

SIGGRAPH 2026



Image credit: From left to right: Nora Wixom, Carrie Paff, and Charles Poynton

Communicate With Confidence

How do you communicate your work clearly — on stage, on camera, and in high-stakes moments? In the latest episode of SIGGRAPH Spotlight, host Nora Wixom, SIGGRAPH 2026 Courses Co-Chair, is joined by Carrie Paff and Charles Poynton to unpack why presentation anxiety is so common and share practical strategies for building confidence and adapting to evolving presentation formats.

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Submissions are open across SIGGRAPH 2026 programs, inviting creators, researchers, educators, and technologists to contribute to the field's most wide-ranging exchange of ideas. From Courses to Talks, Production Sessions, Panels, Posters, Emerging Technologies, Computer Animation Festival, Real-Time Live!, Spatial Storytelling, Immersive Pavilion, Art Gallery, and the Educator's Forum, each program offers a distinct platform to share your work. Deadlines vary, but the opportunity is the same: Submit your work and help define what's next.



Image source: See blog post

The Language of Breath

A dress responds to breath, proximity, and movement with slow, fin-like motions that evoke a living, aquatic presence. Blending robotics, fashion, and mythology, the work invites viewers into an embodied interaction where attention guides motion.

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Image source: See blog post

Shaping the Courses Experience

Pull back the curtain on the SIGGRAPH 2026 Courses program with Co-Chairs Callie Holderman and Nora Wixom who reveal how to shape a strong submission and where fresh perspectives can make the biggest impact.

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Image source: See blog post

Build Better Reels

In this episode of SIGGRAPH Spotlight, host Nick Jushchyshyn, SIGGRAPH 2026 Education Chair, explores how emerging artists can craft demo reels — avoiding common pitfalls and positioning work for early career success.

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Image source: See blog post

When Archives Speak Back

Revive a 1990s Shenzhen radio show using restored recordings and personal writings that create an interactive conversation with the past. Presented at SIGGRAPH 2025, the project transforms archival memory into a living, intimate experience.

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Game Studio Uses Live Drawing to Verify Artists' Work

A Japanese game studio has introduced live drawing tests during interviews after discovering that some applicants submitted AI-generated artwork as their own. The approach highlights a growing industry challenge as studios adapt hiring practices to address the rise of generative-AI portfolios.

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



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