

TABLE OF CONTENTS

03	SCHEDULE AT A GLANCE
07	REASONS TO ATTEND
08	CONFERENCE OVERVIEW
12	APPY HOUR
14	ART GALLERY
16	ART PAPERS
19	BUSINESS SYMPOSIUM
21	COMPUTER ANIMATION FESTIVAL ELECTRONIC THEATER
23	COURSES
28	EDUCATOR'S FORUM
30	EMERGING TECHNOLOGIES
34	PANELS
37	PRODUCTION SESSIONS
39	REAL-TIME LIVE!
41	STUDIO
44	TALKS
50	TECHNICAL PAPERS
69	VIRTUAL, AUGMENTED AND MIXED REALITY
72	VR THEATER
73	ACM SIGGRAPH ORGANIZATION EVENTS
75	ACM SIGGRAPH THEATER EVENTS
77	EXHIBITION
78	EXHIBITOR MEETING ROOMS AND SESSIONS
80	JOB FAIR
81	GENERAL INFORMATION
83	CONFERENCE COMMITTEE

CURATED CONTENT

SIGGRAPH 2019 offers several events and sessions that are individually chosen by program chairs to address specific topics in computer graphics and interactive techniques.

Curated content is not selected through the regular submissions process or comprehensive jury, however it is reviewed by subject matter experts.

ADAPTIVE TECHNOLOGY

Accessibility is an integral part of SIGGRAPH. Every day, virtual, augmented, and mixed reality, as well as other new applications, inform the field with new possibilities that transform and enhance lives. Look for this  graphic throughout the Advance Program for content on Adaptive Technology.

INTEREST AREAS

SIGGRAPH brings together a wide variety of professionals who approach computer graphics and interactive techniques from different perspectives.

Our programs and events align with five broad interest areas (*listed below*). Use these interest areas to help guide you through the content at SIGGRAPH 2019.

