



## MEDIA RELEASE

### **SIGGRAPH Asia Spotlights Production Teams from *Pixar*, *Thor: Ragnarok*, and *Blade Runner 2049* at its Featured Sessions Program**

- Featured Sessions Program focuses on major breakthroughs, techniques, arts in the field of Computer Graphics and Interactive Techniques
- Other first-time features at SIGGRAPH Asia include Full Dome VR Dailies Review for Dunkirk and Assassin's Creed

**BANGKOK, Thailand, 20 October 2017** – At its 2017 edition in November, some of the highlights of SIGGRAPH Asia include a spotlight on production teams from some of the world's leading studios, including Pixar, as well as films released in 2017, such as *Blade Runner 2049*.

The exciting line-up of Featured Sessions and Programs includes:

- ***The Making of Pixar's "Coco"***, by Pixar Animation Studio's production team;
- ***How Real-Time Graphics Helps Pixar Make Feature Films***, by Pixar Animation Studio's Senior Graphics Software Engineers, Pol Jeremias-Vila, and David G Yu, who will demonstrate how Pixar applies real-time graphics in animation;
- ***The Making of Thor: Ragnarok***, by the production teams from Marvel Studios, Framestore, Method Studios, and Industrial Light & Magic, who will share they brought Ragnarok to life;
- ***Blade Runner 2049: A Framestore Case Study*** by Richard Hoover, VFX Supervisor, Framestore;

SIGGRAPH Asia's keynote speakers are **Albert Yu-Min Lin** and **Michael Cohen**.

Albert Yu-Min Lin is an award-winning Explorer of the National Geographic Society, and the CoFounder and Chief Science Officer at Planet3. During his talk, *Seeing A Human Frontier*, will regale his fascinating career of merging satellite, aerial, and geophysical sensing with immersive virtual reality visualizations to explore some of humanity's greatest archaeological stories, along with his personal experience of becoming partially bionic.

Michael Cohen, Director of the Computational Photography Group at Facebook, will discuss how Facebook's Computational Photography Team is incorporating 3D and virtual reality applications into the social media platform to enhance how we share photos and videos.

"I believe we are at a very interesting time in human history where it is no longer possible to ignore the negative aspects of modern life on our lives on planet Earth. As technology researchers, developers and providers, we play a critical role and it is now time to make a conscious effort to either remain in a circle where technology is deployed for the sake of technology or to enter an area where we consciously place technology at the service of humanity," says Sophie Revillard, Featured Sessions Chair and Founder of Connecting Worlds, France.



## New to SIGGRAPH Asia

This year, visitors to SIGGRAPH Asia can experience how virtual reality applications are reviewed and edited daily, to witness first-hand how VR editing technology is applied, by experiencing Fulldome.pro's 8M Full Dome setup as a VR Dailies Theater. The stimulating **VR Showcase Program** in the domes will feature VR reviews for Christopher Nolan's *Dunkirk* and Ubisoft's *Assassin's Creed*. The VR Showcase Program also features industry leaders, influencers, and developers who will discuss critical topics in the virtual and augmented reality space including research, application in health care, web-enabled immersive technologies, strategies for journalism, business, and exploration, design principles for VR/AR, and VR for social good.

"We believe that SIGGRAPH Asia's VR Showcase is a rare opportunity to create a global hub for discussing and exploring the technical and human impact of these technologies with a wide range of thought leaders in the field. We hope you will join us for a unique event that will tackle how VR and AR can be utilized to make an impact in Asia, the world at large, and in varying industries," said Juan Miguel de Joya, VR Showcase Chair and Senior Support Engineer at DigitalFish at Google Spotlight Stories, USA.

In a SIGGRAPH Asia first, the **Art Gallery Program** will have a special project titled, *Mind-Body Dualism*. Created only for SIGGRAPH Asia, this project is a collaboration between artists from Thailand, Vietnam, Singapore and the Digital Museum of Digital Art (Dimoda) to build an environment where artists from Southeast Asia explore the virtuality in its reflections of their physical worlds.

The **Emerging Technologies Program** will focus on several "live" demonstrations in virtual and augmented reality as well as embodied interaction, which will change the way people experience games, movies and photos. For academia, the **Technical Papers Program** will showcase state-of-the-art research results on topics ranging from modeling and design to fabrication, from HDR imaging to novel displays and from physically-based animation to capturing faces, bodies, and hands, among others. At the **Workshops Program**, participants are encouraged to actively discuss novel research ideas at three workshops: Data-Driven Animation, Artificial Intelligence MEETS Virtual and Augmented Realities and Digital Heritage and Innovative Collaborations.

For detailed information on each of the programs at SIGGRAPH Asia, please visit <http://sa2017.strikingly.com/programs>.

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## About SIGGRAPH Asia 2017

The 10<sup>th</sup> ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia will take place in Bangkok, Thailand at the Bangkok International Trade and Exhibition Centre (BITEC) from 27 – 30 November 2017. The annual event held in Asia attracts 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 four-day SIGGRAPH Asia



2017 conference includes a diverse range of juried programs, such as the Art Gallery, Computer Animation Festival, Courses, Emerging Technologies, Posters, Symposium on Education, Symposium on Mobile Graphics and Interactive Applications, Symposium on Visualization, Technical Briefs, Technical Papers, VR Showcase and Workshops. A three-day exhibition held from 28 – 30 November 2017 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 2017. 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 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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