



MEDIA RELEASE

SIGGRAPH Asia 2017 Honors Top Talent in Computer Graphics and Digital Imaging

BANGKOK, Thailand, 5 December 2017 – SIGGRAPH Asia 2017 wrapped its 10th edition on a high note. This year’s edition brought together some of the biggest names and organizations in the computer graphics and interactive techniques industry. Held from 27 to 30 November 2017 at Bangkok International Trade and Exhibition Centre (BITEC), Asia’s premier graphics, animation, art and technology event drew 6,526 computer graphics professionals, researchers, enthusiasts and trade visitors from 58 countries and regions under one roof.

Close to 600 speakers presented at the conference, discussing the latest industry developments and future of the computer graphics and interactive techniques industry. The exciting line-up featured distinguished keynote speakers and panellists such as **Albert Yu-Min Lin**, Research Scientist & Explorer, California Institute for Telecommunications and Information Technology @ UC San Diego, National Geographic Society; **Michael Cohen**, Director of the Computational Photography Group, Facebook; **Mark Oftedal**, Co-Director of “Piggy”, a Google Spotlight Story; **Chris Harvey**, VFX Supervisor, Oats Studio and **Mathieu Muller**, Film Engineer, Unity.

The production teams from Pixar (*Coco*), Industrial Light & Magic (*Rogue One: A Star Wars Story*), Disney (*Moana*), Marvel Studios (*Thor: Ragnarok*) and Framestore (*Blade Runner 2049*) also took to the stage to showcase their ground-breaking digital work in these films.

Virtual and augmented reality was also featured strongly at SIGGRAPH Asia 2017. One of the highlights was the featured sessions’ panel, [Towards Stronger Human Connections in AR/VR](#), which featured a mixed reality setup with one panellist speaking remotely in VR, a first-time showcase in the region. Industry pioneers, **James Fong**, CEO, Jaunt China; **Ido Banai**, CEO and Founder, Plenoptic Cognition and **Jake Kahana**, Co-Founder, Caveday, discussed the production challenges and lessons from making story-driven VR films. Other well-attended sessions include [Artificial Intelligence Meets Virtual And Augmented Realities](#) and [Before And After AR/VR: Empowering The Paradigm Shifts In Education](#), where panellists discussed the synergies between virtual and augmented reality, artificial intelligence and machine learning, and its impact on education.

The VR Showcase Program immersed visitors into virtual and augmented worlds to convey how virtual reality can be applied to fields such as healthcare and entertainment, as well as influence human interactivity and engagement. The content rich program also featured specially curated interactive sections that included live painting sessions with local and regional transmedia artists, as well as a VR Dailies Theater.

SIGGRAPH Asia’s exhibition show-floor featured the latest hardware, software, technologies and innovations from around the world. The exhibition featured a total of 73 exhibitors from over 15 countries. Of these, 53 are first-time exhibitors, including companies such as ArtFX, Epic Games, IKEA Communications, Luxion Inc, NewOlderVFX Co. Ltd, Ringling College of Art and Design, SOFA Framework, Unity Technologies and Yannix (Thailand) Co. Ltd.



Award-winners at SIGGRAPH Asia

SIGGRAPH Asia featured an awards component for the following four programs:

Symposium on Mobile Graphics and Interactive Applications, Symposium on Visualization, Emerging Technologies and the **Computer Animation Festival**. The list of award winners includes:

Symposium on Mobile Graphics and Interactive Applications

- **Best Paper: ProsumerFX: Mobile Design of Image Stylization Components** by Tobias Dürschmid, Hasso Plattner Institute / University of Potsdam, Maximilian Söchting, Hasso Plattner Institute / University of Potsdam, Amir Semmo, Hasso Plattner Institute / University of Potsdam, Matthias Trapp, Hasso Plattner Institute / University of Potsdam and Jürgen Döllner, Hasso Plattner Institute / University of Potsdam.

[Click here](#) for more information.



- **Best Paper (Runner-up): Mixed Reality Collaboration through Sharing a Live Panorama** by Gun Lee, University of South Australia, Theophilus Teo, University of South Australia, Seungwon Kim, University of South Australia and Mark Billingham, University of South Australia.

[Click here](#) for more information.



- **Best Demo: Pictory - Neural Style Transfer and Editing with CoreML** by Sebastian Pasewaldt, Digital Masterpieces GmbH, Amir Semmo, Hasso Plattner Institute / University of Potsdam, Mandy Klingbeil, Hasso Plattner Institute / University of Potsdam and Jürgen Döllner, Hasso Plattner Institute / University of Potsdam.

[Click here](#) for more information.



- **Best Demo (Runner-up): Mobile Augmented Reality Illustrations that Entertain and Inform with the Hololens** by Christian Zimmer, Michael Bertram, Fabian Büntig, UDaniel Drochert and Christian Geiger, University of Applied Sciences Duesseldorf.

[Click here](#) for more information.





THE CELEBRATION OF LIFE AND TECHNOLOGY

The 10th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia

CONFERENCE 27 – 30 November 2017
EXHIBITION 28 – 30 November 2017
BITEC, Bangkok, Thailand
SA2017.SIGGRAPH.ORG



Symposium on Visualization

- **Best Paper: Smooth Animation of Structure Evolution in Time-Varying Graphs with Pattern Matching** by Yunzhe WANG, The Hong Kong Polytechnic University.
[Click here](#) for more information.



- **Honorable Mention: Winding Angle Assisted Particle Tracing in Distribution-Based Vector Field** by Cheng Li and Han-Wei Shen, The Ohio State University.
[Click here](#) for more information.



- **Honorable Mention: Visual Exploration of Ionosphere Disturbances for Earthquake Research** by Fan Hong, Peking University, Siming Chen, Peking University, Hanqi Guo, Argonne National Laboratory, Xiaoru Yuan, Peking University, Jian Huang, University of Tennessee, Knoxville and Yongxian Zhang, China Earthquake Networks Center.
[Click here](#) for more information.



Emerging Technologies

- **Best Demonstration Voted by Attendees:**
OptRod: Operating Multiple Various Actuators Simultaneously by Projected Images, by Ryo Shirai, Yuichi Itoh, Taichi Fukamachi, Mayu Yamashita, Takao Onoye from Graduate School Of Information Science And Technology, Osaka University
[Click here](#) for more information.





- **Best Demonstration Voted by Committee:**

Mobius Walker: Pitch And Roll Redirected Walking, by Tatsuki Yamamoto, Jumpei Shimatani, Isamu Ohashi, Keigo Matsumoto, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose from The University of Tokyo
[Click here](#) for more information.



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

- Best in Show: *AFTERWORK* (Ecuador), directed by Luis Uson, Uson Studio/Matte CG and Andrés Aguilar, Matte CG
- Best Student Film: *Garden Party* (France), directed by Florian Babikian, Vincent Bayoux, Victor Caire, Théophile Dufresne, Gabriel Grapperon and Lucas Navarro
- Jury Award: *Here's the Plan* (Chile), directed by Fernanda Frick
- Jury Award: *(OO)* (South Korea), directed and produced by OH Seo-ro, Chungkang College of Cultural Industries

[Click here](#) for the press release on the announcement of the Computer Animation Festival Award Winners.

Next year's edition, SIGGRAPH Asia 2018 will be held at the Tokyo International Forum in Japan from 4 – 7 December 2018.

“Following 10 years of success at SIGGRAPH Asia, I believe that SIGGRAPH Asia 2018 will be a unique event where there will be a huge variety of crossovers between people, cultures, companies, industries, entertainment, art and digital technologies. In this sense, Tokyo is the best city for the attendees to experience and feel the crossovers between anime and 3DCG; digital and traditional cultures; and be at the cutting edge of digital media and new industries,” said Ken Anjyo, Conference Chair of SIGGRAPH Asia 2018.

Visit the website for more details: <http://sa2018.siggraph.org/>.

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Notes to editors:

- For the event pictures taken at SIGGRAPH Asia 2017, please visit: <http://bit.ly/sa2017eventphotos>. All photos should be credited to SIGGRAPH Asia 2017.

About SIGGRAPH Asia 2017

The 10th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia took place in Bangkok, Thailand at the Bangkok International Trade and Exhibition Centre (BITEC) from 27 – 30 November 2017. Sponsored by ACM SIGGRAPH, and organized by Koelnmesse, 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 2017 conference included a diverse range of juried programs, such as the Art Gallery, Computer Animation Festival, Courses, Emerging Technologies, Posters, Technical Briefs, Technical Papers, Symposium on Mobile. A three-day exhibition held from 28 – 30 November 2017 offered 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

About Koelnmesse

Koelnmesse Pte Ltd is one of the world's largest trade fair companies. Its more than 70 trade fairs and exhibitions have the broadest international scope in the industry, as 60 percent of the exhibitors and 40 percent of the visitors come from outside Germany. The Koelnmesse events include the leading global trade fairs for 25 sectors, such as Imm Cologne, Anuga, IDS, INTERMOT, Interzum Cologne, Photokina, Gamescom, and the International Hardware Fair Cologne. Koelnmesse is ACM SIGGRAPH's event organizer for the last 10 editions of SIGGRAPH Asia.

Media Contacts

Selena Sheikh
PINPOINT Public Relations
Mobile: +65 9746 8519 (SG)
selena@pinpointpr.sg

Jamie Huang
Koelnmesse Pte Ltd
Mobile: +65 9232 9738 (SG)
jamie.huang@siggraph.org