

Computer Graphics

The top three conferences in computer graphics are ACM SIGGRAPH (the ACM Special Interest Group on Computer Graphics and Interactive Techniques), SIGGRAPH Asia, and Eurographics. These three conferences are held roughly four months apart, spreading evenly through the year. The technical papers at SIGGRAPH and SIGGRAPH Asia are published in the ACM Transactions on Graphics journal and the papers in Eurographics are published in the Computer Graphics Forum journal. In these conferences you can find papers on core computer graphics areas, as well as related areas, such as fabrication, virtual reality, and visualization.

1. Take a look at the SIGGRAPH 2017 papers. You can find them on the official website:

<http://s2017.siggraph.org/technical-papers>

or an unofficial page maintained by Ke-Sen Huang:

<http://kesen.realtimerendering.com/sig2017.html>

The official trailer video highlights a small percentage of the papers:

<https://www.youtube.com/watch?v=5YvIHREdVX4>

Choose one of the papers you are interested in. Write a 2-page description of the research work, and what you think you might like to work on.

2. In addition to technical papers, SIGGRAPH and SIGGRAPH Asia also include various other types of sessions, including courses, industry talks, and computer animation festival that attract a large number of people with different backgrounds and interests. You can find the list of sessions at SIGGRAPH 2017 online (<http://s2017.siggraph.org/conference>). On a separate page, identify the events besides the technical paper sessions that you would have liked to attend.

Create a pdf document for your work, and hand in your assignment by typing on a CADE machine:

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