



**SIGGRAPH
ASIA 2016
MACAO**

KEY TO THE FUTURE

The 9th ACM SIGGRAPH Conference and Exhibition on
Computer Graphics and Interactive Techniques in Asia

SA2016.SIGGRAPH.ORG

CONFERENCE: 5 - 8 DECEMBER 2016

EXHIBITION: 6 - 8 DECEMBER 2016
THE VENETIAN MACAO, MACAO



PRESS RELEASE

Celebrating Rising Talent in Integrated Computer Graphics, Animation and Virtual Reality at SIGGRAPH Asia 2016

MACAO, 13 December 2016 – SIGGRAPH Asia 2016 successfully concluded its ninth edition, which brought together some of the biggest names and organizations in the computer graphics and interactive techniques industry. Held from 5 to 8 December 2016 at The Venetian Macao, Asia’s premier graphics, animation, art and technology event drew over 5,200 computer graphics professionals, researchers, enthusiasts and trade visitors from 43 countries and regions under one roof.

The conference program had close to 600 speakers discuss the latest industry developments and future of the computer graphics and interactive techniques industry. The exciting line-up featured distinguished keynotes and panellists such as Paul Debevec, Senior Staff Engineer at Google VR; Brian Cabral, Director of Engineering at Facebook as well as Radu B. Rusu, Chief Executive Officer and Co-Founder of Fyusion, Inc; Kurt Akeley, Chief Technology Officer, Lytro Inc, Shen Shaojie; Chief Robotist, Da-Jiang Innovations (DJI) and the original production team for Terminator 2; Scott Ross, GM ILM, Co-Founder of Digital Domain with James Cameron; Mark Dippe, Assistant Visual Effects Supervisor for T2 and Steve Williams, Computer Animation Supervisor for T2. Themed “Key to the Future”, this year’s edition also ventured into immersive environments, pioneering a new Virtual Reality (VR) showcase to emphasize the inevitable direction of this industry and the potential of integrating VR technology into film for a more immersive experience.

“We are in this new renaissance of Virtual Reality, which has become a major part of this industry in the recent years, and inevitably will become a huge component for SIGGRAPH Asia. This has reflected in the main technical aspect of SIGGRAPH Asia such as our Emerging Technologies and Technical Papers sessions, where there is a shift in focus towards hands-on technology such as wearables. VR is a growing area that is helping to bridge the conference and exhibition; we are seeing these evolutionary concepts being presented and demonstrated by some of the brightest minds in this field,” says Jeff Jortner, President of ACM SIGGRAPH.

SIGGRAPH Asia’s exhibition floor featured the latest hardware, software, technologies and innovations from around the world. Exhibitors such as Tsinghua University – Tencent Joint Laboratory, Shenzhen Rayvision Technology Co Ltd, Zhejiang University, LENOVO Ltd, uSens Inc, Forum 8, DJI, Itseez3D, Sigong Tech Co Ltd and Ricoh Imaging Company Ltd showcased their latest equipment displaying some of the most evolutionary ideas and concepts in the field.



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First-time Awards for Two Symposiums

For the first time, SIGGRAPH Asia included an awards component for these two Symposiums:

Symposium on Visualization and **Symposium on Mobile Graphics and Interactive Applications**, where the committee selected the best demonstrations, papers and honourable mentions.

The list of award winners include:

Symposium on Visualization:

Best Paper Award:

- Evaluating the Perception of Semi-Transparent Structures in Direct Volume Rendering Techniques by Rickard Englund from Linköping University, and Timo Ropinski from Ulm University

[Click here](#) for more information.



Honourable Mention Awards:

- Deferred Vector Map Visualization by Matthias Thöny, Markus Billeter, Renato Pajarola from University of Zurich

[Click here](#) for more information.



- Privacy Preserving Event Sequence Data Visualization Using a Sankey Diagram-like Representation by Jia-Kai Chou, Yang Wang, Kwan-Liu Ma from UC Davis

[Click here](#) for more information.





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Symposium on Mobile Graphics and Interactive Applications:

Best Demo Honourable Mention Award:

- Back-Mirror: Back-of-Device One-Handed Interaction on Smartphones by Pui Chung Wong, Hongbo Fu and Kening Zhu from City University of Hong Kong

[Click here](#) for more information.



Best Demo Runner Up:

- Demonstration of the use of Tangible Learning in STEM Education by Kris Lee Kian Teck, The Students' Studio

[Click here](#) for more information.



Best Demo:

- BeCasso: Artistic Image Processing and Editing on Mobile Devices by Sebastian Pasewaldt, Amir Semmo and Jürgen Döllner from Hasso Plattner Institute / University of Potsdam; and Frank Schlegel from Digital Masterpieces GmbH

[Click here](#) for more information.



In addition, the **Emerging Technologies Program** and **Computer Animation Festival** also presented their yearly event awards at SIGGRAPH Asia 2016.

Emerging Technologies:

Best Demonstration Voted by Attendees:

- Bottomless Joystick by Yuichiro Katsumoto from the Interactive and Digital Media Institute, National University of Singapore

[Click here](#) for more information.





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Best Demonstration Voted by Committee:

- Reality Forge: Interactive Dynamic Multi-Projection Mapping by Christian Siegl, Matteo Colaianni, Vanessa Lange, Marc Stamminger and Frank Bauer from the Computer Graphics Group, University of Erlangen Nuremberg

[Click here](#) for more information.



The **Computer Animation Festival** honoured the top talents in animation, including:

- Best of Show - **Schirkoa**, Directed by Ishan Shukla (India)
 - Jury's Choice - **Accidents, Blunders and Calamities**, Directed by James Cunningham (New Zealand)
 - Best Student Project - **BreakingPoint**, Directed by Martin Lapp (Germany)
- [Click here](#) for the press release on the announcement of the Computer Animation Festival Award Winners.

Looking ahead to next year's edition, SIGGRAPH Asia 2017 will be held in Bangkok from 27 – 30 November 2017. Visit the website for more details: <http://sa2017.siggraph.org/>

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Notes to editors:

- For more event pictures taken at SIGGRAPH Asia 2016 in Macao, please visit: <http://bit.ly/sa2016eventphotos>.

About SIGGRAPH Asia 2016

The 9th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia took place in Macao, China at the The Venetian Macao from 5 - 8 December 2016. The annual event held in Asia attracted the most respected technical and creative people from all over the world who are excited by research, science, art, animation, gaming, interactivity, education and emerging technologies. The 4-day SIGGRAPH Asia 2016 conference included a diverse range of juried programs this year, including an Art Gallery, Computer Animation Festival, Courses, Emerging Technologies, Posters, Technical Briefs, Technical Papers, Symposium on Mobile Graphics and Interactive Applications, Workshops, and two returning Symposiums – Symposium on Education and Symposium on Visualization. This year's conference, themed "Key to the Future", featured a new VR Showcase, allowing attendees to delve deep into digital worlds and experience state-of-the-art technologies. A 3-day exhibition held from 6 -8 December 2016 will offer a business platform for industry players to market their innovative products and services to the computer graphics and interactive techniques professionals and enthusiasts from Asia and beyond.

About ACM SIGGRAPH

The Association of Computing Machinery's Special Interest Group on Computer Graphics and Interactive Techniques (ACM SIGGRAPH) sponsors SIGGRAPH Asia 2016. Founded in 1947, ACM is an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources, and



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address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. The ACM SIGGRAPH deals with all aspects of graphical user/computer communication and manipulation: hardware, languages, data structure, methodology, and applications

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