

SIGGRAPH 2026



Image credit: From left to right: Valérie Bernard, Veronica Orvalho, and Nora Wixom

Submit With Confidence

In a new episode of SIGGRAPH Spotlight, Production Sessions Chair Valérie Bernard sits down with Veronica Orvalho, General Submissions Chair, and Nora Wixom, Courses Co-Chair, to demystify one of the community's biggest questions: What really happens during the SIGGRAPH submission review process?

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Bring your vision to SIGGRAPH 2026. Across every corner of the conference — from groundbreaking research and imaginative artworks to immersive experiences, hands-on technologies, and community-led learning — we're seeking work that challenges assumptions and moves our field forward. If you're building breakthroughs, sparking new conversations, or redefining

what's possible, submit your work and help shape the future of computer graphics and interactive techniques.

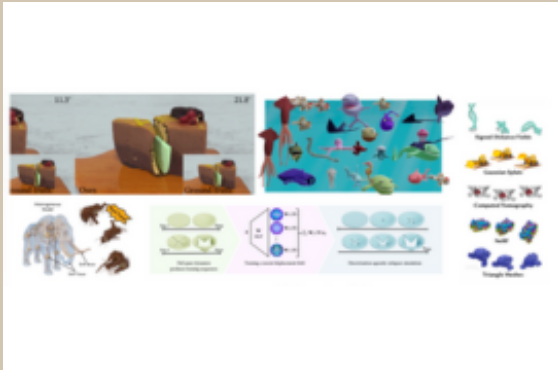


Image source: See blog post

Beyond Classical Simulation

Explore how classical simulation methods and neural approaches are converging to solve complex physics challenges and unlock faster, versatile real-time applications.

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Choreographed Air

A dancer weaves through a constellation of drones in this Spatial Storytelling performance, blurring control and improvisation as human intuition meets airborne intelligence.

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Test-of-Time Triumph

SIGGRAPH 2025 Test-of-Time Awardees are redefining ray tracing with elegant, open-source performance that transforms rendering.



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2025 Gift Guide

The 2025 installment of our annual gift guide highlights imaginative, tech-forward, and unexpected ideas for every kind of creator.

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Future at
SIGGRAPH 2026**

Submit your work and ignite new possibilities through collaboration, creativity, and discovery. 



Art of VFX

Happy Gilmore 2: Marcus Taormina – Production VFX Supervisor

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AR Insider

Where Do XR and Retail Media Intersect?

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AI Turns X-Rays Into Time Machines for Arthritis Care

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ACM SIGGRAPH Member Corner

Pioneers of Computer Graphics for Medical Applications

Join the ACM/SIGGRAPH Pioneers on 14 January 2026, for a special panel exploring how computer graphics, AR/VR, 3D printing, and AI are transforming modern medicine — from molecular visualization and surgical animation to prosthetics, physical-therapy games, and XR standards in healthcare.

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