



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

CROSSOVER

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

SA2018.SIGGRAPH.ORG

#SIGGRAPHAsia



2018 FACTS & FIGURES

EVENT NAME	SIGGRAPH Asia 2018	
DATE	Conference: 04 – 07 December 2018 Exhibition: 05 – 07 December 2018	
WEBSITE	sa2018.siggraph.org	
SPONSORED BY	ACM SIGGRAPH	
ORGANIZER	Koelnmesse Pte Ltd (Singapore)	
EVENT FREQUENCY	Annual, Rotate Regionally in Asia Pacific	
VENUE	Tokyo International Forum Japan	
EXHIBIT SPACE FEE (Each Unit = 9 sqm)	<p>SPACE ONLY- Rent a space to build your own stand (Minimum 2 units -18 m²):</p> <p>Early bird Rate – Before/On 18 May 2018 JPY 480,000.00 / USD 4,300.00 per unit Regular Rate – From 19 May 2018 onwards JPY 540,000.00 / USD 4,800.00 per unit</p> <p>STANDARD PACKAGE (Minimum 1 unit – 9 m²):</p> <p>Early bird Rate – Before/On 18 May 2018 JPY 580,000.00 / USD 5,150.00 per unit Regular Rate – From 19 May 2018 onwards JPY 640,000.00 / USD 5,700.00 per unit</p> <p>PREMIUM PACKAGE (Minimum 1 unit – 9 m²):</p> <p>Early bird Rate – Before/On 18 May 2018 JPY 630,000.00 / USD 5,600.00 per unit Regular Rate– From 19 May 2018 onwards JPY 690,000.00 / USD 6,100.00 per unit</p>	
TARGETED VISITOR	65% Asia Pacific	
GEOGRAPHIC REACH	20% North America 15% Europe & Middle East	
PREVIOUS EVENT STATISTIC	<p>2013 – Hong Kong SAR, China : Number of Visitors: 6,078 from 61 countries/regions 2014 – Shenzhen, China : Number of Visitors: 5,968 from 53 countries/regions 2015 – Kobe, Japan : Number of Visitors: 7,050 from 62 countries/regions 2016 – Macao, China : Number of Visitors: 5,217 from 42 countries/regions 2017 – Bangkok, Thailand: Number of Visitors: 6,526 from 58 countries/regions</p>	



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VISITOR PROFILE

SEGMENTS

Advertising / Marketing
 Animation
 Architecture, Industrial, Urban
 Automotive
 Banking / Financial
 Broadcast, Film/TV Production
 Cinematography / Photography
 Computer Graphics
 Education / Training
 Electronics
 Enterprise / Commercial
 Games
 Government / Association
 Immersive Reality (AR/VR/Mix Reality)
 Information Technology
 Media / Entertainment
 Manufacturers (Hardware)
 Multimedia Production & Services
 Post-Production
 Public Relations / Communications
 Visual Effects

ROLES

Analyst
 Artist / Illustrator (Animation, Computer Graphics, Digital, Visual Effects)
 Architect
 Designers (Architecture, Graphic, Industrial, Interior, Product)
 Digital Innovator
 Developers (Application, Games, Software, Web)
 Distributor / Reseller
 Educator / Professor
 Engineer
 Digital Video / Film Maker
 Investors
 Programmer
 Publisher
 Researcher / Scientist
 Press / Publisher
 Student (University, PhD Candidate)
 Top Management (CEO, CTO, Director)

CONFERENCE PROGRAMS

- Art Gallery
- Computer Animation Festival
- Courses
- Emerging Technologies
- Technical Briefs & Posters
- Technical Papers
- Virtual & Augmented Reality
- Student Volunteers Program

EXHIBIT SEGMENTS

- Animation & Visual Effects, Hardware, Software, Post Production & Solutions associated with **Computer Graphics**.
- **Interactive & Innovative Technologies** including Virtual Reality, Motion Capture, 3D Printing and Gaming Technologies.
- **High Performance Computing** including Visualization, Big Data, Cloud Based System and Solutions.
- **Education, Training & Research** in Computer Graphics, Science, Technology, Media Arts and Digital Media.



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EXHIBIT PROFILE

HARDWARE

3D Rapid Prototyping
3D Scanners
Commercial Game Equipment
Consumer Electronics
Digital Cinemas
Digital Signage
Digital Video Hardware
Digitizing Cameras
Display Technology
DVD Authoring Tools
Encoders / Decoders
Eyes Tracking Devices
Furniture
Geographic Information Systems
Graphics Accelerator Boards
GroupWare
Haptic Input Devices
Hardcopy Devices; Photographs / Slides
HDTV
Head Mounted Displays
High Performance Graphics Processors
High Resolution Technologies
Imaging
Input Devices
Interface Tools
Mobile Computing
Monitors and Display
Motion Capture Equipment
Multimedia Tools and Applications
Networking Equipment / Infrastructures
OEM Components
Online Network Services
Printers and Plotters
Projector
RAID Systems and Storage
Robotics and Gadgets
Scan Converters
Scanners
Smartphone Chipset Solutions
Storage Devices; Tape / Disk
Terminals, Monitors and Displays
Video Effects Equipment
Video Servers
Visual Computing
Workstations

SOFTWARE

2D / 3D Graphics
3D Modeling
3D Scanning
Aerospace and Automotive Applications
Animation
Architecture Design and Applications
Artificial Intelligence
Authoring Software
Broadcast Design Software
Business and Financial Graphics
CAD / CAM / CAE / CIM
Commercial Game Engines
Computer-Video Interfacing
Data Analysis
Desktop Publishing
Desktop Video Production Software
Digital Imaging
Digital Publishing Platform
Electronic Publishing
Engineering Applications
Geographic Information Systems
Graphics Design Systems
Graphics Accelerator Boards
Graphics Standards Software
Groupware Software
Image Based Modeling
Image Management
Industrial Design
Information Visualization
Mapping and Cartography
Medical Imaging Software
Mobile Marketing
Motion Capture Software
Paint Systems
Rendering and Modeling
Scientific Application and Visualization
Simulation
Smartphone Application Development
Streaming Technology
System Integrators
Video Encoding and Compression
Visual Effects Software
Virtual Reality
VR Software
Web 3D / Graphics



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EXHIBIT PROFILE

SERVICES

Animation / Film / Visual Effects
Augmented Reality
Community
Conferences and Exhibitions
Consulting / Outsourcing
Contract Graphics / Programming
Education / Training
Government / Association
Media / Publications
Online Video Platform
Rendering

For more information, please contact:

SIGGRAPH Asia 2018 Exhibition Management

Ms. Clariss Chin

Tel +65 6500 6722

Email clariss.chin@siggraph.org