



The 11th ACM SIGGRAPH Conference and Exhibition  
on Computer Graphics and Interactive Techniques in Asia



# COMPUTER ANIMATION FESTIVAL PROGRAM GUIDE

## CROSSOVER

CONFERENCE 4 - 7 December 2018  
EXHIBITION 5 - 7 December 2018  
Tokyo International Forum, Japan

[SA2018.SIGGRAPH.ORG](http://SA2018.SIGGRAPH.ORG)

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Yoshinori Motouchi  
Model Maker/Miniature Artist, Japan

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Fine Artist, Japan

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Character Designer, Special Make-up Artist,  
Model Maker, Japan

Takehiko Hoashi  
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Concept Artist, Japan

Yuuki Morita  
Creature Artist, CG Artist, Japan

Keita Okada  
Digital Sculpture, Japan

Masahiro Sawada  
Concept Artist, Japan

## Animation Theater

from Tuesday, 04 to Friday, 07 December 2018

Venue	G407 4F, Glass Building
9:00-18:00	Animation Theater : Rising Stars – Student Films (40mins) Animation Theater : Shorts and Features 1 (40mins) Animation Theater : Shorts and Features 2 (40mins)

## Electronic Theater & Production Sessions

Tuesday, 04 December 2018

Venue	G502 5F, Glass Building	Hall C 4F, C Block
16:15-18:00	Production Session: <b>Making of "Out of the Cradle"</b> Luminous Productions	

Wednesday, 05 December 2018

Venue	G502 5F, Glass Building	Hall C 4F, C Block
9:00-10:45	Production Session: <b>The Making of Pixar's Bao:            a Production Panel</b> Pixar Animation Studios	
11:00-12:45		Computer Animation Festival Award Ceremony
14:15-16:00	Special Screening: <b>"Batman Ninja"</b>	
16:15-18:00	Production Session: <b>Texture Look Created Post-Rendering:            "Batman Ninja"</b> Kamikaze Douga *日本語(逐次英訳)	Computer Animation Festival Opening Ceremony ----- <b>Pre-Show "AI DJ PROJECT" by Qosmo</b> ----- <b>Electronic Theater (110mins) 17:00-19:00</b>

## Thursday, 06 December 2018

Venue	G502 5F, Glass Building	Hall C 4F, C Block
9:00-10:45	Production Session: <b>Winner Talk: Best in Show "L'oiseau qui danse"</b> Jean-Marie Marbach	Production Session: 9:30-10:30 <b>Cinematography of "Incredibles 2" – Function and Style</b> Erik Smitt, Pixar Animation Studios
11:00-12:45	Production Session: <b>SONARIA: The Making of a Sound-driven, 6DOF Spotlight Story</b> Scot Stafford, Kevin Dart	
14:15-16:00	Production Session: <b>Implementing Unreal Engine 4 to Anime</b> Polygon Pictures *日本語(逐次英訳)	
16:15-18:00	Production Session: <b>Creating an Animation in 64kB: A Dive Into The Making of Immersion</b> Ctrl-Alt-Test	
18:15-20:15		<b>Electronic Theater (110mins)</b>

## Friday, 07 December 2018

Venue	G502 5F, Glass Building	Hall C 4F, C Block
9:00-10:45	Special Screening: <b>"Land of the Lustrous"</b>	
11:00-12:45	Production Session: <b>TV Animation: "Land of the Lustrous"</b> <b>Approaching Color and Style for CG from Hand-drawn Concept Arts</b> Orange *日本語(逐次英訳)	
13:30-14:15	Production Session: <b>Incredible Environments : Building the World of "Incredibles 2"</b> Pixar Animation Studios	<b>Electronic Theater (110mins) 13:00-15:00</b>
14:30-16:15	Production Session: <b>Reinterpreting Memorable Characters in "Incredibles 2"</b> Pixar Animation Studios	

## Award Ceremony

Hall C (4F, C Block)

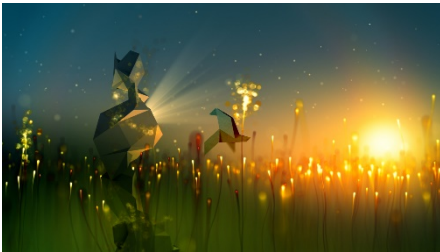
Wednesday, 05 December | 11:00-12:45

## Winner Talk : Best in Show “L’oiseau qui danse”

G502 (5F, Glass Building)

Thursday, 06 December | 9:00-10:45

## BEST IN SHOW



### L’oiseau qui danse

directed by Jean-Marie Marbach

France

Created and animated with particles in the spirit of Visual Music, this music video for Canadian electro band Tennyson features the journey of an origami bird in a mysterious field of light.

## BEST STUDENT PROJECT



### Reverie

directed by Philip Louis Piaget Rodriguez

The Animation Workshop, VIA University College  
Mexico/Denmark

Deep in the harsh countryside, where life fades with every breath, a boy tormented with grief battles an inescapable beast.

## JURY SPECIAL PRIZE



### Vermin

directed by Jérémie Becquer

The Animation Workshop, VIA University College  
Luxembourg/Denmark

A Rat poet, whose hopeful poetry contrasts the world in which he lives in, gets confronted with the harshness of a society bias towards Mice.



**Electronic Theater: Pre-Show “AI DJ PROJECT” by Qosmo**

Hall C (4F, C Block)

Wednesday, 05 December | 16:15 doors open, 16:35 show starts



Photo by Yasuhiro Tani  
Courtesy of Yamaguchi Center for Arts and Media [YCAM]

**AI DJ PROJECT - A dialogue between AI and a human**  
Nao Tokui + Shoya Dozono (Qosmo)

“AI DJ Project – A dialogue between AI and a human” is a live performance featuring an Artificial Intelligence (AI) DJ playing alongside a human DJ. Utilizing deep neural network technology, the AI system selects and mixes songs and performs other musical tasks. Playing back to back, each DJ selects one song at a time, embodying a dialogue between the human and AI through music.

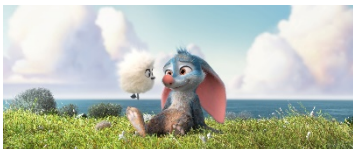
**Electronic Theater (110mins)**

Hall C (4F, C Block)

Wednesday, 05 December | 17:00-19:00

Thursday, 06 December | 18:15-20:15

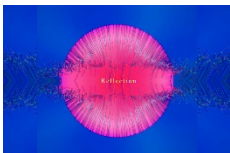
Friday, 07 December | 13:00-15:00

**Bilby**

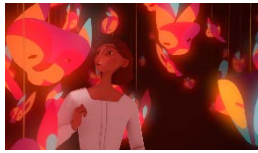
directed by Liron Topaz, Pierre Perifel, JP Sans  
Dreamworks, USA

**Grand Bassin**

directed by Héloïse Courtois,  
Chloé Plat Victori Jalabert, Adèle Raigneau  
France

**Reflection**

directed by Ihsu Yoon  
Giantstep, South Korea

**Bacchus**

directed by Rikke Alma Krogshave  
Planeta Denmark

**Pulse**

directed by Sarah Forest  
France

**Book of the Dead**

directed by Veselin Efremov  
Unity Technologies, Sweden

**Out of the Cradle**

directed by Isamu Watamori  
Luminous Productions, Japan

**Oculus Malus**

directed by Félix Benicourt, Maxime Blin, Mathieu Bouzard, Camille Bullet, Valentin Chotel, Adrien Kottelat, Quentin Masingarbe, Dorian Mouty, France

**One Small Step**

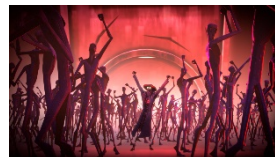
directed by Andrew Chesworth, Bobby Pontillas  
Taiko Animation Studios, USA

**Cocolors**

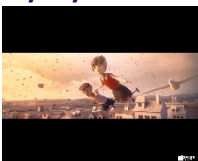
directed by Toshihisa Yokoshima  
Kamikaze Douga, Japan

**How To Paint Your Rainbow**

directed by Erick Oh  
BEASTS AND NATIVES ALIKE, USA

**The Bolt Connection**

directed by Nicolas Lebas  
France

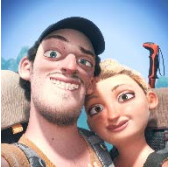
**Mayday – Final Chapter**

directed by Muh Chen  
GRASS JELLY FILM, Taiwan

**Reverie**

directed by Philip Louis Piaget Rodriguez  
The Animation Workshop VIA University College,  
Mexico/Denmark



**Wild Love**

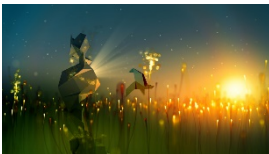
directed by Paul Autric, Quentin Camus Maryka Laudet  
, Léa Georges, Zoé Sottiaux, Corentin  
Yvergniaux, France

**Booxze**

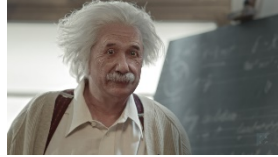
directed by Till Sander-Titgemeyer, Diego Hauenstein  
Filmakademie Baden-Württemberg GmbH, Germany

**Hors Piste**

directed by Léo Brunel,  
Loris Cavalier, Camille Jalabert,  
Oscar Mallet, France

**L'oiseau qui danse**

directed by Jean-Marie Marbach  
France

**Digital Actor: Albert Einstein**

directed by Leszek Plichta  
Filmakademie Baden-Württemberg GmbH,  
Germany

**The Stained Club**

directed by Mélanie Lopez  
France

**Vermin**

directed by Jérémie Becquer  
The Animation Workshop VIA University College,  
Luxemburg/Denmark

**Animation Theater: Rising Stars – Student Films (40mins)**

G407 (4F, Glass Building)

from Tuesday, 04 to Friday, 07 December | 9:00-18:00

**Game Changer**

directed by Aviv A. Mano  
Ringling College of Art and Design, USA

**Lillandril**

directed by Margaux Tamic  
Pôle IIID école d'animation, France

**Undiscovered**

directed by Sara Litzenberger  
Savannah College of Art and Design, USA

**City of Memories**

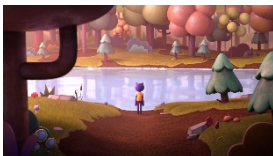
directed by Signe Tveitan  
The Animation Workshop  
VIA University College,  
Denmark

**Inheritor**

directed by Napatsorn Potranun  
Rangsit University, Thailand

**Sans Gravité**

directed by Charline Parisot  
Supinfocom RUBIKA, France

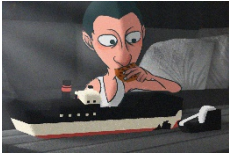
**Stuffed**

directed by Élise Simoulin  
Supinfocom RUBIKA, France

**Animation Theater: Shorts and Features 1 (40mins)**

G407 (4F, Glass Building)

from Tuesday, 04 to Friday, 07 December | 9:00-18:00

**Ocean of Oblivion**

directed by Seong-young Kim  
Pixar, USA

**God of War 4 TV Commercial**

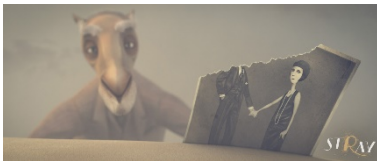
directed by UNIT IMAGE, France

**Miazmat**

directed by Klaudiusz Wesolowski  
Platige Image, Poland

**Assassin's Creed Origins Cinematic Trailer**

directed by István Zorkóczy  
DIGIC Pictures, Hungary

**St(r)ay**

directed by Chiang Yao  
FREAK Agency, Spain

**Grands Canons**

directed by Alain Biet  
France

**Bloeistraat 11**

directed by Nienke Deutz  
France

**Animation Theater: Shorts and Features 2 (40mins)**

G407 (4F, Glass Building)

from Tuesday, 04 to Friday, 07 December | 9:00-18:00

**Robhot**

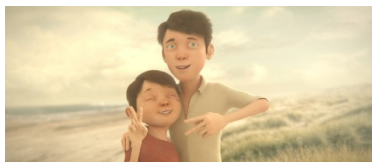
directed by Donato Sansone  
Italy

**An Island**

directed by Rory Byrne  
And Maps And Plans, Ireland

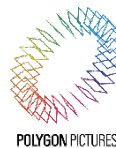
**Sonder**

directed by Neth Nom  
Soba Productions, USA

**Le Minor**

directed by Tai Wedekind  
France

Electronic Theater and Animation Theater  
sponsored by



Digital Projection Partner



## Making of "Out of the Cradle"

G502 (5F, Glass Building)

Tuesday, 04 December | 16:15-18:00



"Out of the Cradle" is an innovative documentary TV program that employs the latest cutting-edge computer graphics, and traces mankind's footsteps back to Africa, as based on the most recent academic theories. Without question, most expert studies on this topic in writing, are far too esoteric for the average person. And though the injection of an entertainment element into such areas of academia may seem the ideal solution for the purposes of education, it's often easier said than done. With this new documentary, we believe that we were able to attain this objective, by utilizing our technical skills in visual expression honed through years of making video games and full-length CG movies. In this particular session, we would like to introduce you to all the activities and work that went into this program up until its completion.

- Ryuhei Ozai, Luminous Productions, Japan
- Isamu Hasegawa, Luminous Productions, Japan
- Shuhei Shibata, NHK, Japan

## The Making of Pixar's Bao : a Production Panel

G502 (5F, Glass Building)

Wednesday, 05 December | 9:00-10:45



"Bao" tells the story of an aging Chinese mom suffering from empty nest syndrome who gets another chance at motherhood when one of her dumplings springs to life as a lively, giggly dumpling boy. Dive into the production process of Pixar's latest animated short, with a cross-disciplinary group of artists who brought first time director, Domee Shi's vision to life. We'll explore the early inspiration for the story, survey the art that inspired the look and cinematography of the short, examine the efforts that went into bringing graphically appealing characters to life, and discuss the challenges of creating a culinary delight for the eyes.

- Ian Megibben, Technical Supervisor, Director of Photography(Lighting)
- Rona Liu, Production Designer
- Patrick Lin, Director of Photography(Camera)
- Mara MacMahon, Character Artist
- Domee Shi, Director  
Pixar Animation Studios, USA

## Texture Look Created Post-Rendering: "Batman Ninja"

G502 (5F, Glass Building)

Wednesday, 05 December | Special Screening 14:15-16:00, Session 16:15-18:00



Batman Ninja, Kamikaze Douga's first full-length theatrical offering, was released this year. Almost all of the character animation in the film was created in 3DCG, mainly using LightWave. Employing materials that were actually used during production, the speakers will explain the process they used to bring the characters to the screen looking nearly exactly as designed by Takashi Okazaki.

- Takanobu Mizuno, CGI Director
- Shunya Iwamoto, Rendering Chief  
Kamikaze Douga, Japan



## Cinematography of Incredibles 2 – Function and Style

Hall C (4F, C Block)

Thursday, 06 December | 9:30-10:30



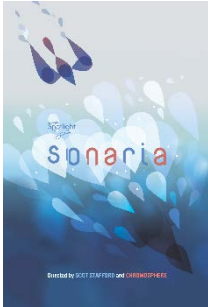
Exploring the visual language of i2, we will cover influences and motivations both new and familiar to this sequel. Together we will explore visual concepts, and then talk in detail about our methods for realizing those designs to achieve our cinematic goals.

▪ Erik Smitt, Director of Photography  
Pixar Animation Studios, USA

## SONARIA: The Making of a Sound-driven, 6DOF Spotlight Story

G502 (5F, Glass Building)

Thursday, 06 December | 11:00-12:45



Sonaria is a short VR film directed by Scot Stafford and Chromosphere. It is a sound-driven film that pushes audio and interactive 6DOF storytelling forward. Our challenge: create an immersive 360° interactive film that can only be told in 6DOF VR; quickly transport the audience through a dozen environments, from the deep sea to above the clouds, without making the audience dizzy; combine richly detailed audio with stylized and minimalist art; and make it run in real time on a wide range of devices, from mobile phones to the latest VR headgear.

▪ Scot Stafford  
Google Spotlight Stories / Pollen Music Group, USA  
▪ Kevin Dart  
Chromosphere, USA

## Implementing Unreal Engine 4 to Anime

G502 (5F, Glass Building)

Thursday, 06 December | 14:15-16:00



Polygon Pictures' "Project Layered" is (possibly) the first Japanese "Anime" style animation series implemented real-time engine to its production.

We would like to introduce our challenges on pipeline with Unreal Engine 4; difficulties and achievements.

▪ Daisuke Miyagawa  
▪ Yasuhisa Niizato  
Polygon Pictures, Japan



## Creating an Animation in 64kB: A Dive Into The Making of Immersion

G502 (5F, Glass Building)

Thursday, 06 December | 16:15-18:00



We will present some of the techniques used to create "H - Immersion".

This animation is rendered in real-time on consumer level hardware, but adds another technical challenge on top of it: it fits entirely within a single 64kB (65536 bytes) executable binary file. The engine, textures, 3d models, music, animations and other effects are all included inside that tiny file.

In the digital art subculture known as "the demoscene", this type of animation is referred to as "64K intro". The content is created with custom authoring tools, using various techniques including procedural generation and extreme compression. We will show how this can be done and how it affects the creation process.

- Julien Guertault, Director/Programmer
  - Laurent Le Brun, Programmer
  - Daniel Lindholm, Composer
- Ctrl-Alt-Test, France

## TV Animation: "Land of the Lustrous" Approaching Color and Style for CG from Hand-drawn Concept Arts

G502 (5F, Glass Building)

Friday, 07 December | Special Screening 9:00-10:45, Session 11:00-12:45



"Land of the Lustrous" is a TV anime series that aired from October to December 2017. In order to establish the aesthetic the concept art was hand-drawn, becoming the base for exploring different styles in CG. Hand-drawn as well as graphical styles were skillfully interwoven into a realistic look made only possible through the use of CG. We will explain "concept art" from a hand-drawn perspective and "VFX art" from a CG perspective, for these can be considered the origin points of this series as they took on the challenge of achieving a next-generation visual style never before seen in the world of Japanese CG character animation.

- Kensuke Yamamoto, VFX Art Director
  - Yoichi Nishikawa, Concept Artist
- Orange, Japan

## Behind the scenes of Solo - A Star Wars Story

G602 (6F, Glass Building)

Friday, 07 December | 9:30-10:30



- Nigel Summer, Creative Director
  - Atsushi Kojima, Lead Animator
- ILM Singapore, Singapore

## Incredible Environments: Building the World of Incredibles 2

G502 (5F, Glass Building)

Friday, 07 December | 13:30-14:15



- Nathan Farris, Sets Supervisor
  - Chris Burrows, Sets Shading Lead
- Pixar Animation Studios, USA

From a cliff-top mansion to the gritty streets of New Urbem, the environments of Incredibles 2 spanned multiple cities and many forms of transportation. Pixar's Sets department was tasked with not only upgrading locations from the first film, but also creating multiple new dynamic urban environments, all while keeping the feel of the original. A procedural city system was built in City Engine, Houdini and Presto (Pixar's core pipeline software) that allowed for production models to be ingested and distributed in a neighborhood-based pattern and then output to a render-efficient point-instancer format. All of these buildings, vehicles and props, required a more efficient way of shading. Using Flow, Pixar's gpu-based path tracing shading tool, artists created USD-based libraries of physically plausible materials which could be assigned and re-used at modeling time. This allowed artists to quickly build cities at massive scales, with few colors tweaks in sequences and almost no paint work. Coordination with the Lighting department allowed models to come into Katana with light attach points and a structure that allows for script-based lighting setup. These techniques and many others allowed the Sets team to construct the huge world of Incredibles 2 in a short time frame.

## Reinterpreting Memorable Characters in 'Incredibles 2'

G502 (5F, Glass Building)

Friday, 07 December | 14:30-16:15



- Salvatore Melluso, Character Technical Director
  - Nancy Tsang, Character Technical Director
  - Lou Hamou-Lhadj, Character Technical Director
- Pixar Animation Studios, USA

Everyone's favorite family of superheroes is back in "Incredibles 2" – but this time Helen (voice of Holly Hunter) is in the spotlight, leaving Bob (voice of Craig T. Nelson) at home with Violet (voice of Sarah Vowell) and Dash (voice of Huck Milner) to navigate the day-to-day heroics of "normal" life. It's a tough transition for everyone, made tougher by the fact that the family is still unaware of baby Jack-Jack's emerging superpowers. When a new villain hatches a brilliant and dangerous plot, the family and Frozone (voice of Samuel L. Jackson) must find a way to work together again—which is easier said than done, even when they're all Incredible.

- Jacob Speirs, Character Technical Director
- Kevin Singleton, Character Technical Director
- Trent Crow, Character Shading Technical Artist

## VR Theater

Hall E (B2F, E Block)

Wednesday, 05 December | 10:00-18:00 (8 Shows)

Thursday, 06 December | 10:00-18:00 (8 Shows)

Friday, 07 December | 10:00-16:00 (6 Shows)

### Hop Step Sing!

**Nozokanaide Naked Heart** (5mins)



directed by Hiroshi Chida  
Kodansha VR Lab., Japan

**Shennong: Taste of Illusion** (10mins)



directed by Li Mi  
Pints Studios, China

**Sonaria** (5mins)



directed by Scot Stafford & Chromosphere  
Chromosphere, USA

**Tales of Wedding Rings VR** (12mins)



directed by Kaei Sou  
SQUARE ENIX, Japan

VR Theater sponsored by



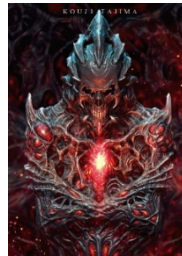
## Production Gallery : "Artists Behind the Scenes Exhibition"

Registration area (1F, Glass Building)

Wednesday, 05 and Thursday, 06 December | 9:00-18:00

Friday, 07 December | 9:00-16:00

Production Gallery "Artists Behind the Scenes Exhibition" is an exhibition of works by artists involved in digital image production. This exhibition includes work by sixteen artists active inside and outside Japan, from works by Japanese artists working in Hollywood, to miniature pieces actually used in films, to exhibitions by concept artists who construct breathtaking visions. We hope that, through these works, you will see a side of production that normally remains out of view, building your interest in digital image production work.



Production Gallery sponsored by



Production Gallery produced by





## Kawaguchi's SAKE party & CG show at Siggraph Asia 2018 (BOF)

the Sorabako ( Recruit Holdings Co.,Ltd)

41F, Grand Tokyo South Tower, 1-9-2, Marunouchi, Chiyoda-ku, Tokyo

Tuesday, 04 December | 20:00-21:30

SIGGRAPH ASIA 2018 welcome all SIGGRAPH Asia 2018 attendees to attend Japan's local specialty "SAKE (Japanese rice wine)" Party!  
Supported by: GHELIA Inc. & ASAHI-SHUZO SAKE BREWING CO., LTD.

## SIGGRAPH Asia CAF Party in Tokyo

### Production Party Marking the 3rd Night of SA2018

BENOA Ginza

B3F, Ginza Wall Bldg., 6-13-16 Ginza, Chuo-ku, Tokyo

Thursday, 06 December | 20:00-24:00

To celebrate SIGGRAPH ASIA 2018, more than 10,000 computer professionals gathering from all across the globe, a party presented by Japanese production studios will be held on 12/6(THU) from 8 pm. This party will take place as the official party of the Computer Animation Festival (CAF) of SA2018. Don't miss out on this opportunity to mix and mingle with computer professionals, educators and students from not only Japan but around the world!

Please join us to make this an extra exciting night for SIGGRAPH Asia. FREE to enter!

Special guest appearances by the creative unit AC-BU and more!

**Register from Peatix !** <https://siggraphasia-cafparty.peatix.com/>

Presented by:

Anima/N-Design/ENGI/Optical Force/Orange/OLM Digital/SOLA DIGITAL ARTS/Kamikaze  
Dougla/Sublimation/SAMURAI PICTURES/Sanzigen/Toei Animation/Polygon Pictures/Modeling  
Cafe/LIBZENT/wise

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"Anime Technic Sessions Unlimited for Creators 2018"/CG-ARTS Human Resources Development  
Forum/Taipei ACM SIGGRAPH Chapter Reunion (a.k.a. Taiwan Night)





**SIGGRAPH ASIA 2018 Tokyo  
Computer Animation Festival**

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