

SIGGRAPH Annual Report
July 2023- July 2024
Submitted By: Mona Kasra, Chair

Overview

ACM SIGGRAPH, the premier organization for Computer Graphics and Interactive Techniques, remains committed to fostering innovation, excellence, and an inclusive, equitable culture. We celebrate groundbreaking research and techniques by providing a platform for the exchange of knowledge and ideas through workshops, symposia, conferences, and publications. ACM SIGGRAPH recognizes and honors outstanding contributions to computer graphics and interactive techniques, while encouraging ongoing growth within our community. Strengthening and expanding our community is a top priority for ACM SIGGRAPH. We provide opportunities for networking, collaboration, and mentoring to help members advance professionally and personally, cultivating a supportive and inclusive environment for all.

ACM SIGGRAPH is governed by an Executive Committee (EC), consisting of nine elected directors and three appointed members. The directors annually select officers: Chair, Chair-Elect, Treasurer, and Treasurer-Elect. Our organization currently encompasses 23 volunteer-led committees (Standing, Advisory Board, Ad Hoc, and Strategy) that support the organization's mission throughout the year. These committees offer plenty of resources, learning opportunities, and networking events to our members year-around.

During the fiscal year 2023-2024, the ACM SIGGRAPH Executive Committee (EC) initiated several initiatives. These included investigating new ways to boost member benefits and improve communication with members and volunteers, as well as strengthening strategic alignment within organizational activities and partnerships. The latter initiative led the EC to explore ways to increase efficiency and streamline organizational efforts. As a result, several areas for improvement were identified:

- Reevaluating organizational efforts to ensure alignment with strategic objectives
- Consolidating some committee efforts to enhance efficiency and minimize redundancy
- Phasing out a few committees whose focus no longer aligned with strategic objectives
- Reassessing the budget planning process for greater transparency and effectiveness
- Revising the format and process for submitting annual committee reports

Additionally, the EC made significant progress towards preparing the organization for ACM's transition to open access.

Throughout the year, the EC held regular, agenda-packed virtual meetings via Zoom for one hour every other week. Additionally, they convened in-person for two-day meetings in October 2023 (Chicago, IL) and April 2024 (Santa Clara, CA). A five-hour virtual leadership meeting was also held with the Chairs of all Standing Committees in February 2024.

Our organization continues to have both healthy membership and fund balance. Our flagship conferences (SIGGRAPH & SIGGRAPH Asia) in the fiscal year 2023-2024 were successful. SIGGRAPH celebrated its 50th anniversary with a week-long event in Los Angeles, which saw great attendance following the pandemic. An international audience of more than 14,275 attendees from 78 countries attended the in-person conference and its Virtual Access component.

Outside of our two flagship conferences, ACM SIGGRAPH monitored and supported 19 specialized events, consisting of 7 sponsored events, 7 co-sponsored events, and 5 in cooperation events. Financially, the sponsored and co-sponsored events have been successful in that they tend to run small surpluses. Some of these events are published in PACM CGIT, which has seen its impact grow.

Efforts Related to Diversity, Equity, and Inclusion

ACM SIGGRAPH is committed to honoring and promoting the diversity and inclusion of disciplines, ideas, innovations, journeys, and individuals within the SIGGRAPH community. In FY'23-24, we initiated ACM SIGGRAPH's Underrepresented Communities Travel Grant on a pilot scale for the first time at SIGGRAPH 2023. Based on the insights gained, a dedicated committee was then established by the Executive Committee (EC) to determine the grant's criteria, scope, and logistics for SIGGRAPH 2024. The EC supervised the committee's efforts, selecting five deserving recipients to attend SIGGRAPH 2024. The current grant is limited to the SIGGRAPH conference; however, the long-term goal is to expand it to all conferences. The EC gathered invaluable knowledge from these two experiences, which will be utilized to optimize the grant application and selection process's equity and effectiveness in the future.

We have a dedicated DEI Standing committee whose members offer expertise and resources to our conferences and organization. In the past year, our DEI Committee undertook various initiatives such as organizing or collaborating on several panel discussions, managing the Underrepresented Communities Travel Grant, and developing an outline and framework for a revised DEI website page which is set to launch by September 2024. Furthermore, the ACM SIGGRAPH DEI Chair served as DEI liaison and committee member for the SIGGRAPH conference committee, offering assistance, conducting sessions, and providing unconscious bias learning opportunities for conference committee members.

In addition to the DEI Committee, many of our programs are actively working to increase diversity, equity, and inclusion within their offerings. For example, the ACM SIGGRAPH Digital Arts Committee (DAC) consistently extends invitations to diverse communities, encouraging their participation in DAC's monthly webinars (SPARKS) and online Exhibition opportunities. Notable successes include the Queer Digital Art Now SPARKS session in March 2024.

Similarly, WiGRAPH, an ACM SIGGRAPH Affinity Group for Women in Computer Graphics Research, aims to increase the number of women pursuing cutting-edge research in computer graphics. The program specifically supports this community, welcoming all women (cis and trans)

who are either established researchers or interested in exploring the path to becoming researchers in computer graphics. Launched in 2022, their Rising Stars in Computer Graphics program is designed to encourage people of underrepresented genders to become research leaders in computer graphics. This is a two-year program tailored for researchers who expect to be on the job market within the next two years. Announced in May, 2024, ten up-and-coming researchers selected to participate in WiGRAPH's Rising Stars program, a two-year program of mentorship and workshops co-located with SIGGRAPH 2024 and 2025.

Women of SIGGRAPH Conversations (WOSC) also hosted several sessions at SIGGRAPH 2023 and SIGGRAPH Asia 2023 to connect, empower, and develop women in computer graphics and interactive techniques by providing opportunities for professional advancement and promoting community.

In the upcoming year, ACM SIGGRAPH intends to continue establishing a robust DEI foundation within the organization. Plans include exploring methods for hosting DEI professional development workshops for EC and Standing Committee Chairs, expanding the call for participation for the Underrepresented Travel Grant for SIGGRAPH 2025, and integrating DEI into all organizational initiatives, such as the nomination process for Standing Committee chairs and Executive Committee director candidates, as well as selecting subcommittees.

Awards and Recipients

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

Steven Anson Coons Award for outstanding creative contributions to computer graphics is presented in odd-numbered years to honor an individual who has made a lifetime contribution to computer graphics and interactive techniques. The award includes a \$6,000 cash prize and a specially commissioned statue. The 2023 recipient was Marie-Paule Cani.

Computer Graphics Achievement Award is given to an individual for outstanding achievement in computer graphics and interactive techniques. The award includes a prize of \$2,000. The 2023 recipient was Wolfgang Heidrich.

Significant New Researcher Award is given to a researcher who has made a recent, significant contribution to the field of computer graphics and is new to the field (i.e., received their Ph.D. or the equivalent up to seven years ago). The intent is to recognize people who have already made a notable contribution very early in their careers and are likely to make more. The award includes a \$1,000 cash prize. The 2023 recipient was Felix Heide.

Outstanding Doctoral Dissertation Award recognizes a recent doctoral candidate who has successfully defended and completed their Ph.D. dissertation in computer graphics and interactive techniques. The 2023 recipient was Cheng Zhang.

Distinguished Artist Award is presented annually to an artist who has created a substantial and important body of work that significantly advances aesthetic content in the field of digital art. The 2023 recipient was Paul Brown.

Practitioner Award recognizes outstanding contributions to the practice and advancement of Computer Graphics and Interactive Techniques. The award recognizes the very best and most influential applications and practitioners. The award includes a \$2,000 cash prize. The 2023 recipient was Ken Museth.

Distinguished Educator Award recognizes outstanding pedagogical contributions to computer graphics and interactive techniques at any educational level or within the context of any discipline. The 2023 recipient was Scott Owen.

Outstanding Service Award is presented annually to recognize a career of outstanding service to ACM SIGGRAPH by a volunteer. The award includes a lifetime membership in ACM SIGGRAPH. The 2023 recipient was Lee Yong Tsui.

Significant papers

The research activities within ACM SIGGRAPH continue to be pioneering, vibrant, and thriving. Highlighting some of the most groundbreaking contributions to SIGGRAPH 2023 and SIGGRAPH Asia 2023, the following papers serve as a sample of the cutting-edge research published in 2023, showcasing the diversity and depth of innovation within the ACM SIGGRAPH community:

“3D Gaussian Splatting for Real-Time Radiance Field Rendering”
Bernhard Kerbl, Georgios Kopanas, Thomas Leimkuehler, George Drettakis
**An extremely influential, impactful and transformative paper*

“Split-Lohmann Multifocal Displays”
Yingsi Qin, Wei-Yu Chen, Matthew O’Toole, Aswin C. Sankaranarayanan

“Differentiable Stripe Patterns for Inverse Design of Structured Surfaces”
Juan Sebastian Montes Maestre, Yinwei Du, Ronan Hinchet, Stelian Coros, Bernhard Thomaszewski

“Globally Consistent Normal Orientation for Point Clouds by Regularizing the Winding-Number Field”
Rui Xu, Zhiyang Dou, Ningna Wang, Shiqing Xin, Shuangmin Chen, Mingyan Jiang, Xiaohu Guo, Wenping Wang, Changhe Tu

“DOC: Differentiable Optimal Control for Retargeting Motions Onto Legged Robots”
Ruben Grandia, Farbod Farshidian, Espen Knoop, Christian Schumacher, Marco Hutter, Moritz Bächer

“Fluid Simulation on Neural Flow Maps”

Yitong Deng, Hong-Xing Yu, Diyang Zhang, Jiajun Wu, Bo Zhu

“Adaptive Shells for Efficient Neural Radiance Field Rendering”

Zian Wang, Tianchang Shen, Merlin Nimier-David, Nicholas Sharp, Jun Gao, Alexander Keller, Sanja Fidler, Thomas Müller, Zan Gojcic

“Concept Decomposition for Visual Exploration and Inspiration”

Yael Vinker, Andrey Voynov, Daniel Cohen-Or, Ariel Shamir

“Meshes with Spherical Faces”

Martin Kilian, Anthony S Ramos Cisneros, Christian Müller, Helmut Pottmann

“PerfectDart: Automatic Dart Design for Garment Fitting”

Charles de Malefette, Anran Qi, Amal Dev Parakkat, Marie-Paule Cani, Takeo Igarashi

“Warped-Area Reparameterization of Differential Path Integrals”

Peiyu Xu, Sai Bangaru, Tzu-Mao Li, Shuang Zhao

Flagship Conference Activity (SIGGRAPH & SIGGRAPH Asia)

SIGGRAPH 2023

LOS ANGELES - SIGGRAPH 2023, the premier conference and exhibition on computer graphics and interactive techniques, took place 6-10 August 2023, marking its 50th year of breakthroughs and innovation. The conference provided a platform for innovators to share their exceptional contributions in digital art, technology, computer science, and other related content. An international audience of more than 14,275 attendees from 78 countries enjoyed the conference and its Mobile and Virtual Access component.

Highlights from the conference include SIGGRAPH 2023 Keynote Speakers Dr. Darío Gil, IBM Senior Vice President and Director of Research, and Kathryn Kleiman, Founder of the ENIAC Programmers Project, Author, Lawyer, and Professor at American University Washington College of Law. The History Time Tunnel, sponsored by Autodesk, was an immersive and interactive experience that showcased the history of SIGGRAPH conferences and computer graphics. The Technical Papers program continues to be the premier venue for showcasing the most cutting-edge research results from computer graphics and interactive techniques. Papers Fast Forward allowed participants to get a glimpse of all the research papers from the Technical Papers and Art Papers programs. Installations from previous conferences, playable retro video games, and a display of all Pixar Renderman walking teapots were showcased in the Blasts From the Past exhibit. The Experience Hall is where the Art Gallery featured a Retrospective of Female Digital Art Pioneers, while Emerging Technologies and the Immersive Pavilion showcased the latest in technological innovations. With Labs, participants got hands-on experiences with new techniques. Real-Time Live! was live streamed for the first time on Twitch, along with the in-person

experience. The live audience and Twitch viewers were amazed by the latest technologies with interactive visuals in real time. As storytelling and the growth of virtual reality content expands, the VR Theater presented the latest in immersive narratives. The Electronic Theater presented animation excellence across 22 featured films. In Production Sessions, the teams from recent productions highlighted behind-the-scenes creativity, innovation, and collaboration. Mobile and Virtual Access showed strong engagement, with an average of 100 users per minute logging on to explore SIGGRAPH 2023 content. The top three most popular sessions interacted with on Mobile and Virtual Access included “Stylized Rendering Techniques,” “Practical Proceduralism in Production,” and “Neural Fields for Visual Computing.”

SIGGRAPH 2023 Awardees are as follows:

Art Gallery

Best in Show — “Reinventing the Spindle”
Ebru Kurbak, University of Applied Arts Vienna

Art Papers

Best Art Paper — “Movement Quality Visualization for Wheelchair Dance”
Yurui Xie, Giulia Barbareschi, Ayesha Nabila, Kai Kunze, Masa Inakage, Keio University Graduate School of Media Design

Electronic Theater

Best in Show — “La Diplomatie de L’éclipse”
[qualifier for the Academy of Motion Picture Arts & Sciences]
César Luton, Ecole MoPA

Jury’s Choice [tie] — “The Voice in the Hollow”
Miguel Ortega, half MT studios

Jury’s Choice [tie] — “Overwatch: Kiriko”
Jeremiah Johnson and Dave Stephens, Blizzard Entertainment

Best Student Project — “Swing to the Moon”
Marie Bordessoule, Elisa Drique, Solenne Moreau, Adriana Bouissié, Vincent Levrero, Nadine de Boer, Chloé Lauzu, ESMA

Audience Choice* — “Boom”
Gabriel Augerai, Romain Augier, Laurie Pereira De Figueiredo, Charles Di Cicco, Yannick Jacquin, Miyu Distribution

Emerging Technologies

Best in Show — “Reprojection-free VR Passthrough”
Grace Kuo, Eric Penner, Seth Moczydlowski, Alex Ching, Douglas Lanman, Nathan Matsuda, Reality Labs Research, Meta

Audience Choice — “Retinal-resolution Varifocal VR”

Yang Zhao, Dave Lindberg, Bruce Cleary, Olivier Mercier, Ryan McClelland, Eric Penner, Yu-Jen Lin, Julia Majors, Douglas Lanman, Reality Labs Research, Meta

Immersive Pavilion

Best in Show — “Actualities: Seamless Live Performance With the Physical and Virtual Audiences in Multiverse”

Ke-Fan Lin, Yu-Chih Chou, Yu-Hsiang Weng, Yvone Tsai Chen, Zin-Yin Lim, Ping-Hsuan Han, National Taipei University of Technology; Chi-Po Lin, HcMusic Co., Ltd.; Tse-Yu Pan, National Taiwan University of Science and Technology

Real-Time Live!

Best in Show — “Interactive AI Material Generation and Editing in NVIDIA Omniverse”

Hassan Abu Alhaja, James Lucas, Alexander Zook, Michael Babcock, David Tyner, Rajeev, Rao, Maria Shugrina, NVIDIA

Audience Choice* — “Real-time Stage Modelling and Visual Effects for Live Performances”

Taehyun Rhee, Andrew Chalmers, Faisal Zama, Anna Stangnes, Vic Roberts, Computational Media Innovation Centre, Victoria University of Wellington

Technical Papers

Best Paper Awards —

“Split-Lohmann Multifocal Displays”

Yingsi Qin, Wei-Yu Chen, Matthew O’Toole, Aswin C. Sankaranarayanan, Carnegie Mellon University

“3D Gaussian Splatting for Real-Time Radiance Field Rendering”

Bernhard Kerbl, Inria, Université Côte d’Azur; Georgios Kopanas, Inria, Université Côte d’Azur; Thomas Leimkuehler, Max-Planck-Institut für Informatik; George Drettakis, Inria, Université Côte d’Azur

“Differentiable Stripe Patterns for Inverse Design of Structured Surfaces”

Juan Sebastian Montes Maestre, Yinwei Du, Ronan Hinchet, Stelian Coros, Bernhard Thomaszewski, ETH Zürich

“Globally Consistent Normal Orientation for Point Clouds by Regularizing the Winding-Number Field”

Rui Xu, Shandong University; Zhiyang Dou, The University of Hong Kong; Ningna Wang, The University of Texas at Dallas; Shiqing Xin, Shandong University; Shuangmin Chen, Qingdao University of Science and Technology; Mingyan Jiang, Shandong University; Xiaohu Guo, The University of Texas at Dallas; Wenping Wang, Texas A&M University; Changhe Tu, Shandong University

“DOC: Differentiable Optimal Control for Retargeting Motions Onto Legged Robots”
Ruben Grandia, Disney Research Imagineering; Farbod Farshidian, ETH Zürich; Espen Knoop, Disney Research Imagineering; Christian Schumacher, Disney Research Imagineering; Marco Hutter, ETH Zürich; Moritz Bächer, Disney Research Imagineering

Honorable Mentions —

“GestureDiffuCLIP: Gesture Diffusion Model With CLIP Latents”
Tenglong Ao, Zeyi Zhang, Libin Liu, Peking University

“Word-as-image for Semantic Typography”
Shir Iluz, Tel Aviv University; Yael Vinker, Tel Aviv University; Amir Hertz, Tel Aviv University; Daniel Berio, Goldsmiths University of London; Daniel Cohen-Or, Tel Aviv University; Ariel Shamir, Reichman University

“Sag-Free Initialization for Strand-Based Hybrid Hair Simulation”
Jerry Hsu, University of Utah, LightSpeed Studios, Tencent America; Tongtong Wang, LightSpeed Studios, Tencent America; Zherong Pan, LightSpeed Studios, Tencent America; Xifeng Gao, LightSpeed Studios, Tencent America; Cem Yuksel, University of Utah, Roblox Research; Kui Wu, LightSpeed Studios, Tencent America

“Deployable Strip Structures”
Daoming Liu, King Abdullah University of Science and Technology (KAUST); Davide Pellis, ISTI-CNR; Yu-Chou Chiang, National Chung Hsing University; Florian Rist, King Abdullah University of Science and Technology (KAUST); Johannes Wallner, TU Graz; Helmut Pottmann, King Abdullah University of Science and Technology (KAUST)

“Towards Attention-Aware Rendering”
Brooke Krajancich, Stanford University; Petr Kellnhofer, TU Delft; Gordon Wetzstein, Stanford University

“Random-access Neural Compression of Material Textures”
Karthik Vaidyanathan, Marco Salvi, Bartłomiej Wronski, Tomas Akenine-Moller, Pontus Ebelin, Aaron Lefohn, NVIDIA

“Learning Physically Simulated Tennis Skills From Broadcast Videos”
Haotian Zhang, Stanford University; Ye Yuan, NVIDIA; Viktor Makoviyuchuk, NVIDIA; Yunrong Guo, NVIDIA; Sanja Fidler, NVIDIA, University of Toronto; Xue Bin Peng, NVIDIA, Simon Fraser University; Kayvon Fatahalian, Stanford University

“Min-Deviation-Flow in Bi-directed Graphs for T-Mesh Quantization”
Martin Heistermann, University of Bern; Jethro Warnett, University of Oxford; David Bommes, University of Bern

SIGGRAPH 2023 saw the launch of the annual Test-of-Time Awards to papers that have had a significant and lasting impact on computer graphics and interactive techniques over at least a decade.

Test-of-Time Awards —

“Functional Maps: A Flexible Representation of Maps Between Shapes” (2012)

Maks Ovsjanikov, Mirela Ben-Chen, Justin Solomon, Adrian Butscher, Leonidas Guibas

“Eulerian Video Magnification for Revealing Subtle Changes in the World” (2012)

Hao-Yu Wu, Michael Rubinstein, Eugene Shih, John Guttag, Frédo Durand, William Freeman

“HDR-VDP-2: A Calibrated Visual Metric for Visibility and Quality Predictions in All Luminance Conditions” (2011)

Rafal Mantiuk, Kil Joong Kim, Allan G. Rempel, Wolfgang Heidrich

“Optimizing Locomotion Controllers Using Biologically-based Actuators and Objectives” (2012)

Jack M. Wang, Samuel R. Hamner, Scott L. Delp, Vladlen Koltun

VR Theater

Best in Show — “Missing 10 Hours VR”

Fanni Fazakas, RUMEXR, Victoria University of Wellington; Noemi Szakonyi, Mate Vincze, Match-Frame Productions

**Vote tallied on-site via survey poll.*

**Best in Show awards determined by a jury; Audience Choice awards determined by the live audience.*

SIGGRAPH Asia 2023

SYDNEY - The SIGGRAPH Asia 2023 conference took place 12 -15 December 2023 at the iconic International Convention Centre Sydney (ICC Sydney). The event marked a tremendous success in shaping the future of animation, virtual reality, artificial intelligence, and related computer graphics and interactive techniques technologies. With 5,690 attendees hailing from more than 40 countries and featuring 30 exhibiting brands, the conference and exhibition exemplified the industry's vibrant dynamism and rapid growth.

Featured sessions included speakers Rob Bredow of Industrial Light & Magic, and Paul Debevec of Netflix, who offered unique perspectives, touching on themes ranging from the synergy of art and technology to the frontiers of virtual production. Forward-thinking panels delved into the latest trends in Character Animation, VFX, Digital Humans, and the future of computer animation tools. The Conference also took a compelling look into how a hybrid society is emerging via extended reality by exploring how with Digital Twin, artifacts, space, and humans can be replicated in a digital form. One of the highlights was a real-time demonstration that demonstrated how digital

twins, big data visualization, and extended reality can connect from Sydney to other cities via Super Speed Connectivity.

Computer Animation Festival Award Winners

Best in Show — “Moirai - Thread of Life”

Ina Conradi and Mark Chavez, directors; Conradi, producer (Nanyang Technological University, School of Art)

Best Student Project — “Thaba Ye”

Preetam Dhar, Daria Batueva, Hannah Judd, Mogau Kekana, Merel Hamers, and Leroy Le Roux, directors; Cécile Blondel, producer (Gobelins l'école de l'image)

Honorable Mentions —

“Quem Salva”

Laure Devin, Maxime Bourstin, Nathan Medam, Charles Hechinger, and Titouan Jaouen, directors; Philippe Meis, producer (Supinfocom Rubika)

“Loup y es-tu ?” -

Louise Laurent, Alizée Van De Valle, Emma Fessart, Jeanne Galland, Céline Lebon, and Annouck Françoise, directors/producers (Supinfocom Rubika)

Jury Special — Hair Universe

Jinuk Choi, director/producer (Kotory Studio)

Emerging Technologies Award Winners

Best Demonstration Award (Best in Show) — “Synced Drift: A Novel Sport Using a System that Harmonises Human Movement to Transcend Distance and Ability”

Ryoichi Ando, Giulia Barbareschi, Midori Kawaguchi, Kouta Minamizawa

Best Student Demo — “FIRE: Mid-Air Thermo-Tactile Display”

Yatharth Singhal, Haokun Wang, Jin Ryong Kim

People’s Choice — “Visual-gestural Interface for Auslan Virtual Assistant”

Maria Zelenskaya, Scott Whittington, Julie Lyons, Adele Vogel, Jessica Korte

Real-Time Live! Award Winners

Best in Show — “Big Sand”

Sandy Coleman

People’s Choice — “Big Sand”

Sandy Coleman

Technical Papers Award Winners

Best Paper — “PerfectDart: Automatic Dart Design for Garment Fitting”

Charles Malefette (Ecole Polytechnique), Anran Qi (University of Tokyo), Amal Dev PARAKKAT (LTCI - Telecom Paris, Institut Polytechnique de Paris), Marie-Paule Cani (LIX - Ecole Polytechnique, Institut Polytechnique de Paris), Takeo Igarashi (University of Tokyo).

Honorable Mention — “Bounded VNDF Sampling for Smith–GGX Reflections”
Kenta Eto (Advanced Micro Devices, Inc.), Yusuke Tokuyoshi (Advanced Micro Devices, Inc.)

XR Awards

XR Theater Best in Show — “Fresh Memories: The Look ”
Ondrej Moravec

XR Theater Audience Awards— “Missing 10 Hours”
Fanni Fazakas

XR Demo Best in Show — “Transcale: Embodiment transition toward Multi-verse exploration ”
Haruka Onoda, Sohei Wakisaka, Kouta Minamizawa

XR Demo Audience Awards— “ PerfectFit: Custom-Fit Garment Design In Augmented Reality ”
Akihiro Kiuchi, Anran Qi, Eve Mingxiao Li, Dávid Maruscsák, Christian Sandor, Takeo Igarashi

Special Projects and Non-Conference programs & Activities

Our organization currently encompasses 23 volunteer-led committees (Standing, Advisory Board, Ad Hoc, and Strategy) that support the organization’s mission throughout the year. These committees offer plenty of resources, learning opportunities, and networking events to our members year-around. Here are a few highlights of the non-conference activities and programs led by ACM SIGGRAPH leadership:

Chapters

Our commitment to the growth of the worldwide chapters community continues. ACM SIGGRAPH Chapters Committee, provides technology, community connections, emotional encouragement and more for the hundreds of chapter events that happen all over the world all year-round. They also hosted webinars and chapter leader meetings to enrich the leaders' experiences. Currently, there are 42 active chapters, and the most impressive achievement in FY’23-24 was our chartering of 8 new chapters.

Digital Arts Committee (DAC)

ACM SIGGRAPH Digital Arts Committee fosters year-round engagement and dialogue within the digital, electronic, computational, and media arts. They facilitate dynamic scholarship and creative

programming within the ACM SIGGRAPH organization. In FY'23-24, DAC organized a student competition (co-sponsored with ISEA2024) *Speculative Futures Digital Arts Student Competition*, organized and juried two online art exhibitions *Future of Reality: Post-Truths, Digital Twins, and Doppelgängers* and *Monuments to the Pluriverse*, and hosted 8 webinar sessions (SPARKS Series) throughout the year on the following topics:

- Sep 2023: SIGGRAPH 2023 Art Gallery Artist Talks
- Oct 2023: Creative Graphic Design using New Technology for the Future
- Dec 2023: Robotic Art: Social and Aesthetic Dimensions, Session I & II
- Jan 2024: Recap of Art Papers at SIGGRAPH Asia 2023 in Sydney
- Feb 2024: Pioneering Interactive Art and Artists from the 1960s to 2000
- Mar 2024: Queer Digital Art Now
- Apr 2024: Anticipating the Architecture(s) of The Future – Speculative Arts & Design Research: Theory & Practice
- Jun 2024: SIGGRAPH 2024 Sneak Preview

The DAC's juried online exhibitions and monthly SPARKS sessions have effectively fostered engagement and dialogue. And the introduction of the student competition and exhibition has created valuable opportunities for students.

Education Committee

The ACM SIGGRAPH Education Committee works diligently to support educators in computer graphics and interactive techniques. This encompasses technical, creative, applied, and interdisciplinary studies at all post-secondary levels that intersect curricular areas of computer science, engineering, art, design, and related disciplines. Their activities include the annual online/virtual Symposium on Innovation, Research & Experiences in Education (SOIREE), which provides non-conference activities and benefits for members of the SIGGRAPH educational community. The third annual ACM SIGGRAPH Education Committee SOIREE was held online on January 26, 2024. The Education Committee also hosted Faculty Submitted Student Work (FSSW), SpaceTime graphic design/poster student competition, providing a platform for faculty members to share student assignments and student work in response to the assignments. In 2023, 21 different schools representing 62 assignments from 42 different faculty members were submitted and included 339 samples. This represents a 40% increase in the number of schools participating with a 28% increase in the number of student works submitted compared to 2022. A 70-minute show reel was assembled by the committee and shown at the educators program opening sessions at both SIGGRAPH 2023 in Los Angeles and SIGGRAPH Asia 2023 in Sydney. The Education Committee also managed the In Good Company initiative, which records and posts interviews with educators and industry representatives on topics of interest to the educational community.

History Committee

The ACM SIGGRAPH History Committee mission is to collect and preserve materials related to the history of ACM SIGGRAPH, its conferences, and its other activities and to make the materials available to scholars, ACM SIGGRAPH members, ACM SIGGRAPH stakeholders, and the public. Amongst many other activities, the History Committee provided two publications to celebrate the 50th anniversary of SIGGRAPH Conference last year:

- Mary C. Whitton (Ed.). 2023. *Seminal Graphics Papers: Pushing the Boundaries, Volume 2* (1st. ed.). ACM Overlay Books, Vol. Volume 2. Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3596711>
**Note: Vol 1 was published at the 25th conference in 1998*
- D. Kasik, M. Whitton and C. Johnson (Ed.), 2023. "The Big 50: Celebrating 50 ACM SIGGRAPH Conferences," *IEEE Computer Graphics and Applications*, vol. 43, no. 04, pp. 12-80. doi: 10.1109/MCG.2023.3266086

Finally, two new ACM SIGGRAPH initiatives, ad-hoc committees, are currently underway: the Design Committee, which aims to build a community of next-generation designers with ACM SIGGRAPH, and the Hybrid Society Committee, which focuses on the intersection of online presence and physical presence. These initiatives aim to expand our membership base and support the development of emerging research areas in Computer Graphics and Interactive Techniques.

Key Issues

In the coming years, ACM SIGGRAPH will face significant challenges that necessitate careful attention and adaptation. These challenges include expanding and diversifying our membership, attendees, and volunteers, and integrating DEI into organizational activities. Other challenges include rising costs due to increasing production expenses, changing attendee preferences and expectations, a decline in membership numbers, market dynamics that could impact conference sponsorships and exhibitors, economic conditions, and uncertainty regarding ACM Open Access and Digital Library revenue stream. To address these issues and ensure ACM SIGGRAPH's long-term financial sustainability and success, the Executive Committee (EC) has initiated discussions and strategic plans which will be ongoing, including:

1. Prioritizing optimization and allocating resources effectively
2. Streamlining operations to reduce costs
3. Seeking growth in emerging topics, industries, and areas (expanding its reach and growing the membership and revenue streams)
4. Investing in volunteer development while rethinking volunteer recognition/perks
5. Maintaining transparency and accountability in all aspects of operations (e.g., clear communication regarding budgets, expenditures, and decision-making processes)