SIGGRAPH

By George Harding

Tucson Computer Society

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This conference is all about computer graphics. Siggraph is a "Special Interest Group" (SIG) of ACM, the Association for Computer Machinery. Attendance is small, compared to CES or NAB, with about 18,000 attendees.

The primary interest of those who attend is computer graphics. One of the first events of the conference was the Computer Animation Festival at the Microsoft Theater. The 2 hour event shows about 50 animation creations, some only a few minutes long, others 15 minutes. Some are funny, others sad, but all are amazing creations.

The exhibition hall had about 70 vendors, from those promoting their software or hardware to others demonstrating how their software could be used to create animation. Yet others offered college-level courses for students wanting to learn how to animate. There was a job fair, as well, where those interested in getting a job could drop off a DVD of their creation and a resume.

Several companies were demonstrating their software/hardware products to enable character movement. An employee with lights attached in many places on the body would move and monitors would show the resulting capture of the movements in an animated character. Movement of the many parts of the human body are not easy to create in animation; these products make the job easier.

Although I didn't attend any of the classes that were offered, the selection was impressive, but most were beyond my level of understanding. These were from 2 to 6 hours and were, I imagine, quite involved and intended for professional animators.

One of the most interesting offerings was the Production Sessions. These were 1-2 hour programs showing how a movie company had created the graphic effects in one of their movies. One that I attended was the making of Game of Thrones season 8. The people who actually did the work were on a panel and each described what they did, how they did it, and they described some of the difficulties they overcame in their work. Videos accompanied the presentation.

The two days that I spent was hardly enough to see all that I wanted (or could) see. It's a very interesting and unusual conference.

Siggraph 2019   http://s2019.siggraph.org/
Many photos at http://www.flickr.com/photos/siggraphconferences/