



SIGGRAPH2008

SIGGRAPH 2008 Committee Recommended Agendas

To help ensure that all SIGGRAPH 2008 attendees have the best possible experience, several of the SIGGRAPH 2008 Planning Committee members have shared their recommended “must-see” list from their previous or current professional view.

If You Are an Architect, You May Wish to Attend...

Lira Nikolovska, Autodesk; SIGGRAPH 2008, Curated Art Chair

Monday

8:30 - 10:15 am	Class: How to Attend SIGGRAPH 2008
10:30 am - 12:15 pm	Educator's Plenary and Cafe
1:30 - 3:30 pm	Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm	Design & Computation Panel: Complexity

Tuesday

9:00 - 10:30 am	Time in Art & Design Galleries
10:30 am - 12:15 pm	Time in The Studio
12:15 - 1:00 pm	Visit the Geek Bar and the SIGGRAPH 2009 booth
1:30 - 3:00 pm	Featured Speaker: Catherine Owens, Artist/Director
3:45 - 5:30 pm	Class: Visual Thinking Via Shape Grammars

Wednesday

8:30 - 10:15 am	Class: Visual Thinking Via Shape Grammars
10:30 am - 12:15 pm	Time in New Tech Demos
1:45 - 3:30 pm	Production Session: Machines and Monsters: Tippett and ILM Reveal the Secrets Within “Cloverfield” and “Iron Man”
3:45 - 5:15 pm	Panel: 35 Years of Computer Graphics: The Game Show!

Thursday

9:00 - 10:30 am	Time in The Studio
10:30 am - 12:15 pm	Design & Computation Panel: Craftsmanship
1:45 - 3:30 pm	Time in Exhibition
3:45 - 5:30 pm	Technical Paper: Folding and Unfolding surfaces

Friday

8:30 - 10:15 am	Class: The Art of Grant Writing
10:30 am - 12:15 pm	Special Event: ACM Student Research Competition Presentations
1:45 - 3:30 pm	Special Event: Speed Lab Final Judging for Fun and Prizes
3:45 - 5:30 pm	Closing Technical Paper: Procedural Modeling & Design

If You Are an Art/Interactive Graduate Student, You May Wish to Attend...

Mk Haley, Disney/ABC Digital Media; SIGGRAPH 2008 Encounter Director

Monday

8:30 am - 12:15 pm Advances in Real-Time Rendering in 3D Graphics and Games: Part 1
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm Production Session: Pursuit of Awesomeness: The Making of "Kung Fu Panda"
3:45 - 5:30 pm Or Design & Computation Panel: Complexity
6:00 - 8:00 pm Special Event: Fast-Forward Technical Papers Preview Session

Tuesday

8:30 am - 12:15 pm Class: Get the Job You Want in Computer Graphics
12:30 - 1:30 pm Time in Art & Design Galleries
1:30 - 3:00 pm Featured Speaker: Catherine Owens, Artist/Director
3:00 - 5:45 pm Time in Exhibition
6:00 - 8:00 pm Special Event: The Anti-Auteurs: User-Generated Content and the Evolving Videogame Ecosystem

Wednesday

9:00 - 10:30 am Time in The Studio
1:00 - 3:00 pm Time in New Tech Demos and The Studio
3:00 pm - Evening Time at the Computer Animation Festival

Thursday

10:30 am - 12:15 pm Design & Computation Panel: Craftsmanship
1:45 - 3:00 pm Featured Speaker: Takeo Kanade, Professor of CG and Robotics, Carnegie Mellon University
3:45 - 5:30 pm Talk: The Future of Art
7:00 - 10:00 pm Reception @ Dodger Stadium

Friday

Spend day in New Tech Demos, Job Fair, and Computer Animation Festival.

If You Are an Artist/Educator, You May Wish to Attend...

Rebecca Strzelec, Penn State University/Altoona; SIGGRAPH 2008 Create Director

Monday

Morning Time in the Art & Design Galleries
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm Design & Computation Panel: Complexity
5:30 - 6:00 pm Walk through The Studio

Tuesday

Morning Time in Art & Design Galleries
Noon - 1:30 pm Time in the Studio
1:30 - 3:00 pm Featured Speaker: Catherine Owens, Irish Artist/Director
3:00 - 5:30 pm Time in The Studio
5:45 - 7:45 pm Computer Animation Festival Competition Screening
8:00 - 11:00 pm Time in The Studio

Wednesday

8:30 - 10:15 am Class: Don't Be a WHIMP: A 60-Second Introduction to Augmented and Virtual Reality
1:45 - 3:30 pm Talk: Dancing with Computers & Technology
3:30 - 5:30 pm Time in The Studio
5:45 - 7:45 pm Computer Animation Festival Competition Screening
8:00 - 11:00 pm Time in the Studio

Thursday

All Day Time in The Studio and/or Art & Design Galleries
5:45 - 7:15 pm Attend Beginning of Computer Animation Festival Competition Screening
7:00 - 10:00 pm Reception @ Dodger Stadium

Friday

Morning Time in The Studio
10:30 am - 12:30 pm Computer Animation Festival Competition Screenings

If You Are an Artist/Researcher, You May Wish to Attend...

Jacquelyn Martino, IBM Watson Research Lab; SIGGRAPH 2008 Conference Chair

Monday

8:30 am - 12:15 pm Class: High Dynamic-Range Imaging for Artists
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm Design & Computation Panel: Complexity
6:00 - 8:00 pm Special Event: Fast-Forward Technical Papers Preview Session

Tuesday

8:30 - 10:30 am Class: Line Drawing From 3D Models
1:45 - 3:30 pm Featured Speaker: Catherine Owens, Irish Artist/Director
3:45 - 5:30 pm Class: Visual Thinking Via Shape Grammars
5:45 - 7:45 pm Computer Animation Festival Competition Screening
8:00 - 11:00 pm Time in The Studio

Wednesday

8:30 - 10:30 am Time in Art & Design Studios
10:30 am - 12:15 pm Time in New Tech Demos
1:45 - 3:30 pm Talk: Dancing with Computers & Technology
3:45 - 5:30 pm Talk: Geometry
1:45 - 5:30 pm Or Class: Computation & Journalism
6:30 - 8:30 pm FJORG! Viking Judging Ceremony
8:30 - 11:00 pm Time in The Studio

Thursday

8:30 am - 12:15 pm Class: Computational Geometry Algorithms Library
10:30 am - 12:15 pm OR Design & Computation Panel: Craftmanship
1:45 - 3:00 pm Featured Speaker: Takeo Kanade, Professor of CG and Robotics, Carnegie Mellon University
3:45 - 5:30 pm Talk: The Future of Art
1:45 - 5:30 pm Or Class: Know Your Rights: A Legal Primer for Software Developers, Artists, and Content Creators
7:00 - 10:00 pm Reception @ Dodger Stadium

Friday

8:30 - 10:15 am Class: The Art of Grant Writing
10:30 am - 12:30 pm Computer Animation Festival Competition Screening
1:45 - 3:30 pm Special Event: SpeedLab Final Judging for Fun & Prizes
3:45 - 5:30 pm Technical Paper: Procedural Modeling & Design

If You Are an Educator, You May Wish to Attend...

*Dena DeBry, Stanford University
SIGGRAPH 2008 Professional & Educational Development Director*

Monday

8:30 - 10:15 am Class: How to Attend SIGGRAPH 2008
10:30 am - 12:15 pm Educator's Plenary and Cafe
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm Special Event: Speed Lab: Team Creation and Problem Selection
3:45 - 5:30 pm Or Production Session: Pursuit of Awesomeness: The Making of "Kung Fu Panda"
3:45 - 5:30 pm Or Design & Computation Panel: Complexity
6:00 - 8:00 pm Special Event: Fast-Forward Technical Papers Preview Session

Tuesday

8:30 - 10:15 am Computer Animation Festival
Or Attend a Papers Session
Or Time in Slow Art and/or Design and Computation Installations
10:30 am - 12:15 pm Time in Exhibition
1:45 - 3:30 pm Studio Views of Student Demo Reels
3:45 - 5:15 pm Attend Computer Animation Festival
Or Attend a Papers Session
Or Time in Slow Art and/or Design and Computation Installations

Wednesday

8:30 - 10:15 am Panel: Teaching Computer Animation for Results
 10:30 am - 12:15 pm Talk: Teaching with Graphics
 1:45 - 3:30 pm Talk: Dancing with Computers & Technology
 Or Time in The Studio
 Or Attend a Papers Session
 3:45 - 5:15 pm Space-Time Awards

Thursday

8:30 am - 12:15 pm Time in New Tech Demos
 1:45 - 3:30 pm Class: Know Your Rights: A Legal Primer for Software Developers, Artists, and Content Creators
 3:45 - 5:30 pm Roundtable on Educational Resources

Friday

8:30 - 10:15 am Class: The Art of Grant Writing
 10:30 am - 12:15 pm Special Event: ACM Student Research Competition Presentations
 1:45 - 3:30 pm Special Event: Speed Lab: Final Judging for Fun and Prizes
 3:45 - 5:30 pm Closing Technical Paper: Procedural Modeling & Design

If You Are a New Researcher, You May Wish to Attend...

Adam Finkelstein, Princeton University; SIGGRAPH 2008 Research Director

Monday

8:30 - 10:15 am Class: How to Attend SIGGRAPH 2008
 10:30 am - 12:15 pm Production Session: Great Failed Ideas in Production
 1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
 3:45 - 5:00 pm Time in Slow Art and Design & Computation Installations
 6:00 - 8:00 pm Special Event: Fast-Forward Technical Papers Preview Session

Tuesday

8:30 - 10:15 am Technical Paper: Image Collections & Video
 10:30 am - 12:15 pm Class: Introduction to Computer Graphics: The Big Picture
 1:45 - 3:00 pm Featured Speaker: Catherine Owens, Artist/Director
 3:45 - 5:30 pm Technical Paper: Characters
 8:00 - 11:00 pm Pixar Animation Studios Hosted Screenings

Wednesday

8:30 am - 12:15 pm Class: OpenGL: What's Coming Down the Graphics Pipeline
 1:45 - 3:30 pm Production Session: Machines and Monsters: Tippett and ILM Reveal the Secrets Within
 "Cloverfield" and "Iron Man"
 3:45 - 5:30 pm Panel: 35 Years of Computer Science

Thursday

9:30 - 10:30 am Time in Exhibition
 10:30 am - 12:15 pm Production Session: Speed Racer
 1:45 - 3:00 pm Featured Speaker: Takeo Kanade, Professor of CG and Robotics, Carnegie Mellon University
 7:00 - 10:00 pm Reception @ Dodger Stadium

Friday

8:30 - 10:15 am Technical Paper: Humans
 10:30 am - 12:15 pm Technical Paper: NPR & Deformation
 11:45 am - 3:30 pm Special Event: Speed Lab: Final Judging for Fun and Prizes
 3:45 - 5:30 pm Talk: Fire, Fur, and Fluids

If You Are a Producer/Production Manager, You May Wish to Attend...

Terrence Masson, Northeastern University; SIGGRAPH 2010 Conference Chair

Monday

8:30 - 12:15 pm Festival Talk: The Process of Animation: A Three-Hour Tour
10:30 am - 12:15 pm Production Session: Great Failed Ideas in Production

Tuesday

8:30 - 10:15 am Class: Get the Job You Want in Computer Graphics
1:30 - 3:00 pm Featured Speaker: Catherine Owens, Artist/Director
3:45 - 5:30 Roundtable: Common Needs: Building and Retaining the Talent
8:30 am - 5:30 pm Or Festival Talk: A Brief Irreverent History of Character Animation: An Entire History in a Single Day
6:00 - 8:00 pm Special Event: The Anti-Auteurs: User-Generated Content and the Evolving Videogame Ecosystem

Wednesday

8:30 - 10:15 am Panel: Teaching Computer Animation for Results
1:45 - 3:30 pm Festival Talk: Building an Animation Studio: How to Band of Artists Followed Their Dream, Launched a Studio, and Started Developing an Animated Feature Film
3:45 - 5:30 pm Panel: 35 Years of Computer Graphics: The Game Show!

Thursday

1:45 - 5:30 pm Class: Know Your Rights: A Legal Primer for Software Developers, Artists, and Content Creators

Friday

3:45 - 5:30 Talk: Fire, Fur, and Fluids

While not in these sessions, I would be in The Studio, Slow Art, Design and Computation, New Tech Demos, The Computer Animation Festival & Exhibition.

If You Are Involved with Scientific Visualization (w/interest in Art and Ethics/Global Responsibility), You May Wish to Attend...

Pete Braccio, Monterey Bay Aquarium Research Institute; SIGGRAPH 2008 Industry Relations Director

Monday

8:30 - 10:15 am Class Massive Model Visualization
10:30 am - 12:15 pm Production Session: Great Failed Ideas in Production
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
Rest of Day In and out of Stereoscopic 3D: Research, Applications, and Entertainment

Tuesday

8:30 - 10:15 am Stereoscopic 3D Talk: 3D for Science and Research: From Inner to Outer Space
10:30 - 12:15 pm Class: Introduction to Computer Graphics: The Big Picture
3:45 - 5:30 pm Panel: As the World Turns: Debating & Examining Online Digital Earth Technologies
Rest of Day In and out of Stereoscopic 3D: Research, Applications, and Entertainment

Wednesday

8:30 - 10:30 pm Class: Motion Planning and Autonomy for Virtual Humans
3:45 - 5:30 pm Panel: 35 Years of Computer Graphics: The Game Show!

Thursday

8:30 am - 12:15 pm Class - Real Time Physics
3:45 - 5:30 pm Talk: The Future of Art
3:45 - 5:30 pm Or Roundtable: Case Studies and Ethics of 3D Site Capture

Friday

8:30 - 10:15 am Class: Psychophysics 101: How to Run Perception Experiments in Computer Graphics
1:45 - 3:30 pm Talk: Science in 3D
3:45 - 5:30 pm Class: Transportation Visualization

While not in these sessions, I would be in The Studio, Slow Art, Design and Computation, New Tech Demos, The Computer Animation Festival & Exhibits.

If You Are a Visual Effects and/or Animation Studio Technical Director, You May Wish to Attend...

Darin Grant, Dreamworks

Monday

8:30 - 10:15 am Digital Cinematography Techniques
10:30 am - 12:15 pm Production Session: Great Failed Ideas in Production
1:30 - 3:30 pm Featured Speaker: Ed Catmull, Walt Disney and Pixar Animation Studios
3:45 - 5:30 pm Production Session: Pursuit of Awesomeness: The Making of "Kung Fu Panda"
Or Festival Talk: Mummy Unwrapped: Director Rob Cohen, Digital Domain, and Rhythm and Hues Unveil Filmic Secrets
6:00 - 8:00 pm Special Event: Fast Forward Technical Papers Preview

Tuesday

8:30 - 10:15 am Talk: Effects Omelette
1:45 - 3:30 pm Talk: Green Scenes
3:45 - 5:30 pm Talk: Caspian Challenges of the Sequel

Wednesday

10:30 am - 12:15 pm Talk: Particle Man
1:45 - 3:30 pm Production Session: Machines and Monsters: Tippett and ILM Reveal the Secrets Within "Cloverfield" and "Iron Man"
3:45 - 5:30 pm Festival Talk: Disney and Pixar: Two Animation Studios Reveal the Secrets of Their Shorts
Or Talk: Many Things

Thursday

8:30 - 10:30 am Festival Talk: Making "Horton Hears a Who" Into a New Kind of Classic
10:30 am - 12:15 pm Production Session: Speed Racer
1:45 - 3:30 pm Talk: Let's Get Physical
1:45 - 3:30 pm Or Roundtable on Lighting for Feature Animation
3:45 - 5:30 pm Talk: Fire Fur Fluid
7:00 - 10:00 pm Reception @ Dodger Stadium

Friday

10:30 am - 12:15 pm Talk: Lions + Whos + Hulks, Oh My!
1:45 - 3:30 pm Talk: Rigging Outside the Box
3:45 - 5:30 pm Talk: Bend Me Break Me

Be sure to attend at least one of the Computer Animation Festival Competition Screenings and spend time in the New Tech Demos and Exhibition in between sessions.

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About SIGGRAPH

SIGGRAPH 2008 will bring an estimated 30,000 computer graphics and interactive technology professionals from six continents to Los Angeles, California, USA for the industry's most respected technical and creative programs focusing on research, science, art, animation, gaming, interactivity, education, and the web from Monday, 11 August through Friday, 15 August 2008 at the Los Angeles Convention Center. Celebrating its 35th year, SIGGRAPH 2008 includes a three-day exhibition of products and services from the computer graphics and interactive marketplace from 12-14 August 2008. More than 250 international exhibiting companies are expected. Registration for the conference and exhibition is open to the public. More details are available at www.siggraph.org/s2008

About ACM

ACM, the Association for Computing Machinery www.acm.org, is the world's largest educational and scientific computing society, uniting educators, researchers and professionals to inspire dialogue, share resources and address the field's challenges. ACM strengthens the computing profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking.