

REMINDERS & INFO



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SIGGRAPH 2020

Website: s2020.siggraph.org

Press Kit: s2020.siggraph.org/press-kit/

Photos:

[flickr.com/photos/siggraphconferences/](https://www.flickr.com/photos/siggraphconferences/)

Blog

<https://blog.siggraph.org/>

Conference Hashtag

[#SIGGRAPH2020](https://twitter.com/SIGGRAPH2020)



CONFERENCE CHAIR

Kristy Pron

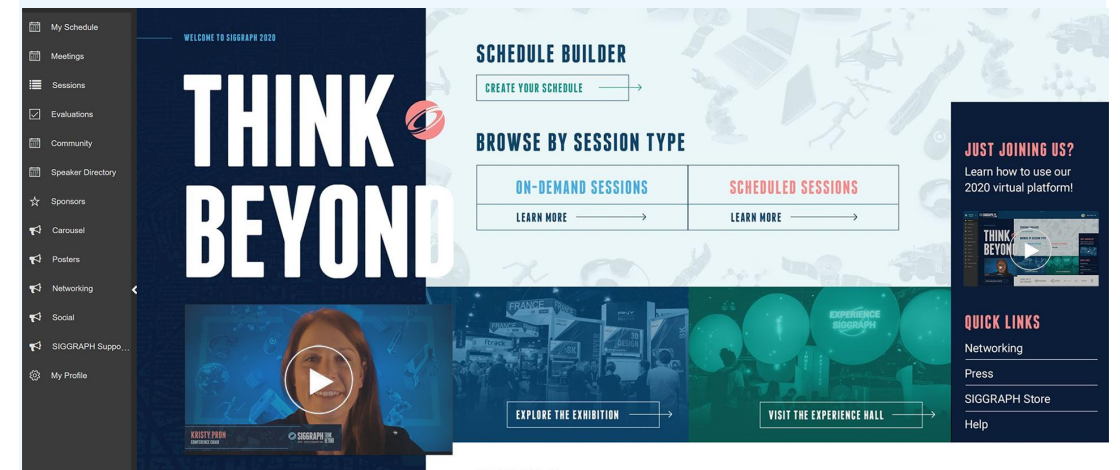
IT'S SHOWTIME: 17–28 AUGUST

ABOUT SIGGRAPH 2020

- **First-ever virtual** SIGGRAPH conference
- **Week 1** – Starts today, on-demand ONLY // **Week 2** – Starts 24 August, on-demand + live
- All scheduled sessions in **Pacific Time**
- Content available through **27 October**

NAVIGATING VIRTUAL

- Virtual conference walk-through!





ADAPTABILITY

Natalie Rountree

THINK BEYOND

Expand on **adaptive and assistive technologies** in different environments, including different trades such as the healthcare industry.

CONTENT HIGHLIGHTS

- We have contributors **throughout conference programs**, including:
 - CrowbarLimbs
 - Invite Only VR
 - MAGES 3.0: Tying the knot of medical VR

Use the **“Adaptability” tag** when filtering the schedule!



ART GALLERY

Nik Apostolides

ART GALLERY

DON'T MISS

- Best in Show: *Cacophonous Choir*, by Wolfe, Kiratli, & Bundy



ARTIST TALKS

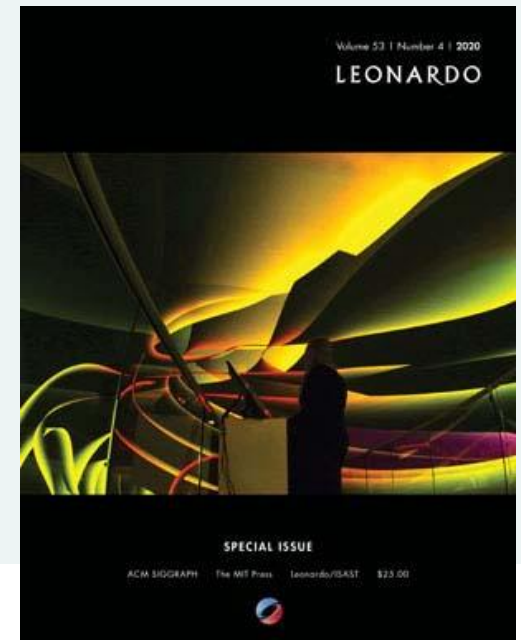
Each artist will speak about their work in-depth during our Art Gallery moderated discussions:

25 August: 11:30 am

26 August: 10:30 am

LEONARDO

The Art Gallery & Art Papers are featured in this year's special edition of *Leonardo*:





**COMPUTER ANIMATION FESTIVAL
ELECTRONIC THEATER**

Munkhtsetseg Nandigjav

FIRST-EVER STREAMING FESTIVAL

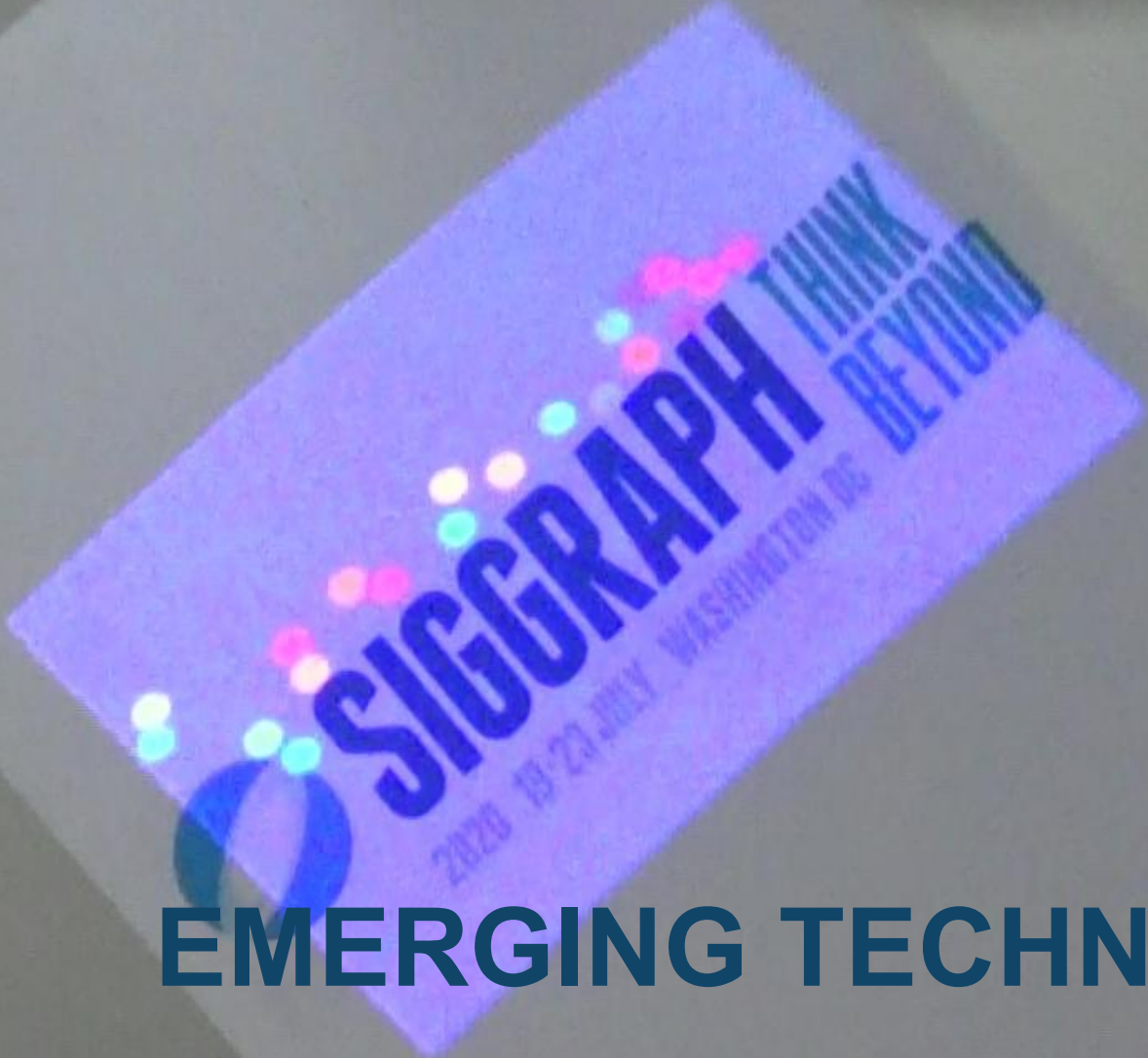
- Available in **all regions** around the world
- Available on **Eventive** during the 2nd week of the conference
- **Premiere:**
Monday, 24 August

3 WORLD-PREMIERE SHORTS

- **Windup** (*Unity Technologies*)
- **Automaton** (*Pixar Animation Studios*)
- **Visual ASMR** (*Onesal Studio*)

LIVE DIRECTOR'S PANEL

- **Panelists** – Erica Milsom (“Loop”), Pascal Schelbli (“The Beauty”), Yibing Jiang (“Windup”), Carter Emmart (“Worlds Beyond Earth”), and Taylor Meacham (“To: Gerard”)
- **Date/Time** – 27 August, noon PDT



EMERGING TECHNOLOGIES

Dani Belko

EMERGING TECHNOLOGIES

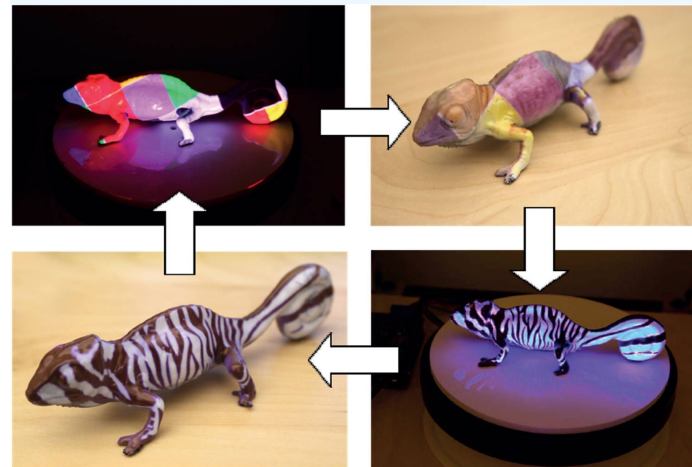
20+ CUTTING-EDGE PROJECTS

- Showcasing **advances** in haptics, displays, projection, and more!



VIRTUAL PROJECT PRESENTATIONS

- **5 sessions** will host **short presentations** about each project!



LIVE Q&A SESSIONS

- Participate in **live Q&A** with the contributors to ask about their projects!





IMMERSIVE PAVILION

Chris Redmann

IMMERSIVE PAVILION

VIRTUAL GATHERINGS

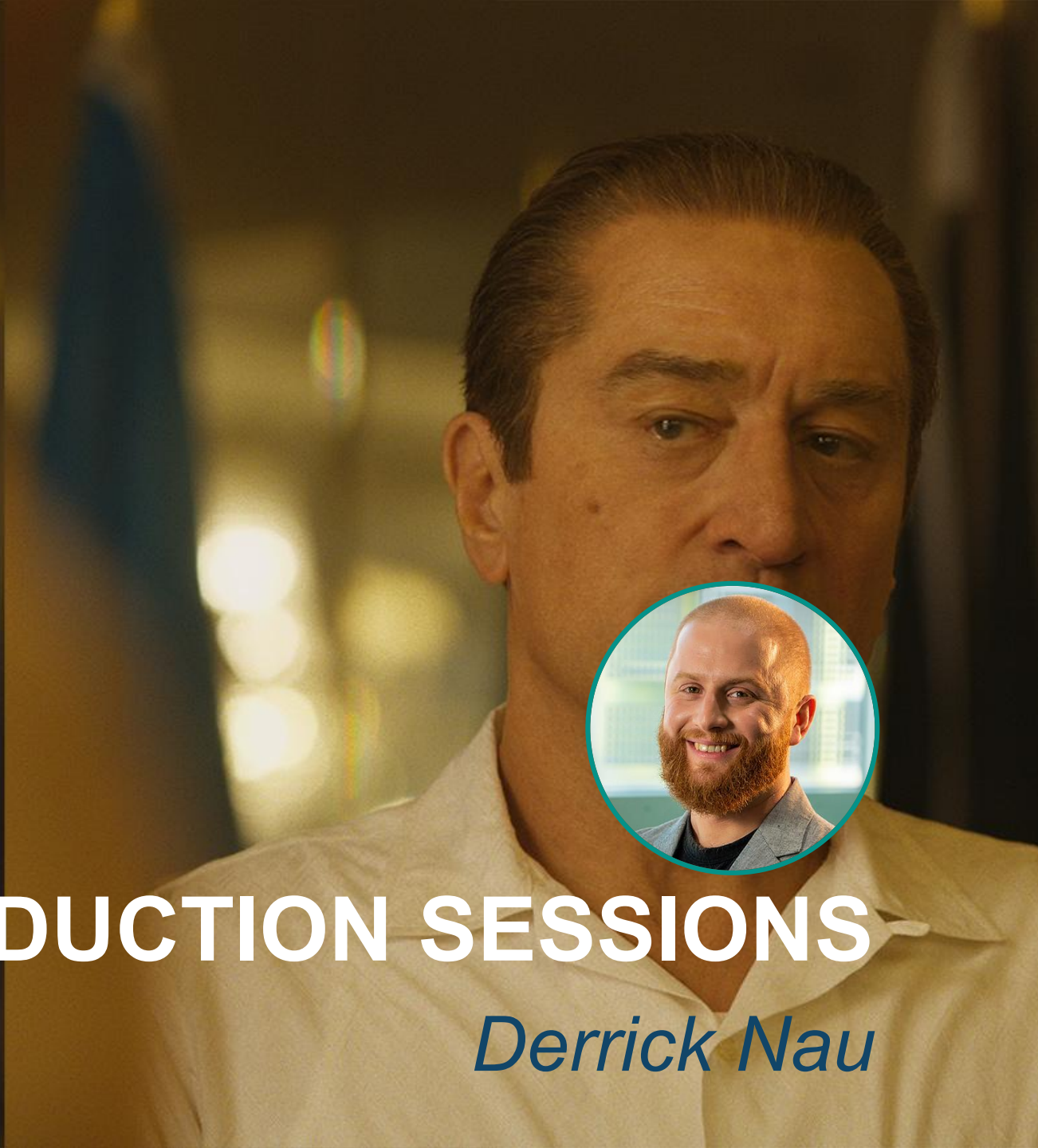
- **Meet other attendees** at an alien watering hole
- Experience a **group escape room** in virtual reality

BRINGING HISTORY AND NATURE TO LIFE

- **See** detailed recreations of historic sites around the world
- **Learn** about reptiles and interact with them in mixed reality

LIVE Q&A SESSIONS

- **Engage** with experience creators
- **Discover** the creative and technical processes behind this year's exhibitions



PRODUCTION SESSIONS

Derrick Nau

PRODUCTION SESSIONS

VARIETY!

- **Film** - "Star Wars: Rise of Skywalker"
- **Streaming** - "The Irishman", "The Mandalorian"
- **Animation** - "Frozen 2", "Onward", "Spies in Disguise"
- **Advertising** - *with* The Mill, MPC, Method Studios

TOP QUALITY CONTENT

- A look back at the year's best content from the **world's top studios**
- Deeper understanding of **technical and artistic challenges** associated with these productions.
- Available **on demand!**

LIVE Q&A

- **Longer, moderated Q&A** sessions with panelists
- Excellent opportunity for **questions & conversation** in the community
- **Live only.**



REAL-TIME LIVE!

Marc Olano

REAL-TIME LIVE!

100% LIVE

- Live-streamed show of **real-time demos**
- Contributors span the globe: **from Seoul to Prague** and in between

PRODUCTION CONTENT

- Huge **Martian landscape** by UNIGEN
- Behind the scenes of Disney's "**Millennium Falcon**": **Smugglers Run** attraction

DEEP LEARNING

- Real-time video **deep fakes**
- Live artistic **video stylization**
- Turn a rough, **line-drawn sketch** into any artist or art style



TECHNICAL PAPERS

Szymon Rusinkiewicz

TECHNICAL PAPERS

WORLD-CLASS RESEARCH

- Set the pace for **what's next in visual computing**
- International committee selected **124 papers** from 443 submissions
- Plus **39 papers** originally published in ACM Transactions on Graphics

HIGHLIGHT: DEEP LEARNING

- **Pervasive exploration** of what's possible with new learning techniques
- Applications **not just in image processing**, but also in animation, 3D geometry, and more

HIGHLIGHT: BACK TO BASICS

- **Core 3D** computer graphics: 3D shape manipulation, character animation, realistic rendering
- **Revisiting 2D** graphics: sketches, diagrams, icons, and strokes

riot

P.I

XO XO

riot grrrl is
a free weekly
mini-zine. please
read and dis-
tribute to your

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J A I

STRIKE



VR THEATER

Monica Cappiello

VR THEATER

BEST VR CONTENT OF 2020

- 72 submissions, **9 accepted** by an international jury.
- **Worldwide debut** of Magic Leap's *The Last Light*



VIRTUAL PLAYBILL

- Discover VR Theater selections with an **interactive playbill**.
- Accessible **everywhere!**



LIVE DIRECTOR'S PANEL

- Wednesday, 26 August 3–4 pm PDT
- Friday, 28 August 12–1 pm PST





EXHIBITION

80+ Exhibitors

70+ Exhibitor Sessions

REMINDERS: UPCOMING EVENTS *(All Times Are Pacific)*



- **Virtual Media Tour** | Wed., 19 Aug., noon
- **Keynote Session** | Mon., 24 Aug., 9 am
- **Technical Papers Fast Forward** | On-demand & Mon., 24 Aug., 10 am
- **Electronic Theater Premiere** | Mon., 24 Aug., 4:30 pm
- **Real-Time Live!** | Tue., 25 Aug., 4 pm
- **Appy Hour** | Wed., 26 Aug., 3 pm



SIGGRAPH 2021
LOS ANGELES 1-5 AUGUST

**THE PREMIER CONFERENCE & EXHIBITION IN
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES**



SIGGRAPH THINK
BEYOND

2020 S2020.SIGGRAPH.ORG

THANK YOU

Questions?