with understand appropriate interactions with student volunteers.

Challenges:

The Early Career Development committee faces challenges in executing tasks efficiently due to limited committee member bandwidth and unexpected live circumstances. Gaining access to the target audience is also challenging since the committee does not have access to the members' list. Additionally, planning is difficult due to the lack of a comprehensive calendar detailing the requirements for the year, resulting in fragmented information.

Goals for Next Year:

Streamline processes and scale year-round services that focus on sustainability of volunteerism beyond conference-centric events.

Establish protocols for a safer and more professional environment for early career members to interact with professionals.

Establish a pathway for learning and growth throughout members' careers, not just for beginners.

External Relations Committee

Chair: Joaquim Jorge

Mission:

The mission of the External Relations committee is to manage relationships with professional societies and organizations that are external to ACM. Working with the EC this committee identifies and establishes relationships with new organizations according to the current strategic plan.

Accomplishments:

DCEXPO 2022

SIGGRAPH 2023 E-Tech Chair, Mashhuda Glencross, was honored with an invitation from DCAJ to participate in the event. Her keynote speech was a highlight, as was the opportunity to partake in an award exchange ceremony.

RTC Panel (8 November 2022)

Panelists Jesse Barker, Bonnie Mitchell, and Joaquim Jorge hosted an engaging session that attracted an impressive turnout. With 2,585 participants registered, and a healthy 1,314 new unique email registrants, the session was a tremendous success. RTC also signaled interest in participating in the RTL in LA initiative.

SID - ACM SIGGRAPH Meeting (April 2023)

Discussions centered on potential collaborations. The LA chapter also confirmed their participation in the forthcoming Display Week 2023 event scheduled for May.

Spark CG Memorandum of Understanding

The Memorandum of Understanding with Spark CG is in the process of being updated, with the aim of finalizing the agreement before SIGGRAPH 2023 in LA.

Asiagraph Memorandum of Understanding

The draft Memorandum of Understanding with Asiagraph is currently under review by the CAG/SACAG committees.

VFX Rio Agreement

The Memorandum of Understanding is under review by the CAG committee and subsequently, will be examined by the SACAG committee.

Eurographics Memorandum of Understanding

This memorandum was officially signed in March 2022.

SIGGRAPH Asia 2022 Daegu

DCAJ actively participated in the event, both as an ACM SIGGRAPH partner and a paid exhibitor. The "Best of CHI" session was well-attended with 120 attendees, while the Invited TVCG Sessions on VR and Visualization showcased 12 papers.

SIGGRAPH 2022 Vancouver

a Zoom session was hosted prior to the in-person conference.

The in-person event gathered representatives from VFX Rio, View, and other organizations in attendance.

Eurographics Conference 2023 Saarbrücken

Joaquim Jorge was in attendance, representing SIGGRAPH. took part in the EG/EXC meeting and is a member of the EG Steering Committee (EG/SC): discussed opportunities for collaboration re: joint SIGGRAPH / EG venues.

Partnership Enhancements

Successful banner exchanges were carried out with partner organizations and ACM SIGGRAPH and SIGGRAPH Asia.

SIGGRAPH 2023 Updates

IEEE VgTC will host two invited Sessions on VR/Visualization and an innovative Frontiers Workshop. The "Advanced Visual Interactions: Best of UIST 2022/2021" event is set to include six insightful presentations.

Challenges:

Improving Memorandum of Understanding Workflow

We have identified the existing Memorandum of Understanding approval process as inefficient, leading to potential bottlenecks in our operations and collaborations. We need to review and streamline this workflow, prioritizing speed and productivity without compromising the process's integrity. We invite all to provide suggestions and insights to address this issue effectively.

Need for Detailed Committee Page on SIGGRAPH Site

Our committee lacks a detailed representation on the new SIGGRAPH site. Having a comprehensive and accessible page is essential for visibility, internal communication, and external engagement. We need to rectify this by having a well-structured, informative page that accurately represents our committee's roles, responsibilities, and achievements.

Need a clear ACM/SIGGRAPH Vision/Strategy

We have noted a distinct lack of strategic vision from the Executive Committee (EC) concerning the current strategic plan. This void can hinder our ability to align our actions and goals with the broader organizational strategy.

Goals for Next Year:

Memorandum of Understanding with Ars Electronica

Develop a Memorandum of Understanding with Ars Electronica, incorporating valuable input from Thierry Frey and Paul DeBevec, to promote content

Closer Relations with IGDA

Cultivate a closer relationship with the International Game Developers Association (IGDA) to promote shared interests and potential collaborations.

Memorandum of Understanding Template and CAG/SACAG Agreement

Develop a standardized Memorandum of Understanding template for ease of future agreements, and secure a consensus with the CAG/SACAG committees on its application.

Enhanced Committee Connections

Strengthen connections with the Arts, Education, CAG, and SACAG standing committees to foster improved collaboration and communication.
exchange.

Enhance collaboration with the Computer Animation Festival Advisory Group (CAFAB) in crafting and implementing joint agreements.

Cooperate closely with the Diversity, Equity, and Inclusion Committee to incorporate DEI initiatives into our strategies and activities.

Refining the Partners Lounge Concept

Rework the existing "Partners Lounge" concept to better facilitate networking, collaboration, and engagement.

Committee Page Migration

Ensure successful migration of our Committee page to the new SIGGRAPH site, enhancing visibility and access for all stakeholders.

History Committee

Chair: Mary Whitton

Mission:

The committee's goals and priorities are: (1) to preserve the records, stories, and artifacts of our community and industry, (2) to make documentation of the collected materials broadly accessible by ACM SIGGRAPH members and the public at minimal cost, and (3) to document the impact of SIGGRAPH on the development of computer graphics, the computer graphics industry, and industries enabled by graphics and imaging

Accomplishments:

Supported S2023 History Chair, Bonnie Mitchell, as she planned and implemented the 2023 history program.

Highlights: Three retrospective panels; Two fun special events (Fast Backwards and a Family Feud-like quiz show); An immersive Time Tunnel, Exhibits of Graphics Curiosities, and more.

Bonnie initiated a physical archive at Bowling Green collecting SIGGRAPH print and memorabilia. Photographs and scans of donated materials are going into the online archive. A major effort has been entering the technical papers and creating a "people" page for each author.

We had past SIGGRAPH Proceedings scanned (high quality); about 90% complete.

Seminal Graphics Vol. 2 will be published for S2023 with 88 papers. Michael Cohen, Chair and Mary Whitton, Editor.

The July/August issue of IEEE Computer Graphics and Applications magazine will feature The Big 50: Celebrating 50 ACM SIGGRAPH Conferences: over 200 stories and 120 contributors. David Kasik, Mary Whitton, and Chris Johnson are Co-editors.

Challenges:

Long term archiving, both of physical materials and our valuable digital resources, e.g., sources for the SIGGRAPH Video Review. ACM has been promising a plan/program to store and maintain digital records, but there seems to be no movement.

The physical archive cannot stay at Bowling Green indefinitely. We talk periodically with both the Babbage Institute and the Computer History Museum, but neither is prepared to take all of this stuff.

We are hampered in making our technical materials available to members by lack of appropriate copyrights on, for instance, the Course Notes.

We need to investigate the model that the Internet Archive use, work with other organizations who are creating archives to learn best practices, and with ACM, their rights people, and the Open Access group to solve this problem.

Volunteers. Record preservation is not a high profile project, but it is key to long term documentation of the organization—in all its pieces and parts. Finding people to do this and providing them with, minimally, an easy to use digital repository for their records is hard. The rich history of most of the Local Groups is lost.

Funding. We need more resources for capturing and editing video interviews; scanning; shipping. We (still) do not know what, if anything, it will cost us to recover the videotapes of the interviews made for “The Story of Computer Graphics.”

Goals for Next Year:

Survive SIGGRAPH 2023 run up and execution.

Find a new chair for the committee. Bonnie deserves a rest.

Begin working with Julian Gomez, History Chair for S2024, on his plans.

Reconnect with Andres Burbano, S2024 conference chair. Julian is looking relatively broadly at graphics history and his personal interest is in a graph database to support indexing. Coordinate with what Bonnie is archiving through ISEA.

Complete the Proceedings scanning and seek funding for additional scanning.

Get all the already recorded interviews transcribed, edited, and available on the web.

Continue work to get the Source tapes for interviews done for “The Story of Computer Graphics” back in ACM SIGGRAPH hands.

Make a template/plan/how-to for sub-organizations of SIGGRAPH to preserve their history. Coordinate with the ACM History SIG Heritage project. Publish it and publicize it.

Interactive and Immersive Experiences

Chair: Mark Billinghamurst

Mission:

The vision of the Immersive and Interactive Environments Committee is to support researchers and practitioners involved in the design and creation of interactive and immersive experiences and promote them throughout the SIGGRAPH organization.

The Immersive and Interactive Environments Committee was created to raise awareness of Interactive and Immersive Experiences at the Siggraph conferences and in the broader community. This includes creating a web portal showcasing Interactive and Immersive Experiences, identifying leading examples of Interactive and Immersive Experiences, promoting education and innovation in the area, etc.

The current members of the committee are:

Mark Billinghamurst (New Zealand) (Chair)

Tomasz Bednarz (Australia) (Deputy Chair)

Paul Deitz (USA)

Ali Mazalek (Canada)

Carolina Cruz-Neira (USA)

Bektour Ryskeldiev (Japan)

We had one person resign from the committee in 2022 (Laura Trutoiu), and recruited one new member (Ali Mazalek). We are currently discussing with two people from Europe about joining the committee (Suzanna Smidt, Jie Li).

Accomplishments:

The 2022-23 year was the fourth year that the committee was in operation, and the first since the COVID-19 pandemic, so we were able to make progress in the following areas:

Setting annual goals

Establishing a pattern of regular meetings

Developing a mentoring program

Creating a speaker series

Developing an interactive piece for the SIGGRAPH 50th anniversary

Collecting historic interactive pieces for the SIGGRAPH 50th anniversary

Creating content for the SIGGRAPH University

Coordinating with the External Relations Committee and other committees

Organizing events at SIGGRAPH and SIGGRAPH Asia

Providing content for the I&I web presence on the SIGGRAPH sites

Establishing a social media presence for SIGGRAPH I&I

In 2022-2023 the committee had the following high-level goals in 2022-2023:

Create an online repository of previous significant interactive and immersive work from SIGGRAPH - This was replaced by work of the History committee

Host BOF and Workshop activities at SIGGRAPH and SIGGRAPH Asia - DONE

Create stronger connections to other SIGGRAPH committees - DONE

Work with SIGGRAPH program and technical chairs to increase the interactive and immersive experiences work at SIGGRAPH - In progress

Facilitation of creation of a community-led interactive piece to celebrate 50 years of Interactive and Immersive work at SIGGRAPH, for SIGGRAPH 2023 - DONE

Increase social media following, and adding other social media accounts - DONE

Recruiting more committee members, especially from Asia and Europe - In progress

Start arranging regular online community meetings - In progress

Establishing a mentoring program for students and early career researchers Modified to ETech/XR mentoring program.

Connecting with CHI/UIST to encourage involvement from people from those conferences at SIGGRAPH - In progress

As can be seen, 5/10 goals were accomplished or not longer required, with four more in progress. Specific accomplishments have been made in the following areas:

Regular Meetings: Since late 2022 committee meetings have been held regularly every two weeks. This is a significant improvement from 2021-2022 when meetings were held every 4-6 weeks.

Developing a Mentoring Program: In 2023 we have developed a mentoring program to help the best exhibitors at the E-tech and XR programs at SIGGRAPH conferences.

Asia to submit their work as full technical papers to the conference in the following year.

This program will be tested at SIGGRAPH 2023, and will also be rolled out at SIGGRAPH Asia 2023. The program was developed in collaboration with the SIGGRAPH 2023 E-Tech chair and is currently being reviewed for final changes before being implemented.

Coordinating with the External Relations Committee and other committees: Mark Billingham has been attending the bi-weekly Focused Communities/Guilds meeting chaired by Barbara Mones. This is to coordinate with other committees and report on activities. He is also part of the External Relations

Committee run by Joaquim Jorge. As part of this committee he is now engaged in discussions with the AWE conference (the largest business AR/VR conference in the world), and the VR/AR Association (the largest professional community), about them signing Memorandums of Understanding with SIGGRAPH and becoming partner conferences. This should happen in September 2023.

Presentations at Conferences: Birds of a Feather or Workshop sessions were organized at SIGGRAPH 2022, and SIGGRAPH Asia 2022. These were used to present the activities of the Interactive and Immersive Experiences Committee to the broader SIGGRAPH community, get feedback on the planned activities for the year and recruit new members. At SIGGRAPH 2022 we organized a Birds of a Feather session reflecting on almost 50 years of interactive and immersive experiences being presented at SIGGRAPH. We brainstormed for an interactive piece that we would like to develop for the 50th anniversary at SIGGRAPH 2023. We have organized a two hour VR Theatre session for SIGGRAPH 2023.

Social Media Presence: We grew the Twitter account for the activities of the Interactive and Immersive Experiences Committee, and launched a Facebook page. We also ensured regular postings on both of these (especially Twitter), so the social media presence is steadily growing.

Creating a Speaker Series: We have created a SIGGRAPH I+I podcast series with the first podcast expected to launch in August 2023. Paul Dietz has arranged with Eddie Sotto from Sotto Studios to be the first guest, and we will also record other speakers during the SIGGRAPH conference to provide a monthly podcast from August onwards. Some future events will be live speakers, rather than pre-recorded podcasts.

Developing an Interactive Piece for SIGGRAPH 2023: We ran several BOF meetings to get volunteers and inspiration for creating a special interactive piece for the

SIGGRAPH 2023 50th anniversary. Based on this Paul Dietz worked with a team to create an interactive teapot exhibit that will be shown in the Time Tunnel Exhibit. In addition to this, Mark Billingurst worked with the History Committee to create an AR mirror experience (sponsored by Snap) and a mobile AR application that allowed people to see historic T-Shirts overlaid on live video of themselves. These will both be shown at several locations in Siggraph 2023.

Collecting historic interactive pieces for the SIGGRAPH 50th anniversary: The I&I Committee worked with the History Committee to select 11 of some of the the best interactive pieces shown in previous E-Tech programs and have arranged to bring them to SIGGRAPH 2023. This included all of the exhibit planning, and sponsor fundraising for the installations. The will form the bulk of the Blasts from the Past exhibit that will be shown in the SIGGRAPH 2023 trade show.

Creating content for the SIGGRAPH University: We have created a course on XR prototyping that is ready to be included in the SIGGRAPH University course content, and have other courses on XR Interaction Design, and XR User Evaluation that are partly in development. We are waiting for clarity on what is happening to the SIGGRAPH University and how to add this content to the existing website.

Providing content for the I&I web presence on the SIGGRAPH website: Revised material has been created, including an update of the active committee members. We just need to work with Adele to have it updated on the website.

Connecting with CHI/UIST/IEEE ISMAR and IEEE VR conferences: We are still working on our plan to connect with the ACM SigCHI and UIST conferences, and the IEEE ISMAR and IEEE VR conference. This is to encourage participation from those communities into SIGGRAPH. We have brainstormed a number of ideas such as showing the best CHI/UIST demos in Emerging Tech, getting the best CHI/UIST papers presented in BOF/Workshops, and providing promotional material into CHI/UIST conference packets. However we still need to work with CHI/UIS/ISMAR/VR steering committees to see which ideas would work best. Hopefully this will be completed in late 2023.

Goals for Next Year:

The committee would like to achieve the following high-level goals in 2022-2023. Other goals may be added to this list through the year as needs become apparent:

Host BOF and Workshop activities at SIGGRAPH and SIGGRAPH Asia

Continue to actively participate in other SIGGRAPH committees

Work with the *External Relations Committee* to complete Memorandums of Understanding with external AR/VR related conferences and have a presence at these conferences

Launch the mentoring program and have at least 6-10 papers mentored through to submission for SIGGRAPH and SIGGRAPH Asia

Finalize plans for connecting with CHI/UIST/ISMAR/IEEE VR to encourage involvement from people from those conferences at SIGGRAPH

Connect with all active SIGGRAPH chapters to offer speaker/demo services

Ensure the featured speaker series grows to at least one speaker every two months

Upload at least three courses to the SIGGRAPH University site.

Information Technology Services

Chair: Aaron Hosier

Mission:

The Information Technology Services Committee manages and supports various services and systems for ACM SIGGRAPH including: the servers used to host organizational and conference websites; creating, maintaining, and supporting email aliases and lists used within the organization for committees, conferences, and chapters; management and support of the ACM SIGGRAPH Zoom services; and the management and support of the ACM SIGGRAPH Google GSuite site. ITS also provides and supports a similar set of services to chapters within the ACM SIGGRAPH organization.

Accomplishments:

Protecting the organizational and SIGGRAPH Asia websites with a web application firewall. This setup can also be deployed to the SIGGRAPH conference website if needed.

Working with the History committee on deployment of new servers to support their efforts.

Started migration of web content from physical servers to the new virtual server environment.

Support new and existing chapters in their use of GSuite and A2/WordPress.

Work with chapters who haven't migrated from older websites to the newer A2/WordPress configuration.

Deploying Slack out to the chapters, in particular the chapter leaders.

Building out documentation for various processes and setups.

Yearly conference preparation which consists of:

Creation and setup of 30+ email lists

Setup and then work with the vendors to test/deploy the conference websites for SIGGRAPH NA and SIGGRAPH ASIA.

Creation of the Google Drive structure used by conference administration for all conference related materials.

Working with the vendor to create and deploy the static archive version of the previous year's conference website.

Challenges:

For the most part I would say that there aren't significant challenges at this time. Looking forward, resources may be an issue (both monetarily and people) if there are additional services that the organization would like us to provide.

Goals for Next Year:

Updating our base version of PHP on all servers to 8.1/8.2

Continue work on migrating sites from the physical servers to the virtual environment.

Developing newer, easier to use website templates for chapters.

Cleanup of unused sites on A2 and GSuite.

Provide more design support for chapter websites.

Propose to the EC to migrate org/conference email aliases to @acmsiggraph.org

International Resources Committee

Chair: Asiya Asha

Mission:

Promoting SIGGRAPH and linking our worldwide community of computer graphics and interactive techniques through both, on-site and year-round activities.

Accomplishments:

We successfully held two sessions at SIGGRAPH Asia 2022, and we're planning four more for SIGGRAPH LA 2023.

At SIGGRAPH Asia 2022, our IRC team hosted a 'Women in CG' and a 'CG in Asia' session. We also had a networking event at our booth.

Looking forward to SIGGRAPH 2023, we've planned sessions like 'SIGGRAPH for Beginners' to help new attendees, as well as regional sessions like 'CG in Latin America' and 'CG in Japan'. To support diversity, we're having another 'Women in CG' session. We're also planning on adding a new BOF 'Web3/NFT related' session.

To increase our reach, we've also prepared a new committee website and finalized it before launching. Also onboarded two new team members - from Japan and Ukraine.

Challenges:

Efficiently fostering communication and engagement among team members, keeping in mind the geographical diversity and varied time zones that they are from.

Goals for Next Year:

Boost international engagement by initiating a series of regionally-focused interviews featuring industry professionals and academics from the SIGGRAPH community. Continuously strive to design and introduce new sessions. Aim to enhance our social media presence, by increasing activity and interaction across all platforms. Lastly, work towards fostering stronger collaboration with other committees to facilitate sharing resources and ideas.

Membership Committee

Chair: Barbara Helfer

Mission:

The ACM SIGGRAPH Membership committee's mission is to better serve the needs of our membership and our volunteers by coordinating all ACM SIGGRAPH activities designed to benefit our members and

exploring new ways to enhance the value of membership. The Membership Committee works with the ACM SIGGRAPH Executive Committee to define member benefits and membership rates, as well as serves as lead of the SIGGRAPH Village at both the SIGGRAPH and SIGGRAPH Asia Conferences.

Accomplishments:

Worked with different standing committees to set up offerings for SIGGRAPH Asia 2022 and SIGGRAPH 2023.

Worked with the Online Community providing support as needed.

Worked closely with DeAnna Dyhr on the setup and communication surrounding the ACM SIGGRAPH Village and ACM SIGGRAPH Theater.

Worked on a competitive analysis of other professional societies and their goals and members services.

Challenges:

Have to go through the treasurer to get membership data. Membership was under Communications until recently, and we have not changed the access from the organization.

Aligning membership with the organization.

Goals for Next Year:

Taking competitive analysis and determining ACM SIGGRAPH Membership needs.

Work with EC to determine where they want to head with membership to support the needs of the organization.

Define member benefits (i.e., programming, discounts, access, etc.).

Brainstorm ways to enhance the member benefits and if there are any gaps to consider.

Explore various membership models and review against ACM SIGGRAPH's current membership model (i.e., benefits, rates, etc.)

Coordinate with ACM to understand if there are ways to enhance our membership database to better inform our benefits and grow membership (e.g., CRM tools).

Manage the SIGGRAPH Village at the annual SIGGRAPH conferences.

Nominations Committee

Chair: Thierry Frey

Mission:

Selects slate for the annual Executive Committee election.

Recommends candidates for Chairs of Standing Committees to the Executive Committee.

Accomplishments:

SIGGRAPH 2022 was the first in-person conference after 2 virtual conferences. The Nominations Committee did not hold any formal interviews, but rather networked and outreached to as many persons as possible over the course of the conference. The result was a list of almost 100 names of persons who expressed an interest, even if very moderate. 2022 also saw a higher number of interviews of potential EC candidates when compared to the past 2 years.

ACM SIGGRAPH Election

The Nominations Committee facilitated the interviewing and selection of the Executive Committee slate for 2023. The slate is as follows:

Director A

Mathieu Desbrun, Inria/X

Alla Sheffer, University of British Columbia

Director B

Elizabeth Baron, Unity Technologies

Marc Petit, Epic Games

Director C

Courtney Starrett, Texas A&M University

Victoria Szabo, Duke University

The Executive Committee made some changes to the structure of the Standing Committees in 2023. The Nominations Committee managed advertisements/applications, conducted interviews, assisted and made recommendations for the following Standing Committee Chair positions:

Early Career Development Committee

External Relations Committee

Specialized Conference Committee

Challenges:

Renewing the members on the Nominations Committee.

Finding a better balance for the end-of-terms of all Standing Committees.

Goals for Next Year:

2024 is the end of term for almost half of the Standing Committees and will require an unusual amount of work from the Nominations Committee. To help alleviate this situation, the EC has started to restructure the group of Standing Committees. Extending the term of a few chair positions is also being considered as a means to find a better balance in the long-term.

As a reminder: as history has taught us, apart from the interviews, we will not hold any type of Nominations event to meet volunteers (panel, reception, mixer etc.) It has been determined that such events are not successful even when listed on the schedule well in advance; very few members attend.

Additionally, printed PR materials have been eliminated from the budget as it is not deemed to be effective.

Publications Committee

Chair: Stephen Spencer

Mission:

Documents the content presented at our annual events, using channels that are efficient and cost-effective. Works with ACM Publications Board as new situations arise and on items with broader implications.

Accomplishments:

Ongoing initiatives include working with the organizers of numerous sponsored events to collect content and prepare the proceedings of their event, and work with ACM personnel to import that content into the ACM Digital Library.

Over the past twelve months, I have worked with the organizers of the following sponsored events: SIGGRAPH 2022, SIGGRAPH Asia 2022, CSCS, CVMP, DigiPro, ETRA, HPG, I3D, MIG, SAP, SCF, SUI, VRCAI, VRST, and Web3D.

The production process for the PACMCGIT issue documenting Art Papers has improved.

Substantive discussions with other volunteers involved in proceedings production, either for specific events or for other SIGs.

Goals for Next Year:

Clearer documentation of the proceedings / TOG / PACMCGIT production process.

Helping authors and event organizers understand changes to publications policy from ACM as they happen - the necessity of ORCID identifiers, and the pending expansion of TAPS to journal publications are but two examples of this kind of change.

Specialized Conferences Committee (SCC)

Chair: Paul Kry

Mission:

The mission of the ACM SIGGRAPH Specialized Conferences Committee is to approve and monitor specialized conferences to ensure that they are financially and intellectually healthy and aligned with the mission of ACM SIGGRAPH. Promotes awareness of the specialized conferences and the resulting archival content to the broader community and works to improve the integration of the specialized conferences with other SIGGRAPH events. Together with the External Relations Committee, the SCC works to strengthen existing ties and identify new venues, emerging themes, or potential relationships with other conferences and organizations to broaden the scope of SIGGRAPH.

Accomplishments:

SIGGRAPH sponsorship with 50% of previous surplus now running smoothly. For example, SCF using these funds to sponsor travel for a diverse set of keynotes.

Digipro 2022 had a large attendance and surplus.

Challenges:

Continuing to monitor SC submission rates and participation rates.
(too early to say if S&SA conference track is eating submissions)

Creation of ECR and dissertation awards has stalled.
(Must follow ACM approval process)

Slow closing of smaller specialized conferences run at universities.
(i.e., SCA 2022)

HPG 23 missing VAT, and may eat into surplus.

Digipro 23 and LA hotel strike.
(Decision not to change venue, with minimal impact)

Goals for Next Year:

Bring conference steering committee chairs and/or conference chairs into SCC slack channel.

Update the ACM SIGGRAPH Specialized Conferences Handbook.

Update observable calendar (e.g., year selection does not update to current year).

Improve communication channels (slack?) for important connections:

Publications (timelines)

PACMCGIT (timelines)

Treasurer (50% surplus grants)

Eurographics workshops chair (SCA, HPG, Expressive)

SC chairs (best practices, e.g., sponsorship)

Chapters (new events)

External relations (new events)

Advisory Boards

Computer Animation Festival Advisory Board (CAFAB):

Chair: Mark Elendt

Mission:

The Computer Animation Festival Advisory Board (CAFAB) was established with the goal to provide long term vision to the CAF while promoting the SIGGRAPH Organization and Conferences through the international Traveling Show.

Accomplishments:

SIGGRAPH received over 300 short films for consideration from around the world. The Festival Producer, Kalina Borkiewicz, organized a well rounded jury to review the content and select the best computer animation to be shown at August's conference in LA.

To celebrate the 50th conference, Kalina has put together a not to be missed retrospective of the Computer Animation Festival. If you've been to SIGGRAPH, you likely remember attending the Computer Animation Festival. Maybe one of your favorite pieces will be highlighted in this retrospective.

Submissions have opened for December's SIGGRAPH Asia conference and are being tracked by the co-chairs, Herman Van Eyken and Rob Coleman.

Challenges:

This was the first year we saw AI generated content being submitted to the festival. This is something the CAFAB will be tracking for future conferences.

The CAFAB is also investigating approaches to streamline submissions. User feedback indicates that, compared to other film festivals, submitting to the SIGGRAPH CAF has significant challenges.

Goals for Next Year:

The primary goal of the CAFAB for next year will be to streamline the submission process to simplify the process for future CAF chairs and to increase submissions from short film creators. There are several initiatives we're researching and discussing with other SIGGRAPH committees.

Some solutions we're investigating may also broaden or change the options for streaming services for virtual conference attendees.

Other goals remain consistent from previous years:

Providing a channel between the two conferences to help drive consistency, best practices and learning.

Partnerships and distribution remain priorities as these are a vehicle to increase awareness and presence of ACM SIGGRAPH

Art Advisory Group (AAG):

Chair: Victoria Szabo

Mission:

The SIGGRAPH Art Advisory Group (AAG) was established in spring of 2019 to ensure that Art Gallery and Art Papers continue to be valued conference programs serving the artist community and beyond.

This group provides counsel to the Conference Advisory Group (CAG) and SIGGRAPH Asia Conference Advisory Group (SACAG), as needed, on multi-year, cross-conference issues affecting the Art Gallery and Papers community.

AAG currently has 11 members (Chair & Ex-officio members). Ex-officio members are N-1, N, and N+1 art Gallery and Papers chairs for SIGGRAPH, SIGGRAPH Asia, and two external advisors.

Accomplishments:

This year the AAG continued to shepherd the partnership with PACMCGIT around documenting Art Papers for the SIGGRAPH conference in a special issue of the journal. We have refined the workflow and expectations around manuscript review and preparation for final publication.

The AAG supported the restart of Art Papers at SIGGRAPH Asia in 2023 and is working to establish the presence of the Art venues at SIGGRAPH Asia in 2024.

Challenges:

The Art Papers Community would like to have higher visibility for the publications in PACMCGIT. Their discoverability to the art community is still less than it was in our former publication model. We have requested that additional keywords be added to the platform in order to enhance SEO. In addition, we have not yet established a consistent way to document the SIGGRAPH Art Gallery beyond its listing in the Digital Library. Given the convergence of year-round and Conference related Art activities, especially given the growth of online activities, the distinction between the Digital Arts Standing Committee and the broader Digital Arts Community (ie including Conference activities) is not always clear. This ambiguity was reflected in the content of the SIGGRAPH website, which we are working to address. The Art communities have observed that participating in SIGGRAPH remains cost-prohibitive for many, and would like more robust mechanisms for supporting artists with limited means of support in SIGGRAPH activities.

Goals for Next Year:

Continue to develop the workflow for Art Papers and PACMCGIT, including keywords and SEO.

Explore mechanisms for documenting SIGGRAPH Asia Art Papers in 2024+, including possible inclusion in PACMCIT

Develop templates or other strategies for Art Gallery documentation beyond the DL presence

Develop a roadmap for the Conferences and DAC Art venues to work together around publicity, online events, and documentation of activities, including web presence on the SIGGRAPH website and "membership" within the community.

Explore bursaries and other mechanisms for including artists, especially younger and more diverse practitioners, online and onsite.

Governance Advisory Board (GAB)

Chair: Scott Owen

Mission:

Ensure that our structure, policies, and procedures are reflective of what we do, what we should be doing, and are the most effective and efficient possible.

Accomplishments:

For more detail on the items below please see the Change Log link at <https://www.siggraph.org/committees/governance-committee/>

Added a public link to this Change Log document from the Governance Advisory Board page on siggraph.org so that people can see the changes made.

Made mention of Advisory Boards/Groups consistent.

Corrected mistakes in Section 10.0.1 and 10.0.2

Modified approval process in Section 4.5

Recommended following Bylaws change, which must be approved by members:

4.3 Number of directors. There are nine elected Directors plus the Chair of the SIGGRAPH Conference Advisory Group and Chair of the SIGGRAPH Asia Conference Advisory Group. The number of elected directors can be changed by the EC with a supermajority vote and shall be no fewer than seven and no more than thirteen.

The Governance Chair is an ex-officio member of the EC.

Change policies so that only ACM SIGGRAPH members can receive travel reimbursement.

Whenever the EC must approve a position they have at least two possible candidates.

Change in EC voting policy to ensure no conflict of interest.

Update Section 6.10 Strategy Committees: Remove Digital Presence.

Delete obsolete paragraph about Service Award Committee.

Change Governance from a Standing Committee to an Advisory Group.

Added Section XVI Website Policies.

Modified Section X Volunteer Recognition.

Modified Section XI: Expense Policy so all expenses reports are submitted as PDF files.

Remove all references to SIGGRAPH North America (SNA) from Policy Guidelines and replace them with SIGGRAPH. Remove all references to SA from Policy Guidelines and replace them with SIGGRAPH Asia.

Recommended establishment of a Volunteer Development Committee.

Modified 4.5 Unbudgeted Expenses to remove ambiguity.

Challenges:

ACM SIGGRAPH is a large and complex organization and keeping consistency across all of the parts is sometimes difficult.

Goals for Next Year:

Continue to examine structure and policies for improvement.

Papers Advisory Group (PAG):**Chair:** George Drettakis**Mission:**

The full 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.

Accomplishments:

The PAG provided lists of recommended Papers Chair candidates for SIGGRAPH Asia and SIGGRAPH. The PAG also responded to various inquiries from the current Papers Chairs on matters of policy and situations requiring decisions, such as changing the name of papers sessions (they were called "roundtables" for the virtual editions which is no longer adapted to the return to in-person), and also the new awards program for technical papers that required interaction with other SIGGRAPH and ACM committees to be finalized. We are also monitoring the effect of the Conference Papers Track, which appears to be a success, with the number of submissions maintaining the increased level observed last year. The number of submitted abstracts to SIGGRAPH Asia was particularly high this year, with a final number of submissions similar to SIGGRAPH, which is a success. The PAG also chose the committee for the special issue of significant papers for the 50th anniversary.

Challenges:

The interactions between the CAG, the EC and the PAG could be "smoother" in some cases; this isn't a major issue, but some improvement is possible.

Goals for Next Year:

Same activities as last year, with particular attention to the potential for increase in submissions at the conferences. Contingency planning needs to be carefully worked out in advance.

Pioneers Steering Committee**Chair:** Ed Kramer**Mission:**

The ACM SIGGRAPH Pioneers are members of ACM SIGGRAPH who have been involved with computer graphics and interactive techniques for twenty years or more. They have in the past served as an advisory board to the ACM SIGGRAPH Executive Committee (EC). This year the SIGGRAPH Pioneers were reclassified as a Community Group, which is a subset of the ACM SIGGRAPH community that has a specialized common interest or demographic. The Pioneers group is committed to preserving the personal and group legacies of computer graphics

and interactive techniques. The group is now hosting a series of virtual panels focusing on pioneering moments in the field.

The ACM SIGGRAPH Pioneers are members of ACM SIGGRAPH who have been involved with computer graphics and interactive techniques for twenty years or more. The Pioneers serve as an advisory board to the ACM SIGGRAPH Executive Committee (EC) and are involved in many of the volunteering aspects of the organization and conferences.

Accomplishments:

Maintained a Steering Committee of approximately 20 members with regular monthly meetings, active since 2019. Committee has representation from the EC and from ACM, and represents a diverse cross-section of research, education, development and production pioneers.

Introduced SIGGRAPH Pioneers branding, with a logo designed by the steering committee and accepted by ACM/SIGGRAPH

Maintained communication between the Pioneers and both the History and the 50th Anniversary teams, through group communication with the Pioneers membership.

Goals for Next Year:

Host a successful in-person Pioneers Reception in Los Angeles at SIGGRAPH 2023.

Continue working with the History Committee, the SIGGRAPH 50th Anniversary Committee, the Los Angeles SIGGRAPH History Project, and the Charles Babbage Institute on legacy issues.

Continue hosting quarterly panels live, on Zoom, on issues relevant to the pioneers of computer graphics and interactive techniques.

Key Issues facing ACM SIGGRAPH:

ACM SIGGRAPH continues to be concerned regarding the long-term financial health. ACM SIGGRAPH must maintain a reserve fund balance, which is required to ensure our future viability. It is possible that our costs will increase further, as the proportion of funds ACM SIGGRAPH contributes as part of ACM will increase substantially for the next fiscal year.

ACM SIGGRAPH as an organization has been cutting costs, and has a reserve fund which meets ACM guidelines. The fund balance was reduced due to the pandemic. The uncertainty of our post-pandemic future weighs heavily on ACM SIGGRAPH leadership. We have taken steps to protect SIGGRAPH, including the hybrid conference approach for SIGGRAPH 2023.

Our membership is down significantly from last year, even as we have identified it as a critical source of revenue moving forward. This is a main driver for the strategic membership pillar. Membership is the bedrock upon which we must build.

A perennial challenge is capturing content at our conferences and our online events. Copyright issues are complex, but beyond copyright, we are losing content because many authors, especially at large companies, would like the ability to approve posting of a live performance after the performance has occurred, as insurance against an embarrassing moment or an accidental confidential comment. We would welcome working with ACM to find a way to capture such content.

Another challenge is that ACM SIGGRAPH is a large and sprawling organization. While each initiative is justified and bears fruit, as evidenced by this report, it is very difficult to manage. We have instituted a process where Standing Committees are grouped and have a single liaison on the Executive Committee, who facilitates communication within the group and also between the Standing Committees and the Executive Committee. This structure has worked reasonably well. To further enhance support for our Standing Committees we have worked to improve how information is obtained and disseminated, so that issues which arise can be worked through in a timely manner. This approach needs finesse and accountability to ensure success. The teams are working through the proper balance to optimize communication.

Appendix

Chair regroupings with EC reps:

Career Development: Eakta Jain

Early Career Development – Ginger Tontaveetong

Research CD -- TBD

Practitioner CD -- Juan Miguel de Joya

Lifelong Learning - *Sunset as a Standing Committee May 2023*

Online Communities: David Spoelstra and Elizabeth Baron

Communications – Adele Newton

History – Mary Whitton

Information Technology Services – Aaron Hosier

Publications – Stephen Spencer

Focused Communities: Barbara Mones and Shimin Hu

Digital Arts – Rebecca Xu

D&I – Tony Baylis

Education – Glenn Goldmann

Interactive and Immersive Experiences – Mark Billingham

International Resources – Asiya Asha

Chapters – A.J. Christensen

External: Hanspeter Pfister

External Relations – Joaquim Jorge

Specialized Conferences – Paul Kry

Chair's Grouping: Jesse Barker and Mona Kasra

Awards -- John (Spike) Hughes

Nominations – Thierry Frey