



SIGGRAPH 2010 By Focus

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Focus Education

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Panels

■ Full Conference

Panels are moderated discussions on important topics, with expert panelists chosen by the organizers to provide a wide range of perspectives. Panels have long been an important part of the annual SIGGRAPH conference because they provide a forum for the community to share experiences, opinions, insights, speculation, disagreement, controversy, and audience interaction with the leading experts in computer graphics and interactive techniques.

James Mohler
Director of Education
Purdue University

Panels

Future Directions in Graphics Research

SUNDAY, 25 JULY | 3:45 PM - 5:15 PM | ROOM 408 AB

Over the past two decades or more, advances in processing power, parallelization, bandwidth, storage, and computer architectures have radically changed computing environments. This exponential growth suggests that now is the time to rethink our graphics algorithms. More recently, with the introduction of touch-panel displays and the availability of large-area screens, new user interfaces are being implemented on a variety of devices. And graphical tools for input and display are being adopted in many disciplines, revealing exciting new opportunities for graphics research. The boundaries of computer graphics are expanding, becoming blurrier, and enlarging the scope of graphics technologies.

This panel presents the results of an NSF-funded workshop on defining broader, fundamental long-term research areas for potential funding opportunities in medical imaging and device design, manufacturing, computational photography, scientific visualization, and many other emerging areas in graphics research.

Jessica Hodgins
Carnegie Mellon University

James Foley
Georgia Institute of Technology

Pat Hanrahan
Stanford University

Donald P. Greenberg
Cornell University

From Data to Diagnosis: The Intersection of Biomedical Applications and Computer Graphics

MONDAY, 26 JULY | 2:00 PM - 3:30 PM | THEATER 411

Researchers from various biomedical fields discuss current challenges in using 3D imaging data for both clinical and theoretical applications. The panelists explore and debate:

What are the major stumbling blocks?
What types of shapes and geometries are you exploring?
How do you currently measure and analyze these structures?
What do you envision as a quantitative measure?
What are researchers currently doing with this information?
What would they like to do, and what's preventing them from doing it?



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Michael McCool
Intel Corporation

Tao Ju
Washington University in St. Louis

Rolf Müller
Virginia Polytechnic Institute and State University

Stephen Larson
National Center for Microscopy and Imaging Research, University of California, San Diego

CS 292: The Lost Lectures Computer Graphics People and Pixels in the Past 30 Years

MONDAY, 26 JULY | 3:45 PM - 5:15 PM | ROOM 515 AB

In 1980, Ed Catmull moved from the cradle of computer graphics at New York Institute of Technology to Lucasfilm to start a new group that eventually became the foundation of Pixar. Soon after he arrived in California, he collaborated with Jim Blinn to teach a course at the University of California, Berkeley on computer graphics (CG). Working in a new venture that was rethinking the direction of CG, Catmull was freed from many of the industry's traditional constraints. He led the course (CS 292) with a fresh, unique perspective on the state of computer graphics. In the classroom, he explored much of the thinking that informed the basis of Pixar's direction and technologies.

At the time, computer graphics was so new that CS 292 was not accredited until the last week of course, and only a small number of fortunate students discovered it. Of the lucky few, Richard Chuang, a young engineer working at Hewlett-Packard in Palo Alto, was monitoring the video feed of CS 292 as part of the continuing education program. Within a year of completing the course, he applied the principles he learned there to found Pacific Data Images (PDI).

CS 292 was a watershed event in the history of CG, but many of the topics discussed in the course are still as relevant today as they were 30 years ago. In this fascinating journey through the history of the technologies and people behind the pixels, Catmull and Chuang use video from the course to reflect on the evolution of computer graphics - from the genesis of Pixar and PDI to where we are today.

Richard Chuang
Cloudpic Global

Ed Catmull
Pixar Animation Studios

20XX.EDU: Grand Challenges in Education (Part 1)

WEDNESDAY, 28 JULY | 9:00 AM - 10:30 AM | THEATER 411

This panel, organized by the ACM SIGGRAPH Education Committee and Leonardo/ISAST, brings together a diverse group of outstanding researchers and artists, academy and industry professionals, educators, and government officials to discuss the future of education in its broadest sense, encompassing both formal and informal learning.

New digital technologies for human expression and communication have given birth to a 24/7-connected worldwide community that offers individuals and institutions a myriad of new models for shared, interactive learning. Information from a variety of digital devices that we now carry with us at all times is reshaping the way we perceive the world and interact with it. Online collaboration and social networking now play a major role in how we acquire and spread knowledge.

How can educational institutions take advantage of the increasing popularity and dissemination of these technologies? How can individuals and institutions benefit from the massive increase of participatory and collaborative learning in our society? What are the major challenges in education today, in the sciences and the humanities? What are the new educational trends and paradigms for the coming decades? What kind of new learning contexts can be created outside of traditional institutions?

The recent MacArthur report on The Future of Learning Institutions in the Digital Age provides one set of responses to these questions. This panel continues the conversation.

Marc Barr
Middle Tennessee State University

Roger Malina
Leonardo/ISAST

David T. Goldberg
HASTAC, University of California

Rebecca Allen
NOKIA Hollywood

Pamela Jennings
National Science Foundation

Sarah Cunningham
National Endowment for the Arts

Glenn Entis

VanEdge Capital

20XX.EDU: Grand Challenges in Education (Part 2)

WEDNESDAY, 28 JULY | 10:45 AM - 12:15 PM | THEATER 411

This panel, organized by the ACM SIGGRAPH Education Committee and Leonardo/ISAST, is a continuation of the conversation that begins in Part 1 among a diverse group of outstanding researchers and artists, academy and industry professionals, educators, and government officials to discuss the future of education in its broadest sense, encompassing both formal and informal learning.

Marc Barr
Middle Tennessee State University

Donna Cox
NSCA

James Foley
Georgia Institute of Technology

Andy van Dam
Brown University

Victoria Vesna
University of California, Los Angeles

Roger Malina
Leonardo/ISAST

Large Steps Toward Open Source

THURSDAY, 29 JULY | 9:00 AM - 10:30 AM | ROOM 408 AB

Many of the tools used in computer animation and visual effects are based on open-source software and collaborative research. But only recently have the major studios made significant projects available to the open-source community.

This panel gathers industry veterans and open-source pioneers to discuss the recent surge of open-source projects sponsored by their organizations. What are the motivations and driving forces behind this work? What are the challenges? What does it take to make open source a part of a studio's culture?

Rob Bredow
Sony Pictures Imageworks

Andy Hendrickson
Walt Disney Animation Studios

Florian Kainz
Industrial Light & Magic

Bill Polson
Pixar Animation Studios

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