



Mathieu Desbrun
Candidate for Director A

My first SIGGRAPH was in '95 in Los Angeles, and I have benefited from the ACM in my professional career ever since. Year after year, I have enjoyed the SIGGRAPH conference as the unique and stimulating ground zero of all things graphics, boosting innovation, creativity, and education in graphics by mixing researchers, artists, and educators.

As we celebrate the 50th edition of the conference, our field has changed a lot. Its success in tackling early challenges has made it more mature, and technological progress has significantly broadened its landscape. With changes came growing pains, which translated into the recent financial rockiness that ACM SIGGRAPH has experienced. Now more than ever, we need to use our resources and finances strategically to soldier through the continuing evolution of our field while maintaining its excellence and pioneering spirit. Armed with my international experience in graphics research (24 years in the US, 4 years in Europe) and in administrative matters (e.g., I was the founding head of a university department), I hope to better position ACM SIGGRAPH for the future by adapting our community's core values to our fast-evolving needs — should you ask me to represent you.

BIOGRAPHY

After obtaining a Computer Graphics Ph.D. in France in 1998 and a short stint at the University of Southern California as an Assistant Professor, [Desbrun](#) became an Associate Professor in the CS department at Caltech (Pasadena, CA) in 2003. There, he ran the Applied Geometry lab when he was awarded the ACM SIGGRAPH New Researcher award. He took on administrative duties after he became a full professor, becoming the founding Chair of the Computing and Mathematical Sciences department from 2009 to 2015. More recently, he was the Technical Papers Chair for SIGGRAPH 2018 and the Courses Chair for SIGGRAPH Asia 2021; he also spent a sabbatical year at ShanghaiTech and was elected ACM Fellow in 2020 and an ACM SIGGRAPH Academy member in 2021. He is now working as both an advanced researcher at Inria

Saclay and a Professor at Ecole Polytechnique in France, and currently serves on the ACM SIGGRAPH Awards committee.



Alla Sheffer

Candidate for Director A

I see SIGGRAPH/SIGGRAPH Asia as my home conferences (My first SIGGRAPH was in 2003). I served on the SIGGRAPH Technical Awards Committee and am currently concluding my service as the SIGGRAPH'23 Technical Papers Chair. As a chair of this core SIGGRAPH Program, I have had a chance to closely observe the SIGGRAPH processes, interact with key SIGGRAPH volunteers, and see firsthand the impact the SIGGRAPH Executive has on the well-being of the Computer Graphics and Interactive Techniques research and practitioner ecosystem. I am running to be a Director-at-Large to help preserve and further improve this ecosystem, and specifically its flagship SIGGRAPH/SIGGRAPH Asia conferences.

My main motivation in volunteering for this position is to ensure that these conferences continue to grow and will remain the flagship venue for computer graphics and interactive techniques research. While this primacy was self-evident in the past, an increasingly notable number of top-notch research papers in our area are published at Computer Vision, ML, and HCI venues. Together with colleagues on the EC, and in the community at large, I will seek to develop and adopt practices that reverse this trend and ensure that the SIGGRAPH Technical Papers Program continues to thrive, keep its primacy, and grow.

BIOGRAPHY

Alla Sheffer is a Professor of Computer Science at the University of British Columbia and a Scholar at Amazon Inc. She received her BSc (1991), MSc (1995), and PhD (2000) from Hebrew University, Jerusalem, Israel. She investigates algorithms for geometry processing, focusing on fabrication and computer graphics applications. She is particularly interested in leveraging connections between geometry and perception to enable users to create and manipulate geometric content, including garments and 3D printable artifacts. Prof. Sheffer regularly publishes at selective computer graphics venues and has co-authored 52 papers published in ACM Transactions on Graphics, including numerous papers in SIGGRAPH and SIGGRAPH Asia proceedings. She holds 6 recent patents on methods for garment grading, sketch analysis, and

hexahedral mesh generation. Sheffer is a Fellow of IEEE, a Fellow of ACM, a Fellow of the Royal Society of Canada, and a Member of the SIGGRAPH Academy. She is the recipient of the 2018 Canadian Human Computer Communications Society Achievement Award; a UBC Killam Research Award; multiple faculty awards from Adobe, Google and IBM; an NSERC Discovery Accelerator award; and an Audi Production Award. She is the Technical Papers Committee Chair for SIGGRAPH'23 and co-chaired the program committees for Eurographics'18, 3DV'18, PG'19, SGP'06 and IEEE SMI'13. She has served on the editorial boards of ACM TOG, IEEE TVCG, Computer Graphics Forum, Graphical Models, Computers & Graphics, and CAGD.



Elizabeth Baron

Candidate for Director B

As an ACM SIGGRAPH Pioneer implementing computer graphics and interactive techniques, I relied on the Communities for inspiration on how to apply CG & IT in novel ways. I was taught how to bring art, engineering, and science to life through expressive, realistic, and accurate experiences. Believing it is important to give back to an organization that has given so much, I am honored to be considered to serve again as a Director-at-Large.

During my first term (including being Chair of SIGGRAPH in 2021-22) we have broadened the avenues for contribution to the SIGGRAPH Community. A new Conference Track of the Technical Papers program was formed. This provided a high-quality publication venue that brought the workload of publishing a graphics and interactive techniques paper in line with other top-quality conferences, while diversifying the topics SIGGRAPH publishes in computer graphics and interactive techniques. Technical Papers now has two tracks, Journal Papers (the existing program) and Conference Papers (the new program).

We formed a lasting strategy for SIGGRAPH, focused on three pillars, which lay the foundation for future growth while sustaining our quality content. These pillars focus on membership, volunteerism, and online events. These three pillars provide SIGGRAPH with a solid foundation, to grow and thrive in the future.

BIOGRAPHY

Elizabeth Baron is the founder of Immersionary Enterprises, LLC, consulting on the application of CG&IT for Industrial Digital Twin.

Prior to launching Immersionary Enterprises, Elizabeth was the Global Lead for Solution Architecture at Unity Technologies, developing solutions for industrial clients to help them adopt and leverage data rich, functional digital twins. She led several automotive human-machine interface applications for automotive, and engaged with clients regarding future strategies for adoption of the Metaverse.

Elizabeth was a Technical Specialist in Immersive Realities at Ford Motor Company, where she was the driving force in the development and deployment of immersive vehicle verification technology at Ford Motor Company. She is the principal inventor of the Ford immersive Vehicle Environment (FiVE) process and technology, an immersive environment with high realism in experience, providing contextual data and real time global immersion for multiple disciplines across Ford.

Elizabeth was awarded the highest individual technical award in Ford Motor Company, the Dr. Haren Gandhi Research and Innovation Award, honoring her career in immersive visualization and her technical leadership. She was awarded the ACM SIGGRAPH Practitioner Award in 2020 and was inducted into the ACM SIGGRAPH Academy.



Marc Petit

Candidate for Director B

ACM SIGGRAPH has been essential to the advancement of computer graphics and interactive techniques over the past 50 years and therefore is a key contributor to the development of the metaverse, the next generation of the internet.

The organization can continue to excel by keeping its high academic standards and by attracting more practitioners and creators with relevant content and formats. I believe it is also part of the mission of ACM SIGGRAPH to support the development of open standards for an innovative, fair, and accessible metaverse.

ACM SIGGRAPH can make a bigger impact globally by expanding its international footprint through partnerships and digital platforms. Embracing the technologies and platforms that power the metaverse will help ACM SIGGRAPH evolve to meet the changing needs of its members.

As a candidate, I am committed to bringing the open standards conversation to ACM SIGGRAPH, increasing its global reach, and embracing new technologies to ensure ACM SIGGRAPH remains a vital resource for creators, practitioners, and researchers in building the next generation of the internet.

BIOGRAPHY

After graduating from TelecomSudParis in 1988, I started my career in computer graphics at TDI, writing rendering code for "Paris 1789" featured in Siggraph 1989 Electronic Theater. In 1991, I joined Softimage and led the design of Softimage XSI as VP of the 3D division.

I moved to Autodesk in 2002 to manage discreet logic and 3dsmax businesses, then led the acquisition of Alias Inc in 2005, creating the Media and Entertainment division, which I managed as Senior VP until 2013. Afterward, I became an independent investor

and advisor for companies such as The Foundry, Fabric Engine, Mixamo, Behaviour Interactive, and Thinkbox Software.

In 2016, I joined Epic Games as General Manager of the Enterprise division, expanding Unreal Engine beyond gaming. In 2018, I took over games sales and marketing and became General Manager for Unreal Engine until 2022.

Currently, I work for Tim Sweeney as VP of Unreal Engine Ecosystem, managing strategic partnerships and supporting the community and open standards. I was a founding board member of the ASWF, co-initiated the Metaverse Standards Forum where I co-chair the 3D Asset Interop Working Group, and I also serve on the governing board for the Open 3D Foundation, and co-host the BuildingTheOpenMetaverse.org podcast.



Courtney Starrett
Candidate for Director C

The ACM SIGGRAPH community has become like family as I have found my professional home at the intersection of art & design and computer graphics. I have passionately served on the conference committee multiple times in various roles. I am honored to be running for a Director-at-Large position on the Executive Committee. My diverse background and experience in academia, art, and technology have prepared me well to contribute meaningfully to the vision and strategic direction of ACM SIGGRAPH while contributing new perspectives and respect for tradition. As a Director, I would apply my skills, experience, and passion for helping guide the organization in achieving its mission and goals.

I am dedicated to ensuring that the organization is efficiently and effectively managed. I can be particularly impactful in focus areas such as community engagement, education, diversity, equity, and inclusion, external relations, digital arts, chapter relations, and early career development. I am excited to serve ACM SIGGRAPH in a new context and look forward to contributing to our continued success.

BIOGRAPHY

Courtney Starrett is an Associate Professor in the Visualization Program in the new School of Performance, Visualization & Fine Arts at Texas A&M University. She is the associate director and founding member of the VIVID Lab (Visceral Intersensory Visualization & Information Design) of the Texas A&M Data Science Institute. Courtney is a faculty affiliate of the HCIED (Human-Computer Interaction and Engineering Design Lab) at Texas A&M. Courtney holds the Harold Adams Interdisciplinary endowed professorship and is currently the director of the MS and MFA in Visualization graduate programs. She earned her MFA from Tyler School of Art. Her creative research focuses on data materialization, using data as raw material, and integrating digital fabrication technologies in craft practices. Her creative work has been exhibited internationally in museums and galleries and published in several journals and books, most recently the chapter on *Data Physicalization* in the Springer Handbook for Human-Computer Interaction and *Leonardo*. She has served on the SIGGRAPH Unified Jury regularly

since 2010, as Studio chair (2014), Emerging Technologies chair (2019), Community Engagement chair (2021), and is currently SIGGRAPH 2023 Labs chair. She is the faculty advisor of the Texas A&M ACM SIGGRAPH Student Chapter.



Victoria Szabo
Candidate for Director C

As an experienced leader on both the Conference and Organizational sides of ACM SIGGRAPH, I treasure our community as a vibrant, interdisciplinary, and international network of computer scientists, designers, engineers, technicians, educators, artists, developers, and dreamers. Our heterogeneity within our common purpose is our strength. As we mark our 50th anniversary, I see new and emerging opportunities for enhancing the value of membership -- through virtual and online engagement, increased resource and knowledge sharing, creative mentoring, intentional on-site gatherings, and year-round collaboration across our diverse communities.

The COVID pandemic hastened our exploration of virtual and online gathering and sharing solutions. While I was Chair, the Digital Arts Community developed a monthly online lightning talk series, bringing together artists and thinkers from around the world. DAC also regularly sponsors online exhibitions. Such complementary activities surface new ideas, make community access more equitable, and prime us for deeper engagements when we are in person together for our main conferences and events. As a Director, I would encourage us to build on and scale up such initiatives, drawing upon our community's deep well of CGIT expertise to create our hybrid futures.

BIOGRAPHY

Academic Background:

MA and Ph.D., English, University of Rochester, Rochester, NY, (1995, 2000)

MA, English, Indiana University, Bloomington, IN (1992)

BA, English, Williams College, Williamstown MA (1990)

Professional Experience:

Research Professor, Visual and Media Studies and Gender, Sexuality & Feminist Studies, Duke University. Director, Information Science + Studies Program and Founding Director of Graduate Studies, PhD Program in Computational Media, Arts & Cultures. <http://vszabo.net> (1999- Present)

Collaborator, Psychasthenia Studio Art Collective (2011- Present).

Academic Technology Specialist and Manager, Stanford University (1999-2006).

Areas of Specialization:

Digital humanities, cultural heritage, visualizing cities, computational media arts, media history, digital storytelling.

SIGGRAPH Experience:

Chair, SIGGRAPH Arts Advisory Group (2019 - Present)

Member, SIGGRAPH Governance Committee (2018- Present)

Chair, Art Papers, SIGGRAPH Asia 2023

Chair, SIGGRAPH Digital Arts Community (2016-2022)

Chair, Art Papers, SIGGRAPH 2015

Chair, Art Gallery SIGGRAPH 2013

Chair, Information Aesthetics Showcase, SIGGRAPH 2009

I have also served on numerous arts-related juries and on-site committees throughout my 20+ years involvement with SIGGRAPH.

Related Professional Service:

Program Committee Member, ISEA International; Advisory Board, Video Game Art Research Journal