

Ready, Steady...SIGGRAPH

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Abstract

First time attendees at the annual SIGGRAPH conference account for more than 40% of attendees. This panel is one of the ways to better accommodate first time attendees, and improve overall attendee experience. The goal is to assist (first time) attendees navigate the conference, and conference space. "Ready, Steady, SIGGRAPH", which was open to all attendees but of particular interest to first time attendees. We will include program chairs from each venue and representatives from conference management. This panel represents a relaxed informal one-hour session during which participants were encouraged to ask questions as they hear information on each venue and comments from program chairs. It is for attendees old and new who are not sure how to plan their time at SIGGRAPH 2015? Attendees will learn tips from seasoned attendees and program chairs on maximizing your conference experience, "don't miss" sessions, and convention center layout.

The panel will feature the following program chairs. Chairs from each program will give a brief overview of their program along with a sprinkling of highlights from this years program. Chairs include: **Art Gallery:** The theme of the SIGGRAPH 2015 Art Gallery is Hybrid Craft, a showcase of craft techniques and values in contemporary digital design, such as digital technologies and hand-hewn craft, computer-aided design and manual tools, 3D printing and traditional carving, or digital signal-processing and traditional acoustic instruments. (Amit Zoran) **Computer Animation Festival:** The SIGGRAPH Computer Animation Festival is the leading annual festival for the world's most innovative, accomplished, and amazing digital film and video creators. (Mikki Rose, Joe Takai) **Courses:** SIGGRAPH 2015 will offer an expanded array of courses to help attendees learn how to do something or how to do something faster, better, smarter, more easily, etc.". (Glenn Goldman) **Dailies:** Dailies celebrates excellence in computer graphics with an evening of presentations showcasing images and short animations of extraordinary power and beauty. (Juan Buehler) **Education:** By combining industry innovation with boundary-pushing ideas and experiments, SIGGRAPH 2015 stokes the fires of inspired learning. (Michael Gayk) **Emerging Technologies:** Play with the latest interactive and graphics technologies before they transform the way we live and work. (Kristy Pron) **Games:** SIGGRAPH 2015 presents exceptional achievements and next-gen speculation from all components of the games industry. (Micheal Hardison) **Making@SIGGRAPH 2015:** New fabrication and rapid prototyping tools and curriculum are changing the way schools teach, libraries create community, and young people prepare for a career. (Jean Kaneko) **Posters Coordinator:** Posters are a convenient method for presenting in-progress research, student projects, and late-breaking work. (Derrick Nau) **Mobile:** Mobile devices are replacing desktop computing technologies in many aspects of everyday life. (Jesse Barker) **Panels:** 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. (Ann McNamara) **Studio:** The Stu-

dio focuses on disruptive practices in the world of content creation. (Reid Baker) **Talks:** Talks highlight the latest developments before publication, present ideas that are still in progress, or showcase how computer graphics and interactive techniques are actually implemented and used, in graphics production or other fields. (Ann McNamara) **Technical Papers Chair:** The SIGGRAPH Technical Papers program is the premier international forum for disseminating new scholarly work in computer graphics and interactive techniques. (Doug James) **VR Village Co-Chairs:** Throughout the week at SIGGRAPH 2015, attendees can explore the fascinating potential of these new formats for telling stories, engaging audiences, and powering realworld applications in health, education, design, and gaming. (Ed Lantz, Denise Quesnel).

We will also discuss other topics of interest including Registration, the Exhibition, Real-Time Live, Reception, Production Sessions, Award Sessions, Keynote Address, Birds of a Feather and information regarding the convention center and its locale.

1 Presenter Bios

Ann McNamara is an Associate professor in the Department of Visualization at Texas A&M University. Her research focuses on the advancement of computer graphics and scientific visualization through novel approaches for optimizing an individuals experience when creating, viewing and interacting with virtual and augmented spaces. She is the recipient of an NSF CAREER AWARD entitled "Advancing Interaction Paradigms in Mobile Augmented Reality using Eye Tracking". This project investigates how mobile eye tracking, which monitors where a person is looking while on the go, can be used to determine what objects in a visual scene a person is interested in, and thus might like to have annotated in their augmented reality view. Ann has long served on the ACM SIGGRAPH conference committee and will serve as General Submissions Chair for 2015.

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