Press Release

SIGGRAPH Asia Computer Animation Festival Offers
Glimpse Into The Future of Computer Animation
Multiple Venues, Including an All-New VR Theater, to Showcase Cutting-Edge VFX Works

TOKYO, Japan, 8 November 2018 – The future of computer graphics animation will be on vibrant display next month at SIGGRAPH Asia 2018, the region's leading annual interdisciplinary educational event showcasing the latest in computer graphics and interactive techniques, which today announced the full lineup for its Computer Animation Festival. The 11th SIGGRAPH Asia will take place 4–7 December at Tokyo International Forum. All event tickets are available through the official website.

The SIGGRAPH Asia 2018 Computer Animation Festival (CAF) is Asia's premier showcase for a worldwide collection of the year's best works. Under this year's "Crossover" theme, CAF will showcase 38 short films and presentations, culled from close to 400 submissions. For four exciting days, presenters will showcase their most innovative explorations and evolutions in computer-generated animation and visual effects. From student works to professional films, the event underscores how computer animation artistry and visual technology are evolving and impacting art and culture.

"We are very proud of the robust offerings SIGGRAPH Asia 2018 Computer Animation Festival has to offer this year.", said Shuzo John Shiota, SIGGRAPH Asia 2018 Computer Animation Festival Chair. "A diverse jury of distinguished industry leaders have chosen from nearly 400 submissions from all over the world, a truly eclectic selection of the very best digitally rendered pieces that 2018 has to offer, which will be shown in the Electronic Theater and the Animation Theater. We are also extremely happy to introduce to SIGGRAPH Asia, the VR Theater for the first time. In addition, we have around 10 production sessions that will no doubt give the audience valuable insights on a wide range of digital production; from Hollywood blockbusters by the likes of Pixar, distinct digital Anime productions by local Japanese studios, VR productions, to 64K intro productions."

The Computer Animation Festival consists of the following main components:
- **Screenings**. These include the Electronic Theater, Animation Theater and Invited Screenings, where the full breadth of this year's work in computer animation can be enjoyed at length.

   Computer Animation Festival - Animation Theater
   An in-depth exploration of the world of animation, visual effects, and scientific visualization from the

last year. In the Animation Theater, all-day shows present outstanding works from around the world selected by the Computer Animation Festival's jury.

Computer Animation Festival - Electronic Theater
A two-hour overview filled with the best animations, visual effects, and scientific visualizations produced in the last year. The jury assembled this show to represent must-see works in computer graphics.

- **VR Theater**. For the first time at SIGGRAPH Asia, the VR Theater will feature virtual reality narrative films in the newly established VR Theater. Attendees can experience VR story telling pieces in this year's ticketed group screenings.

- **Panels & Production Talks**. Panels are organized by special invitation or selected from juried proposals submitted through the online submission process. Production Sessions feature the world's most elite and talented computer graphic experts and creative geniuses who will explain their processes and techniques for creating compelling content. They include presentations by experts on various aspects of computer animation and visual effects topics, as well as behind-the-scenes presentations by creators from the studios and schools, whose works are screened at the festival.

- **Computer Animation Festival – 3 Award Winning Categories**
An expert jury of professionals selected award-winning works that span the visual effects, animation, research and development, games, advertising, and education fields. Awards include Best of Show Award, Jury Special Award and Best Student Project Award.
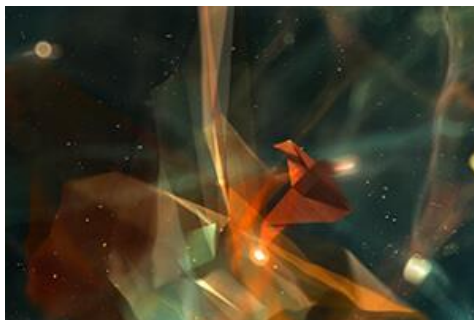
BEST IN SHOW AWARD: L'oiseau qui danse
Director and Producer: Jean-Marie Marbach, Independent, France
Inspired by Visual Music, created with Trapcode Suite and animated with particles on music by Canadian band Tennyson, this project features the journey of an origami bird in a mysterious field of light (Image Copyright Text, Image Credits, and Comments: L'oiseau qui danse ©Jean-Marie Marbach).

JURY SPECIAL AWARD: Vermin

Director: Jérémie Becquer, Miyu Distribution, Luxembourg

Producer: Michelle Ann Nardone, Miyu Distribution, Denmark

Set in a contemporary society of mice and rats, Hubert, a young observing rat, recites slam poetry full of hope within his head as he passes by individualistic strangers in the Parisian metro. Hubert´s poetry remains optimistic and persistent, despite the harsh reality of the world he lives in.

BEST STUDENT FILM AWARD: Reverie

Director: Philip Louis Piaget Rodriguez, Miyu Distribution, Mexico

Producer: Michelle Ann Nardone, Miyu Distribution, Denmark

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

Register today for SIGGRAPH Asia 2018

To register for SIGGRAPH Asia 2018, 4 – 7 December 2018 in Tokyo. Attendees can select from full week, single day, and exhibition only options. Please visit https://sa2018.siggraph.org/registration/.

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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