



Press Release

Cutting-Edge Crossovers take Centerstage at SIGGRAPH Asia 2018

The 11th edition of the conference unveils an exciting line-up of international speakers and the first Real-Time Live! showcase

TOKYO, Japan, 10 October 2018 – This year, cutting-edge developments take centerstage at SIGGRAPH Asia 2018. Themed Crossover, the 11th edition of the ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques will showcase exciting crossovers and innovators who bring the best of art, digital technology and culture to life. SIGGRAPH Asia 2018 will take place from 4 to 7 December 2018 at the [Tokyo International Forum](#) (TIF) in Tokyo, Japan and is expected to attract close to 10,000 attendees from over 40 countries and regions.

"We are very excited to have the event back in Japan for the third time since the start of SIGGRAPH Asia in 2008," said Dr. Ken Anjyo, SIGGRAPH Asia 2018 Conference Chair. "The 'Crossover' theme reflects how computer graphics has remained at the forefront of technology development, making significant impact across the industry by changing the way we think, work and live. SIGGRAPH Asia has been able to reinvent itself each year, much like this year's host country, Japan."

Future Forward Keynotes

The boundaries of Space, Origami and Robots will be explored by this year's exciting line-up of keynote speakers. Keynote speakers are: **David Oh**, Senior Systems Engineer at NASA's Jet Propulsion Laboratory (JPL), **Erik Demaine**, Professor in Computer Science at Massachusetts Institute of Technology (MIT), and **Kaname Hayashi**, CEO & Founder of GROOVE X (Inventor of the Robot "Pepper"), who will all draw on their extraordinary and acclaimed work to explore how they are testing the limits of engineering and design across very different disciplines.

The Featured Sessions segment will delve into technology advancements, character development and production behind some of today's hottest films. Sessions include **Beyond the Uncanny Valley: Creating Realistic Virtual Humans in the 21st Century** with Christophe Hery, Pixar Animation Studios, Hiroshi Ishiguro, Osaka University, Matt Aitken, Weta Digital Ltd, Prasert "Sun" Prasertvithyakarn, Luminous Production and Erik Smitt, Pixar Animation Studios; **Cinematography of Incredibles 2 - Function and Style** by Erik Smitt, Pixar Animation Studios; **The History of VFX at ILM from Jurassic Park to Ready Player One** with Nigel Sumner and Nico Delbecq, ILM Singapore; **From Gollum to Thanos: Characters at Weta Digital** by Matt Aitken, Weta Digital Ltd and **Behind the scenes of Solo – A Star Wars Story** with Nigel Sumner and Atsushi Kojima, ILM



Singapore.

Real-Time Live! Makes its SIGGRAPH Asia Debut

Real-Time Live! is a brand-new segment that allows attendees to watch breakthrough innovations presented and deconstructed by the people who created them. From mobile and console games to virtual and augmented reality, creators of cutting-edge real-time graphics will give attendees a look under the hood of their creations and share the techniques they use to achieve jaw-dropping results.

Core Conference Programs at SIGGRAPH Asia

Computer Graphics and Interactive Techniques professionals working in research, animation, art, hardware, software, visualization, games, visual effects, virtual reality, augmented reality, high performance computing, will be able to share their work and exchange ideas at SIGGRAPH Asia's conference programs. Programs include **Virtual and Augmented Reality (VR/AR)**, which provides the opportunity to explore emerging media and cutting-edge technologies in virtual, augmented, and mixed reality; the **Emerging Technologies** program showcases the development of research communities to pursue technological innovations and the **Technical Papers**, which is a much sought-after premier international forum for disseminating and discussing new scholarly work in computer graphics and interactive techniques and many others. Returning is the **Computer Animation Festival**; Asia's premier computer animation festival which showcases a world-wide collection of the year's best works. The festival will comprise of screenings and panels including presentations by industry experts related to computer animation and visual effects.

To register for SIGGRAPH Asia, and for more details of the program, visit our registration [webpage](#). Best savings end 26 October 2018.

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About SIGGRAPH Asia 2018

The 11th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia (SIGGRAPH Asia 2018) will be held in Tokyo, Japan at the Tokyo International Forum from 4 to 7 December 2018. The annual event held in Asia attracts the most respected technical and creative people from all over the world who are excited by research, science, art, animation, gaming, interactivity, education and emerging technologies.

The four-day conference will include a diverse range of juried programs, such as the Art Gallery, Computer Animation Festival, Courses, Emerging Technologies, Posters, Technical Briefs, Technical Papers and Virtual & Augmented Reality. A three-day exhibition held from 5 – 7 December 2018 will offer a business platform for



industry players to market their innovative products and services to the computer graphics and interactive techniques professionals and enthusiasts from Asia and beyond. For more information, please visit <http://sa2018.siggraph.org>. Find us on: [Facebook](#), [Twitter](#), [Instagram](#) and [YouTube](#) with the official event hashtag, #SIGGRAPHAsia.

About ACM SIGGRAPH

The ACM Special Interest Group on Computer Graphics and Interactive Techniques is an interdisciplinary community interested in research, technology, and applications in computer graphics and interactive techniques. Members include researchers, developers, and users from the technical, academic, business, and art communities. ACM SIGGRAPH enriches the computer graphics and interactive techniques community year-round through its conferences, global network of professional and student chapters, publications, and educational activities. For more information, please visit www.siggraph.org.

About Koelnmesse

Koelnmesse Pte Ltd is one of the world's largest trade fair companies. Its more than 80 trade fairs and exhibitions have the broadest international scope in the industry, as 60 percent of the exhibitors and 40 percent of the visitors come from outside Germany. The Koelnmesse events include leading global trade fairs for 25 sectors, such as Imm Cologne, Anuga, IDS, INTERMOT, Interzum Cologne, Photokina, Gamescom, and the International Hardware Fair Cologne. Koelnmesse is ACM SIGGRAPH's event organizer for the last 10 editions of SIGGRAPH Asia. For more information, please visit www.koelnmesse.com.sg.

Media Contacts

Hitoshi Kasai

Head of Communications, SIGGRAPH Asia 2018

MIACIS Associates

hitoshi.kasai@siggraph.org

Jamie Huang

Marketing & Media Partnerships, SIGGRAPH Asia 2018

Koelnmesse Pte Ltd

jamie.huang@siggraph.org