



Terrence Masson
Candidate for Director-at-Large

2018 is my 30th SIGGRAPH Conference. I have come to love and respect my many international friendships with the true Pioneers of our many interrelated fields of computer graphics education, research, production and art. As 2010 Conference Chair, I chose my theme to be *The People Behind the Pixels*. From my research and interviewing for “CG101” and www.historyofcg.com, I have developed a passion for preserving the individual anecdotes and stories that are not written down or recorded anywhere else. Physical preservation of media is important but when we lose a colleague and friend, those unshared memories are gone forever.

As a Director, my primary focus will be to work with the SIGGRAPH History Committee to champion and enable the critically important and massive task of preserving the personal histories of our community. Specifically we need to start planning now for our 50th Anniversary Conference in 2023 and to use the opportunity to engage our membership with celebrations and recruitment world-wide, leveraging Pioneers, Chapters, International Resources, Conferences, social media, etc.

Because of my frequent international travel I will also be able to act on behalf of ACM SIGGRAPH to inform, promote, and encourage interest in all our Conference and Organization activities.

BIOGRAPHY

An active volunteer with SIGGRAPH since 1988, Terrence served as the 2006 Computer Animation Festival Chair, SIGGRAPH 2010 Conference Chair and is currently the ACM SIGGRAPH Outstanding Service Awards Chair. He is a member of the Producers Guild of America and the Visual Effects Society.

Currently Chair of the MFA Computer Arts department at the School of Visual Arts in NYC, Terrence is an animation and visual effects artist and producer with 30 years of production and education leadership experience. Terrence came up through the ranks on more than 20 feature films including *Hook*, *True Lies*, *Interview with the Vampire* and three *Star Wars* movies; his work also includes short animated film, broadcast, video games and interactive media. He developed the original CG animation method for *SouthPark* in 1996 and his short film *Bunkie & Booboo* won first place in the World Animation Celebration.

A past ACM Distinguished Lecturer, he has delivered over 100 presentations, panels and keynotes world-wide including for the Boston Museum of Science, Lawrence Livermore National Labs, Annecy, Microsoft New England Research & Development Center, FMX, MIT Lincoln Labs, University of California Berkeley, The Director Guild of America, Purdue University and ISEA, just to name a few.

His book *CG101: A Computer Graphics Industry Reference* is a standard text worldwide for both studio execs and students.