Hugues Hoppe
Candidate for Director A

I first attended SIGGRAPH in 1991 as a young grad student and have returned enthusiastically every year since. What makes SIGGRAPH so special for me is the rich variety of content, including graphics research, CGI innovations, interactive demos, digital arts, Electronic Theater, and the amazing Emerging Technologies. It's a great community of people with shared passions.

A hallmark of SIGGRAPH is its openness to new areas of research and technology (e.g., early VR, 3D scanning, digital fabrication, physics simulation). The current AI-driven revolution in graphics opens new methods to approach traditional subjects and paves the way for entirely new explorations. It's exhilarating to witness the surge in conference submissions, though it presents the challenge of managing this dynamic growth.

The pandemic taught us the effectiveness of online conferences, yet the absence of hands-on experiences and face-to-face interactions was keenly felt. Looking forward, I hope we can explore cost-effective ways to enhance our social engagements at conferences.

I am eager to continue contributing to this remarkable community that has played such a significant role in my professional life.

BIOGRAPHY

Over the years, my research has focused on advancements in geometry processing and image/video editing. My technical interests range from surface reconstruction and mesh simplification to texture synthesis, vector graphics, video looping, and telepresence.

Professional Experience:
- Principal Scientist at Google, 2016–2021
- Principal Researcher and Manager at Microsoft Research, 1994–2016

- PhD in Computer Science from the University of Washington, 1994

Awards and Honors:
- ACM SIGGRAPH Computer Graphics Achievement Award, 2004
- ACM Fellow, 2011
- IEEE Fellow, 2017
- Member of the ACM SIGGRAPH Academy, 2018

Involvement in SIGGRAPH:
- Chair of the SIGGRAPH Academy selection committee, 2021–2024
- Member of the SIGGRAPH Papers Advisory Group, 2014–2024
- Technical Papers Chair for SIGGRAPH, 2011
- Editor-in-chief of ACM Transactions on Graphics, 2009–2011
- Papers committee member for SIGGRAPH (11 times) and SIGGRAPH Asia (2 times)

Barbara Mones
Candidate for Director A

It has been an honor to serve as an EC Director since 2021. Believing that it is important to give back to an organization that has provided so much to our wonderful community, I am honored to be considered to serve again as a Director-at-Large. I am passionate about increasing opportunities to support educators, researchers, artists, students, and industry leaders through themed and hybrid gatherings. We have in my first term built year-round momentum, broadened the organization's reach and encouraged all who seek what we offer to join in and contribute.

As a current EC Director and SIGGRAPH Pioneer, I have been leading the effort to continue our CG & IT dialog by increasing year-round opportunities and pursuing better ways to efficiently and effectively share our discoveries and information with our community. This includes new events with our members, consolidating and disseminating current CG & IT information, and increasing online activities for our SIGGRAPH community. I work closely with my SIGGRAPH colleagues to utilize the potential of AI to support these efforts and provide innovative content at the intersection of AI and CG & IT for our collective benefit. I have been working to develop applications in computer graphics, animation and immersive technologies in academia and industry for over thirty years.

ACM SIGGRAPH combines applied knowledge, academic rigor, and entertaining activities with a very high standard for professional excellence. This unique and valuable combination must continue to be nurtured and protected as does the enthusiastic and passionate volunteer base. I will continue to advocate keeping the organization current, accessible, and inspiring. I will support current members and encourage new members to join us. My commitment is to support all events and activities that encourage everyone in our vibrant community to continue to thrive.

BIOGRAPHY

Barbara Mones has been working to develop innovative applications in the area of computer graphics, animation and narrative, immersive technologies in academia and industry for over thirty years. She has worked at the University of Washington in Seattle since 1999 in the Paul G. Allen School of Computer Science & Engineering where she is a Teaching Professor, Director of Animation Production for the Animation Research Labs (ARL) and Director of the Reality Lab Studio. She also served on the faculty of the Center for Digital and Experimental Arts (DXARTS) at UW.

Working in the animation industry, she designed and implemented training programs in the areas of digital modeling, character motion, technical direction and 3D paint systems at PDI/DreamWorks and Industrial Light & Magic. She received an Erskine Fellowship from Canterbury University in New Zealand to work at the Human Interface Technology Lab (HITLab) on immersive technologies for storytelling.

At UW, she leads interdisciplinary research and production teams in the areas of facial expressions and the design of XR curriculum along with the production of VR narrative experiences. The UW Facial Expressions Research Group (FERG) has published papers in peer reviewed academic journals. Recently, she has been pursuing opportunities for integrating generative AI into the animation production pipeline and, as a result, has been revising her courses to reflect the creative discoveries that have emerged. For ten years, she was a tenured Associate Professor and the Founding Director of the Visual Information Technologies MA/MFA Program, a course of study in multimedia, computer graphics and animation at George Mason University in Fairfax, Virginia. Barbara worked for the White House and National Aeronautics and Space Administration on Al Gore's GLOBE (Global Learning and Observations to Benefit the Environment) Program, a project whose mission is to connect children from over the world through the internet to study satellite imagery and learn about the ecological impact of soil and water use. For this she was presented with a NASA Group Achievement award. She holds a BFA from the University of Michigan in Ann Arbor, an MFA from Rhode Island School of Design and a post-graduate certificate in animation from Sheridan College. She continues to be a practicing sculptor.

Selected ACM SIGGRAPH contributions:

- Director-At-Large 2021- 2024
- Co-Organizer, (with Tomasz Bednarz and David Spoelstra), BOF, "AI for Computer Graphics and Video", SIGGRAPH Asia, 2023, Australia
- SIGGRAPH Pioneer Panel, "Pioneers of Computer Graphics Education", 2023
- SIGGRAPH Symposium On Innovation, Research & Experiences in Education (SOIREE)
- Keynote (with Andy Van Dam and Donald Greenberg, moderated by Glenn Goldman) 2022
- Distinguished Educator Award 2021
- Education Committee Member, 2017- 2022, XR in Education Working Group
- SIGGRAPH 2020 "Groovey Graphics: Immersive Dome Projection Media" (with

- Nick Jushchyshyn),
- SIGGRAPH Asia 2020 "Extended Reality and Education", BOF
- SIGGRAPH 2020 "The XR Educators Survival Kit: Hidden Gems for Learning in a time of Remote Teaching", Barbara Mones (with Marla Schweppe), BOF
- SIGGRAPH 2019 "VR and Education", BOF
- SIGGRAPH Asia Education Symposium Program Reviewer - 2015, 2017, 2019
- SIGGRAPH Asia, Panel Moderator, "Before and After AR/VR: Empowering Paradigm Shifts in Education", 2017
- Nominations Committee Member - 2012-2017
- Student Poster and Animation Competition and Exhibition (SPACE) Animation Coordinator/Editor, 1984-1998, Juror, 1999-2001
- SIGGRAPH '97 Panels Chair, 1996-1998
- Sequential Animation Project, Electronic Theater Committee 1991-1992
- "Figure to Field", Electronic Theater, (with Kenneth O'Connell) 1992
- Special Projects Committee Member, 1995-1997
- Animation Sketches Chair, 1995-1996
- Grant Evaluator, Education Committee, 1988-1994
- Art Show Committee, 1985-1987
- Education Committee Member, Art Representative, 1984-1994

**Dave Shreiner
Candidate for Director A**

It was 1989, and I was writing some molecular simulation software for a Chemistry professor at the University of Delaware. At the time, I didn't really realize that a career in computer graphics was possible, but a colleague suggested I attend this graphics conference in Boston. I wasn't sure what to expect, but that experience was transformational.

Over the years, the knowledge, advice, and inspiration of the SIGGRAPH community has enhanced both my career and life in unimaginable ways. In my students and early-career employees, I see the passion for a similar path, and always heartily recommend getting involved with SIGGRAPH.

While those who have experienced SIGGRAPH take its value for granted, I believe the organization can do more to support and enhance the careers of its members. However, most people associate SIGGRAPH with the conference, and the organization can - and needs - to do better to help support the community year-round. From more support to student organizations, enhanced resources for members, to using modern approaches to sharing our rich history and knowledge, SIGGRAPH needs to leverage its value for its community.

Arguably, SIGGRAPH is the most exciting ACM SIG, and it's my goal to make sure the next generation of SIGGRAPH members benefit as much as I have.

BIOGRAPHY

Dave currently leads several graphics teams at Unity Technologies and teaches as an adjunct lecturer at Sonoma State University. His first SIGGRAPH conference was in Boston in 1989 and he has attended everyone since. He's been an active participant at conferences having presented over 35 courses at SIGGRPAH, SIGGRAPH Asia, and Afrigraph, as well as participating in several panels, juries, and other venues.

His volunteering with SIGGRAPH started in the late 90s as part of the courses committee, and as Webmaster of siggraph.org for a few years. He expanded those roles to be Courses chair at SIGGRAPHs 2006 and 2009, ultimately being Conference

Chair for SIGGRAPH 2014 in Vancouver, where he created the Appy Hour program, and attempted to break the world's record for the largest display composed of mobile devices (which almost succeeded). He was also treasurer on the Executive Committee from 2015 to 2018.

Dave holds a BS in mathematics from the University of Delaware. He's taught as an adjunct lecturer at several universities and has co-authored several books including "The OpenGL Programming Guide", and "Interactive Computer Graphics: A top-down Approach with WebGL".

Masa Inakage
Candidate for Director B

Digital transformation (including AI, robots, and digital twin) and sustainability are the two major drivers of radical change in hyper-connected society. In this time of turbulence, how might ACM SIGGRAPH stay at the forefront of innovation with our core value of computer graphics and interactive techniques? To tackle this challenge, I would like to use my expertise of futures thinking to identify emerging areas to expand SIGGRAPH community.

My past contributions include: co-founded Tokyo Chapter, helped to setup SIGGRAPH Asia, and co-founded Digital Arts Committee. In my current term as a Director, I have launched 2 new adhoc committees: Hybrid Society and Design. Hybrid Society adhoc committee focuses on merging online presence and physical presence via extended reality, Internet of Things, and Digital Twin. Design adhoc committee aims to form a community for next generation designers, looking at an intersection of emerging technologies and design. I am a member of SIGGRAPH Asia Advisory Group (SACAG) to steer the conference planning.

For my second term, I intend to continue to evolve adhoc committees and contribute to SACAG but would like to explore and lead the discussion of how ACM SIGGRAPH can play a role in sustainability: wellbeing of human and the nature.

BIOGRAPHY

Current Position:
Dean and Professor, Keio University Graduate School of Media Design
Director, Keio STAR (Sustainable and Transformative Actions for Regeneration)
Co-Director, Keio-NUS CUTE Center
President, The Media Studio, Inc.

Education:
Ph.D. Keio University, Japan
M.F.A. California College of Arts and Crafts (California College of the Arts), USA
B.A. Oberlin College, USA

ACM and SIGGRAPH Service:

Executive Committee (Director) 2021-current

CHI'20 Keynotes Committee Co-Chair

CHI'18 Design Papers Sub-Committee Associate Chair

Executive Committee (Director-at-Large) 2012-2015

ACM Computers in Entertainment Co-Editors-in-Chief 2002-2006, 2010-2012

SIGGRAPH ASIA'09 Conference Chair

SIGGRAPH'07 Emerging Technologies Committee

SIGGRAPH'07 Art Gallery Committee

Art Award Committee 2007-2009

Digital Arts Committee (Chair) 2006-2009

SIGGRAPH ASIA Steering Committee/SACAG 2006-2011

Tokyo Professional Chapter Chair, 1997-2000, 2001-2002

SIGGRAPH'93 Designing Technologies Committee

SIGGRAPH'93-'01 International Committee

SIGGRAPH'90 Panels Committee

Memberships:

ACM SIGGRAPH

ACM SIGCHI

Visual Effects Society

World Economic Forum Expert Network

June Kim
Candidate for Director B

The ACM SIGGRAPH community is renowned for its rich legacy of outstanding technical and creative accomplishments by its members, as well as its premier annual conferences: SIGGRAPH, SIGGRAPH Asia, and various specialized events. Since my first SIGGRAPH Asia in 2010, SIGGRAPH has been central to my professional development and a driving force for continuous improvement. Through my various roles at both the organizational and conference levels, I have gained invaluable knowledge and had the privilege of collaborating with leading researchers and creators in the industry. I am grateful for these opportunities and proud of my contributions to the SIGGRAPH community. I believe these opportunities and associated responsibilities should be extended to a larger group of ACM SIGGRAPH members to build a robust and inclusive community.

As the recent conference chair of SIGGRAPH Asia 2023 and an active ACM SIGGRAPH member, I am aware of the ACM SIGGRAPH Strategy pillars of Year-Round activities & content, Membership, and Volunteerism, and their significant impact on the future of ACM SIGGRAPH.

While ACM SIGGRAPH undoubtedly leads in innovative computer graphics and interactive techniques, there is much room to extend CGI's reach to different fields and ultimately benefit society. I am particularly interested in fostering valuable connections with industry partners and organizations that can potentially enhance the value for our members. As we have emphasized excellence and innovation in computer graphics and interactive techniques over the past fifty years, it is time to consider leveraging our innovations to benefit society.

BIOGRAPHY

June Kim is a lecturer at the University of New South Wales (UNSW) Sydney, teaching and researching in Media Arts and Interaction Design. With more than a decade working in the animation and digital media industry, coupled with her multicultural upbringing, she explores and implements interactive and immersive technologies within human culture. Her scope of interest encompasses established and evolving media technologies and interaction design forms, including historical precedents and innovations. June holds a Master of Creative Technologies and

completed her undergraduate degree in Information Technology at Auckland University of Technology (AUT). She was born in South Korea, raised in New Zealand and currently resides in Australia. Over the past years, she has served ACM SIGGRAPH. This year, she serves as a Frontiers chair for SIGGRAPH 2024. Before then, she served as a Conference Chair in SIGGRAPH Asia 2023, a Conference Co-chair for VRCAI 2019, an Art gallery co-chair for SIGGRAPH Asia 2019, an International Recourses Committee (IRC) Chair till 2021 and Diversity, Equity and Inclusion (DEI) Committee member till 2020 and more as juror and reviewers etc.

Wenping Wang
Candidate for Director B

As Director-at-Large, I would be willing and honored to contribute my time and experiences to helping build and grow SIGGRAPH as the premium platform in this era of rapid changes of culture and technology. Specifically, I would aim to advocate for actions on the following issues:

1) I believe SIGGRAPH should strive to be the premium and comprehensive platform by promoting advancement of not only computer graphics but also the other related technical areas such as visualization, VR/AR, HCI, which seem to have been drifting apart in the past decades.

2) Given the significant impact of machine learning on all aspects of computer graphics, as an educator I think it is now imperative for SIGGRAPH to assess and respond to this impact on computer graphics education so as to adequately train the next generation of workforce and graduates in computer graphics. It's also important to lead conversations and raise awareness on the ethical implications of generative AI in computer graphics.

3) My experiences would allow me to contribute to improving the sustainability and enhancing the impact of the SIGGRAPH Asia conference by working in close collaboration with the vibrant computer graphics community in Pacific-Asia region.

BIOGRAPHY

Wenping Wang is a Professor of Computer Science and Engineering at Texas A&M University. Before joining Texas A&M in 2020, he was a professor at The University of Hong Kong for 27 years. He works in computer graphics, computer vision and geometric computing, and has received the John Gregory Memorial Award, the Tosiyasu Kunii Award, and the Bézier Award for his technical contributions. Wenping Wang is active in professional service and passionate about facilitating research

exchange and collaboration in computer graphics. He has chaired over 20 international conferences, including SIGGRAPH Asia 2013 and Geometry Summit 2023, and served as the Founding Chairman of Asian Graphics Association from 2016 to 2020. He is an ACM Fellow and IEEE Fellow.

Darin Grant
Candidate for Director C

I'm thrilled for this opportunity to run for the role of Director on the ACM SIGGRAPH Executive Committee. I have attended SIGGRAPH every year since 1997 and have had the privilege of serving in various volunteer positions for the conference. I've also been a juror for both talks and the computer animation festival for several years. In 2008 I helped redesign the general submission process and production sessions program as Director of Production Communities. And most fondly, I had the pleasure of serving as the Computer Animation Festival Chair in 2003 and 2022. In each of these roles, I benefited greatly from my attendance and participation in the conference. With your support, I would be honored to participate even further as a Director on the ACM SIGGRAPH Executive Committee.

As a senior technology leader and CTO at several studios in my career, including Digital Domain, Dreamworks Animation, Method VFX, and now Animal Logic, where I have always championed knowledge sharing. I have encouraged every organization I have led to engage deeply with SIGGRAPH, ensuring our collective expertise benefits all. I genuinely believe that SIGGRAPH has been at the heart of the connection between students, academia, and industry, and it has propelled innovation across computer graphics and interactive techniques.

As we look ahead, SIGGRAPH has the opportunity to play a pivotal role in shaping the future of our industry. If elected, I aim to ensure SIGGRAPH remains both a beacon of inspiration and a practical resource, perfectly tailored to our industry's evolving needs while maintaining the connection to the academia and research that got us here.

My Vision for SIGGRAPH

1. **Industry Alignment:** I plan to leverage my extensive network and experience to ensure SIGGRAPH serves as the central hub where technology meets creativity. Expect improved opportunities for studios and exhibitors to engage both the conference and the diaspora of related conferences and events (Digipro, ASWF Open Source Days, etc). It is essential to embrace the VFX and Animation industry to keep us and the resources we represent to help underwrite the vast array of programs the conference supports.

2. **Community and Collaboration**: SIGGRAPH is our community's heart. I want to strengthen this by boosting opportunities for networking and collaboration across different fields, enabling us to share insights and forge connections that drive our industry forward.

3. **Accessibility and Inclusion:** Diversity fuels our industry's creativity. I was proud to be the first Computer Animation Festival to have its interstitials created by an entirely autistic team and see so much opportunity for our neuro-diverse populations to participate. I'm committed to making SIGGRAPH more inclusive, with increased support for underrepresented groups and initiatives that welcome young professionals who are the future of our field.

4. **Supporting Emerging Technologies:** Technologies like GenAI, ML, and Virtual Production are revolutionizing our work. As emerging technologies showcased at SIGGRAPH have matured, they have splintered off from the conference rather than bolstering and growing our attendance. We must identify strategies to encourage and maintain participation in these new research areas. Partnerships with content creation studios and exhibitors will unlock those opportunities.

Why Me?

I have a comprehensive understanding of the technical, creative, and business aspects of the VFX and animation industry. This perspective, combined with my longstanding dedication to SIGGRAPH and other organizations, makes me uniquely equipped to lead these necessary changes to the conference.

As someone deeply invested in this community, I am eager to listen to your needs and turn them into impactful actions. Together, we can ensure that SIGGRAPH exceeds our expectations as a hub for innovation, community, and collaboration.

Thank you for considering my candidacy.

BIOGRAPHY

Darin Grant is the Chief Technology Officer at Animal Logic, Australia's preeminent Animation studio (acquired by Netflix in 2022), where he has served since 2018. Before that, he maintained similar roles at VFX and Animation studios such as Digital Domain, Dreamworks Animation, and Method VFX and various consulting roles at software companies within the media and entertainment space such as Autodesk and Foundry. He has a career-spanning commitment to volunteering for industry organizations such as SIGGRAPH, the Academy of Motion Pictures Arts and Sciences, the Academy Software Foundation, and the Visual Effects Society. Darin received his B.S. in Computer Science from Harvey Mudd College.

Thomas True
Candidate for Director C

The significance of SIGGRAPH as a unique international community that brings together artists, scientists, academics, and industry is near and dear to me. The first SIGGRAPH conference I participated in was in 1989 and since then I have missed only three. Over the past two years as a member of the SIGGRAPH Conference Advisory Group, I have taken an active role in shaping the vision of the annual conference. I would like to continue and extend my contribution to ACM SIGGRAPH as a Director on the Executive Committee.

SIGGRAPH is largely focused on content creation for media and entertainment. I believe that it is very important for the future to enlarge the tent to welcome computer graphics researchers and practitioners from other fields. ACM SIGGRAPH can and should also play a more active role in bringing academics together with industry on joint applications of computer graphics and interactive techniques. I also feel that it is very important to continue the efforts of the Executive Committee to extend the excitement from the annual conferences throughout the year to connect the members of the computer graphics community and bring increased value to ACM SIGGRAPH membership. I am up for the challenge and excited to have the opportunity to help shape the future of ACM SIGGRAPH.

BIOGRAPHY

Thomas is a Senior Applied Engineer for Professional Video and Image Processing at NVIDIA. In this role, he focuses on the integration of GPUs and computer graphics technologies into television broadcast, video and film applications ranging from pre-visualization to postproduction, as well as the production of live large-venue events. Prior to joining NVIDIA, he was an Applications Engineer at SGI. He received his M.S. degree in Computer Science from Brown University and his B.S. Degree from the Rochester Institute of Technology. He has been a member of the SIGGRAPH Conference Advisory Committee since 2022.