REMINDERS & INFO

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SIGGRAPH 2020
Website: s2020.siggraph.org
Photos: flickr.com/photos/siggraphconferences/
Blog https://blog.siggraph.org/
Conference Hashtag #SIGGRAPH2020
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!
Expand on **adaptive and assistive technologies** in different environments, including different trades such as the healthcare industry.

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

DON’T MISS

• Best in Show: *Cacophonic 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*:
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
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
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
THE PREMIER CONFERENCE & EXHIBITION IN COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES