



# SIGGRAPH2005

LOS ANGELES ~ JULY 31 - AUGUST 4



## IMPRESSIONS BY 1 PERSON OF A 29,000 PERSON EVENT

DAVID BALL  
ROCKY MOUNTAIN SIGGRAPH CHAPTER





# SIGGRAPH2005

**THIS PRESENTATION'S INTENT IS  
TO ENCOURAGE:**

- ~ PARTICIPATION IN  
LOCAL SIGGRAPH CHAPTERS
- ~ USE OF SIGGRAPH  
ONLINE RESOURCES
- ~ PARTICIPATION IN  
SIGGRAPH 2006 IN BOSTON



**interaction**  
**face** 2BOSTON6



TRUE OR FALSE:  
This symbol represents that not  
only is it 2005 but that this  
was the 25th Annual Siggraph  
conference.



SEVERAL MEMBERS OF THE COLORADO SPRINGS BASED  
ROCKY MOUNTAIN SIGGRAPH CHAPTER  
ATTENDED **SIGGRAPH 2005**



FALSE:

This was the 32nd Annual  
Siggraph Conference.

(2 to the 5th power = 32)

(The first was in Boulder, CO)



**Dan**

Director of a military-based  
Media & Visualization Facility  
in Colorado Springs

**Julie**

Employee of Dan's.  
CTU Student

**Nancy**

Colorado  
Technical University  
Student

**Steve**

Colorado  
Technical University  
Student

**Dino**

Siggraph Conference  
Management  
Executive



**David**

RMS Officer  
CTU Faculty

**Monika**

RMS Officer  
CTU Faculty  
Digital Artist

**Lanka**

Visual  
Communications  
Department  
Chair  
Colorado  
Technical  
University

SEVERAL RMS MEMBERS ARE ON THE FACULTY OR ARE STUDENTS AT  
COLORADO TECHNICAL UNIVERSITY IN COLORADO SPRINGS



Dan

In Boulder during first Siggraph.  
Former E-Tech Contributor.

Julie

2005 Student Volunteer

Nancy

first time attendee

Steve

04&05 Guerilla Studio  
Volunteer

Dino

Multi-Conference  
Management &  
Participation



David

second time  
attendee

Monika

05 Panel Speaker  
03 Digital Artist

Lanka

first time  
attendee  
RMS Officer

CHAPTER MEMBERS PARTICIPATED IN A VARIETY OF WAYS:  
AS PRESENTERS, AS VOLUNTEERS, AS CONFERENCE STAFF





RMS CHAPTER MEMBER STEVE KILPATRICK  
SPENT MOST OF THE CONFERENCE  
ASSISTING IN GUERILLA STUDIO



RMS CHAPTER PRESIDENT MONIKA MAY  
PARTICIPATED IN A PANEL ENTITLED:

**WWAI: HOW IS THE WEB GROWING?**  
INTO A SOCIAL SUPER-ORGANISM OR A  
MASS OF DISCONNECTED INFORMATION?



**SIGGRAPH2005**

## LINKS:

[www.siggraph.org](http://www.siggraph.org)

THE SIGGRAPH ORGANIZATION

[www.siggraph.org/s2005](http://www.siggraph.org/s2005)

THE 2005 CONFERENCE WEBSITE



THE GRAPHICS FOR THE  
CONFERENCE LOOKED  
SIMILAR TO THE  
ADVANCED PROGRAM  
- SHOWN AT LEFT  
(AVAILABLE FOR DOWN-  
LOAD AT ABOVE SITE)



NOTICE THE INFLUENCE  
- ONCE AGAIN - OF APPLE AND THE IPOD -  
IT WAS OF INTEREST TO ME THE LARGE PERCENTAGE OF  
APPLE LAPTOPS BEING TOTTED AROUND BY ATTENDEES AND  
PRESENTERS (HIGHER THAN THE 10% MARKET SHARE)



SIGGRAPH2005

# WHO ATTENDS SIGGRAPH? A POSSIBLE SCENARIO:



Research

Industry

Creatives

Education



RESEARCH ADVANCES TECHNOLOGY ~ INDUSTRY PACKAGES IT - CREATIVES EMPLOY IT - SCHOOLS TEACH IT



## EXHIBITION

Exhibition Floor

Exhibitor Tech Talks

## PRESENTATIONS

Keynote Address

Courses -

Papers -

Panels -

Sketches -

Posters -

Web Program -

Educators Program

Special Sessions

## EXPERIENCES

Computer Animation Festival:

- Electronic Theater & Animation Theater

Art Gallery

Emerging Technologies

Guerilla Studio

Cyber Fashion Show

## NETWORKING

Chapters Party

Industry/Exhibitor Parties

Main Reception

Job Fair

# CONTENT AREAS AT SIGGRAPH 2005

## PRESENTATIONS

KEYNOTE

PANELS

PAPERS

SKETCHES

## EXPERIENCES

ANIMATION FESTIVAL

ART EXHIBIT

GUERILLA STUDIO

EMERGING TECH

## EXHIBITION FLOOR

Software

Hardware

Publishers

Services

## EDUCATION

COURSES

EXHIBITOR TECH TALKS

EDUCATOR PROGRAM

## NETWORKING

RECEPTIONS

PARTIES

JOB FAIR

JOB INTERVIEWS

<http://www.siggraph.org/conferences/confmission.html>



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# Exhibition Floor



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# Exhibition Floor

## HARDWARE

- 3D Rapid Prototyping
- Digitizing Cameras
- DVD Authoring Tools
- Furniture
- Geographic Information Systems
- GroupWare
- Hardcopy Devices: Photographs/Slides
- Head Mounted Displays
- High Resolution Technologies
- Interface Tools
- Mobile Computing
- Multimedia Tools and Applications-HW
- OEM Components
- Projectors
- Robotics
- Scanners
- Terminals, Monitors and Displays
- Video Servers

- Digital Cameras
- Digital Video Hardware
- Encoders/Decoders-HW
- Commercial Game Equipment
- Graphics Accelerator Boards-HW

- Haptic Input Devices
- HDTV

- High Performance Gr/ Processors
- Input Devices

- Motion Capture E/
- Monitors and Di/
- Networking E/

- Printers and
- RAID Syst/

- Scan Co/

- Storage/

- Vide/

- W/

## SOFTWARE

- 2D Graphics

- 3D Modeling

- Animation

- Artificial Intelligence

- Broadcast Design Software

- CAD/CAM/CAE/CFD

- Data Analysis

- Desktop Video Production Software

- Electronic Publishing

- Engineering Applications

- Geographic Information Systems-HW

- Graphics Accelerator Boards

- GroupWare Software

- Image Management

- Information Visualization

- Medical Imaging Software

- Multimedia Tools and Applications

- Paint Systems

- Scientific Visualization

- Simulation

- Systems Integration

- VR Software

- Web 3D

- 2D Graphics

- Aerospace and Automotive Applications

- Architecture Applications

- Authoring Software

- Business and Financial Graphics

- Computer Video Interfaces

- Desktop Publishing

- Digital Imaging

- Encoders/Decoders

- Commercial Game Engines

- Graphic Design Systems

- Graphics Standards Software

- Image Based Modeling

- Industrial Design

- Mappings and Cartography

- Motion Capture Software

- Networking Infrastructure

- Rendering and Modeling

- Scientific Application

- Streaming Technology

- Video Encoding and Compression

- Visual Effect Software

- Web Graphics



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# Exhibition Floor - Personal Favorite Trend: 3-D Printing & Scanning

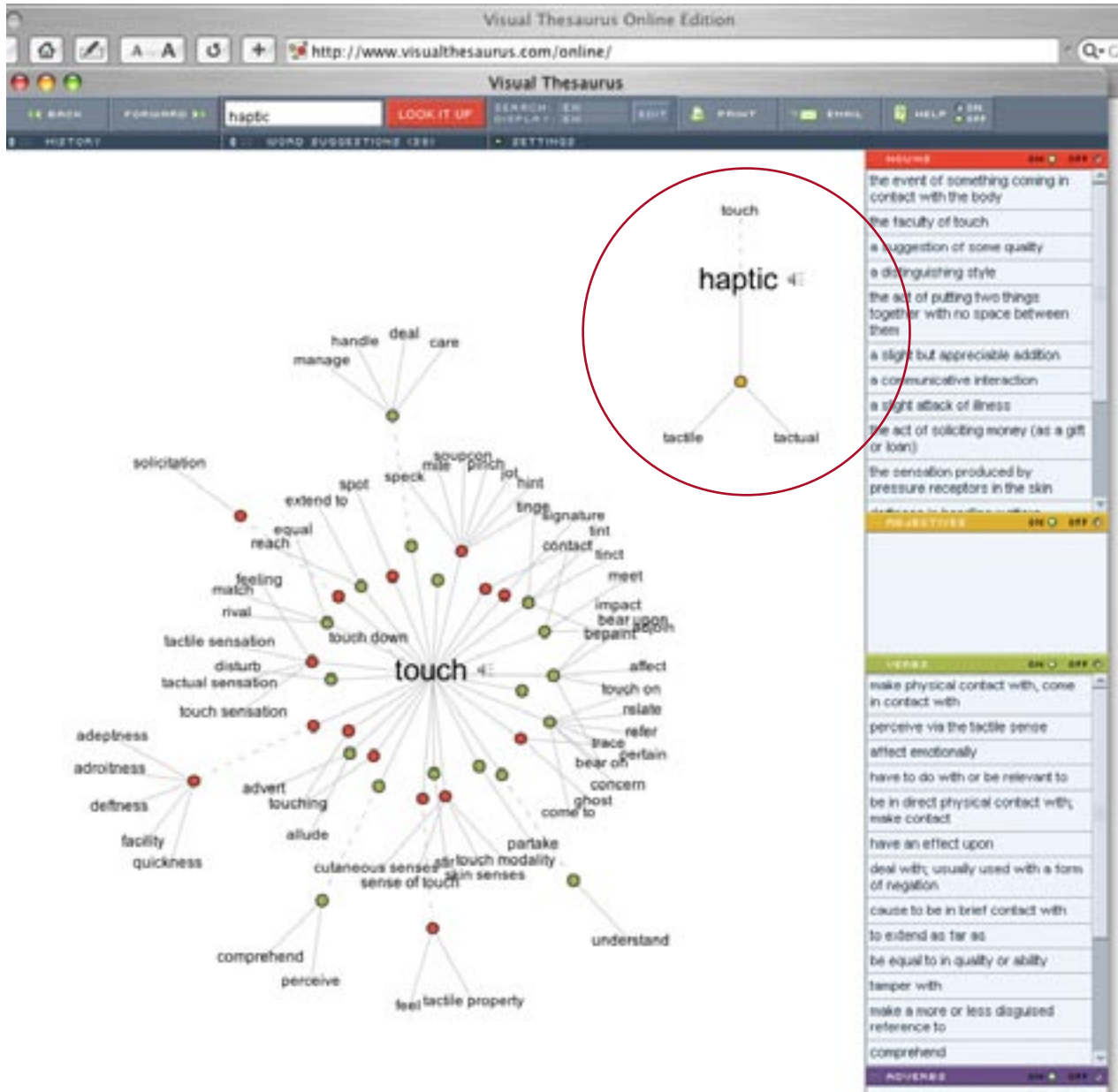


THE PRESENCE OF  
3-D PRINTING AND  
SCANNING WILL  
ONLY INCREASE



SIGGRAPH2005

# New Word: "Haptic"



I HEARD "HAPTIC"  
USED IN SEVERAL PLACES  
SEVERAL TIMES





# SIGGRAPH2005

# THE Buzz Word: "Open GL"



THIS PHRASE WAS ALL OVER THE PLACE !  
EVEN IN THE ART SHOW -

I THOUGHT IT MIGHT BE A SPECIAL  
SANDWICH FROM THE FOOD COURT







**SIGGRAPH**2005

# WHO ATTENDS SIGGRAPH?

## A POSSIBLE SCENARIO:



Rocky Mountain  
Siggraph Chapter  
Vice President

<http://www.myhero.com/david>



George Lucas

[http://www.wired.com/wired/  
archive/13.05/lucas.html](http://www.wired.com/wired/archive/13.05/lucas.html)

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# Art Gallery



[www.camilleutterback.com](http://www.camilleutterback.com)



<http://www.jonmeyer.com>

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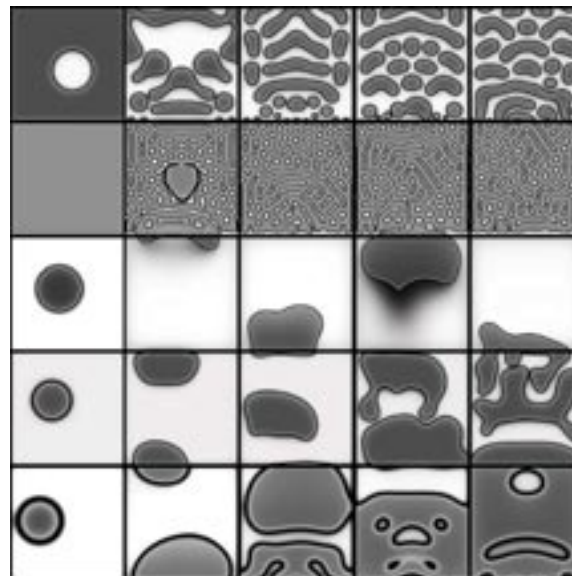
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<http://www.siggraph.org/artdesign>

An online archive of past art galleries.

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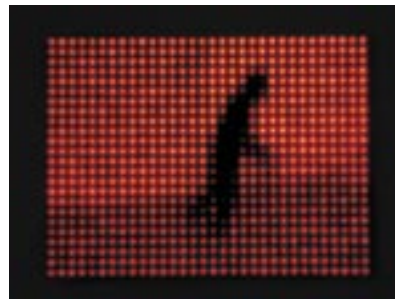
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# Art Gallery





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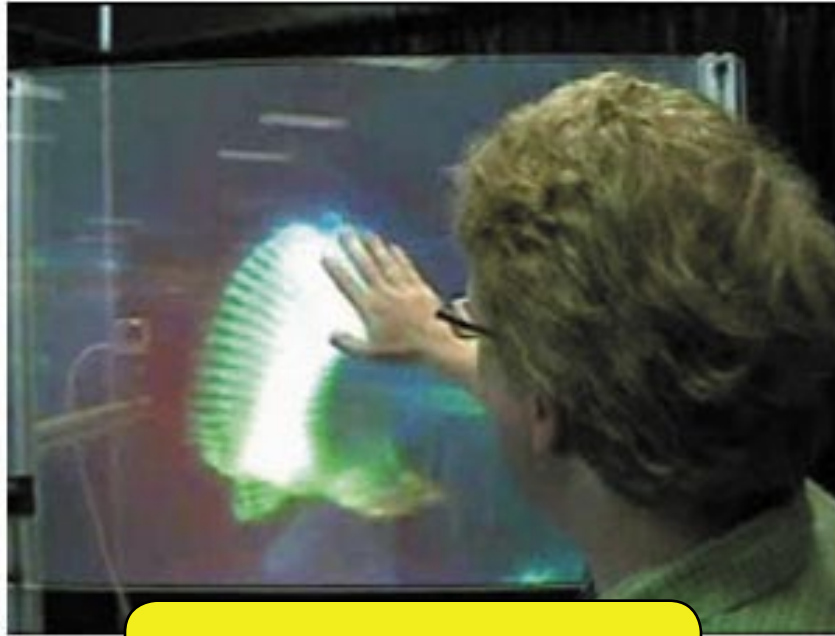
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# Emerging Technologies



<http://research.microsoft.com/~awilson/>



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# Guerilla Studio





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# Job Fair



ILM CONDUCTED THEIR  
INTERVIEWS IN THIS  
BIG CYLINDER



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# Web Program



<http://www.tiersky.com>

EXCELLENT PRESENTATION -  
A LOOK AT HIS CLIENTS/PROJECTS  
WOULD HINT THAT HIS IDEAS WOULD  
BE PRESENTED WELL  
PRESENTATION AVAILABLE FOR  
DOWNLOAD AT HIS SITE

## Designing an Interactive Experience for Ease of Use

Wednesday, 3 August 9:30 - 10:15 am  
Room 501AB

This session reviews a set of proven techniques for iteratively designing interactive experiences in order to maximize ease of learning, efficiency of interaction, and user satisfaction. Examples from the presenters' work is used to illustrate the process, including examples from sites for General Motors, Merrill Lynch, and Office Depot. Attendees receive straightforward exercises that will improve the usability of any web site.

Howard Tiersky  
Capgemini US, LLC  
[howard.tiersky \(at\) capgemini.com](mailto:howard.tiersky@capgemini.com)

<http://tiersky.com>

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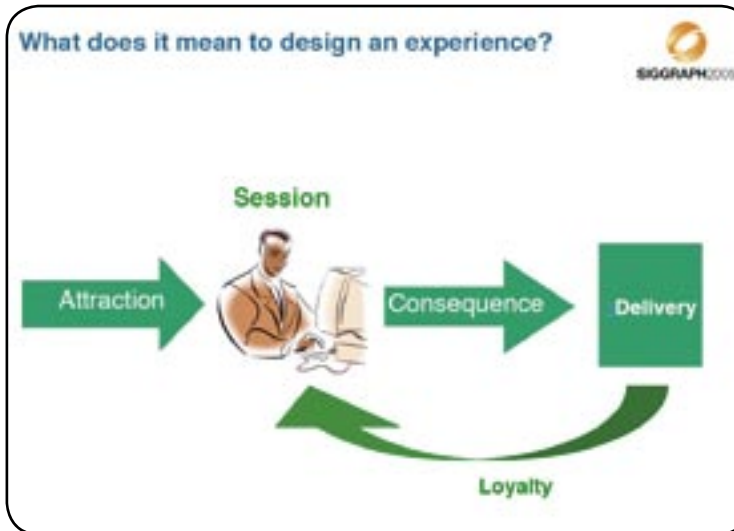
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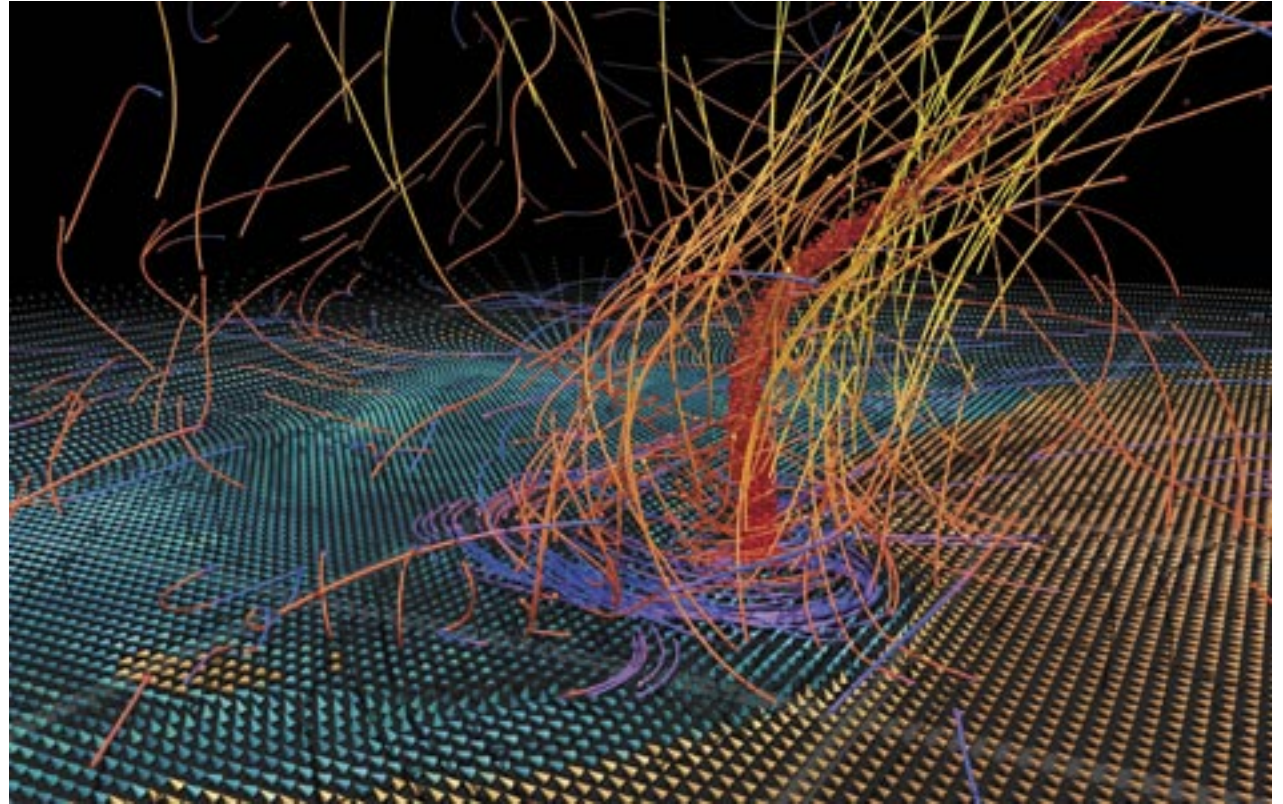
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# Electronic & Animation Theater



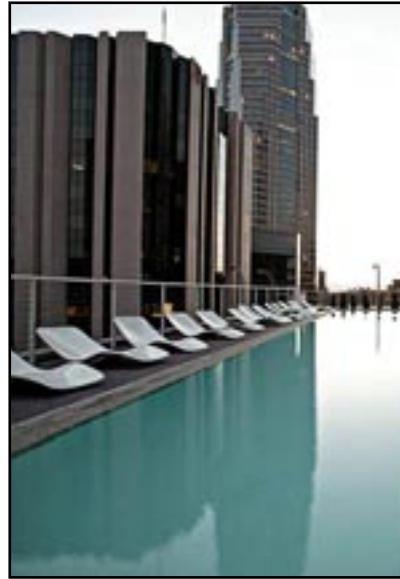
IS THIS ART OR SCIENCE? To me - the computer animation festival is the creative soul of the Siggraph Conference. So much about of what Siggraph is about is found in the variety of works shown here. In addition to a wide span of content—from the purely scientific to the purely fantastic - what is also fascinating is a sharing of the same venue by individual artists like Shane Acker with most prestigious studios like Digital Domain, Disney or ILM.

<http://www.shaneacker.com>

<http://www.d2.com/links/comm/behindscenes/BHS6/bhs6.htm>



# City of Angels



DID ANYONE ELSE HAVE TROUBLE WITH DIRECTIONS IN LA?  
- I never did figure out which way was North or South or East.

On to Boston !!!

PARTICIPATION AT  
SIGGRAPH 2006 - BOSTON:  
AVAILABLE IN A VARIETY OF AREAS

interaction  
face 2BOSTON6

The 33rd International Conference on Computer Graphics and Interactive Techniques

Conference 30 July - 3 August 2006   Exhibition 1 - 3 August 2006   Boston Convention & Exhibition Center   Boston, Massachusetts USA



## Call for Participation

Welcome to the SIGGRAPH 2006 Call for Participation. Here you will find the visions of the highly energetic and creative 2006 program chairs. Their visions are a result of teamwork and brainstorming that stems from the idea that SIGGRAPH 2006 will be REVOLUTIONARY! It will spur a renaissance in interactive techniques, human-computer interfaces, and computer graphics research and applications. Everyone on the 2006 team has risen to the occasion and raised the bar.

You will find in the calls for various programs (many of the standard programs and some new ones) a focus on the quieter side of computer graphics and interactive techniques along with calls for scientific visualization, art installations, and other computer graphics research and applications.

You can volunteer your time and talents to SIGGRAPH 2006 in



[main](#) > call for participation

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THANKS:  
For sticking  
with me  
all the way  
to the end.

**IMPRESSIONS BY 1 PERSON  
OF A 29,000 PERSON EVENT**

DAVID BALL  
ROCKY MOUNTAIN SIGGRAPH CHAPTER

[HTTP://ROCKY-MOUNTAIN.SIGGRAPH.ORG/](http://rocky-mountain.siggraph.org/)