

SIGGRAPH 2025

Vancouver, Here We Come

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SIGGRAPH 2025 is set to redefine how we connect our physical and digital worlds for the better. After three years away from our host city of Vancouver, we're set to return this August. In celebration, we asked the SIGGRAPH 2025 Committee to share why they love Vancouver as a gathering place for the computer graphics community.

SIGGRAPH showcases excellence and innovation across many disciplines. As the source of inspiration year after year, we invite you, our contributors, to submit your latest work in research, art, production, technology, and more. Submit to Art Gallery, Art Papers, Technical Papers, and Appy Hour. [Check back soon for more program submissions opening soon.](#)



XRweld: An In-Situ Extended Reality Platform for Welding Education

Image Credit: Tate Johnson

XR in Welding Education

XR is making its way into the welding classroom. See how the medium is improving training and combating a potential industry shortage.

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Image Credit: Kachi Chan

Robotic Art Installations

SIGGRAPH 2024 Art Papers contributor Kachi Chan offers the opportunity to view societal and political issues in a new unique way.

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Image Credit: SIGGRAPH Conferences

Inspiring Your Submissions

As we prepare to journey to Vancouver, let's reflect on some of our favorite SIGGRAPH content to inspire your 2025 innovations.

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Image Credit: John Fujii © 2024 ACM SIGGRAPH

The Value of Volunteering

Volunteerism is critical to ACM SIGGRAPH's community-driven mission. Learn more about the doors that volunteering with ACM SIGGRAPH will open.

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Learn, network, and get inspired by some of the brightest minds in the CG & Interactive Techniques industry this 3 - 6 December in Tokyo, Japan!

[Register Now](#)

Before & Afters

'You're going to get slime on yourself, OK'

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AR Insider

Vision Care and AR: Two Sides of the Same Coin?

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postPerspective

Building the Look and Color of Netflix's *Bridgerton*

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Submit to SIGGRAPH 2025

Take the first step and inspire another year of research, development, creativity, and production.

ACM SIGGRAPH Member Corner

Are you a part of the global computer graphics and interactive techniques community? Elevate your professional presence by showcasing your skills, achievements, and projects through the ACM SIGGRAPH Member Profiles! Every month, long-time volunteer, Theresa-Marie Rhyne compiles profiles from our members. See the latest profiles submitted:

- [**Noriko Namikoshi**](#)
- [**Mark Sagar**](#)
- [**Paul Brown**](#)
- [**Mario Escobar**](#)

If you are interested in nominating an ACM SIGGRAPH Member for a profile, or would like to provide your own, submit to your name to the [**ACM SIGGRAPH Membership Chair**](#).



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