Matt Adcock
Candidate for Director-at-Large

ACM SIGGRAPH has a strong tradition of technical and artistic achievements and the exceptional quality of the annual conferences must be maintained with a close eye on financial vigilance and transparency. At the same time, as interest in computer graphics and interactive techniques continues to broaden geographically and socially, our organization must establish strategies to simultaneously maintain our leadership while embracing emerging sub-fields.

My broad experience within the ACM SIGGRAPH community includes roles in the establishment and success of SIGGRAPH Asia and as a founding Conference Chair of its precursor, GRAPHITE. I have led and worked with volunteers from a wide range of backgrounds and I appreciate that the success of new Executive Committee initiatives will depend greatly on our ability to effectively channel volunteer enthusiasm and maximize value for the entire membership.

As Director-at-Large I will support and enact strategies that build on our core values of Excellence, Integrity, Volunteerism, Passion, and Cross-Disciplinary Interaction. This will include a strategy to harmonize our international activities - Small Conferences, External Liaison, International Resources, Chapters, and Communications. I also aim to ensure we make better use of siggraph.org and social media to globally showcase our unique Chapter events and significant technical advancements.

BIOGRAPHY

As a Research Engineer at Australia's Commonwealth Scientific and Industrial Research Organisation (CSIRO), Matt has over a decade of experience working with industrial partners to research, devise, develop, and apply new techniques for telecollaboration and teleoperation. His

fields of research include haptic virtual reality, mobile interfaces, auditory display, computer vision and mixed reality systems.

Matt holds a Masters in Media Arts and Sciences from the Massachusetts Institute of Technology (MIT) and completed his undergraduate degree in Computer Science at the Australian National University (ANU) where he is also now an Adjunct Lecturer.

SIGGRAPH Experience

2009-2013 SIGGRAPH Asia Conference Advisory Group (ex-officio)

SIGGRAPH Asia 2010 - Computer Animation Festival Jury

SIGGRAPH Asia 2010 - Contributor

SIGGRAPH Asia 2009-2013 - English Review Service Coordinator

SIGGRAPH Asia 2009-2011 - Courses Jury

SIGGRAPH Asia 2008-2011 - Sketches and Posters Jury

SIGGRAPH Asia 2008 - Courses Chair

SIGGRAPH 2008 - General Submission Jury

SIGGRAPH 2006-2013 - English Review Service Coordinator

SIGGRAPH 2005-2013 - International Committee

SIGGRAPH 2003, 2004, 2006, 2012 - Contributor

2003-2006 Vice Chair/Founder Canberra SIGGRAPH Chapter

2003 Chair/Founder GRAPHITE Conference Series

SIGGRAPH 2002-2007 - Courses Reviewer

SIGGRAPH 2001 - Student Volunteer Team Leader

SIGGRAPH 2000 - Student Volunteer (Pioneer Grant Recipient)

Professional Memberships

ACM SIGGRAPH, ACM SIGCHI, ACM, IEEE and IEEE Computer Society.

AJ Christensen
Candidate for Director-at-Large

ACM SIGGRAPH is a strong yet changing organization that thrives on collaboration. In the past, the community attracted talented minds because every innovation was self-contained to our field. As we transition into an era where graphics are everywhere from mobile devices to urban installations, from DIY fabrication to industrial CAD, and from live performance to small-budget film, we need to engage other communities visibly. As Director at Large, I will encourage expansion of the Birds-of-a-Feather program into cohesive sub-communities, for instance "SIGGRAPH Kinect" and "SIGGRAPH Giant Screen". I will ensure year-round events can be co-hosted by ACM SIGGRAPH Chapters and local Meetups, Maker Spaces, and IGDA Chapters, then archived at siggraph.org.

I will advocate the continued strength of the community by helping student members understand the value of transitioning to professional members, and helping new professionals find a home with us.

In addition, the conference demands new spectacle. SIGGRAPH is an inspiration space. It needs scattered exhibits, grand and sometimes interactive, to inspire conversation and collaboration. Interactive technology also needs its own theater with its own programming. Critics have challenged us by saying that only films can be high art, and we are obliged to prove them wrong.


BIOGRAPHY

I develop scientific visualizations as part of a team at the National Center for Supercomputing Applications (NCSA) where we work on documentary shorts and feature films. In addition to collaboration with domain scientists on massively-computed data visualizations, we also work on interactive graphics for experimental performance art. I serve as both an artist-animator and a programmer.

I joined ACM SIGGRAPH when I chartered a student chapter. I now coordinate all ACM SIGGRAPH student chapters. I am on the Web Committee, and frequently contribute to the SIGGRAPH Computer Animation Festival and the Gays in Graphics (SIGGIG) communities.

Outside of ACM SIGGRAPH, I coordinate student chapter activity for the International Game Developers Association (IGDA), and present to academic science and graphics teams in my international travels. I am involved in several conferences related to stereoscopic, digital dome, and IMAX environments. I am also a founding member of the Champaign-Urbana Film Society.

I am eager to connect the many sub-communities contained within ACM SIGGRAPH, and I hope to do so as a Director at Large!
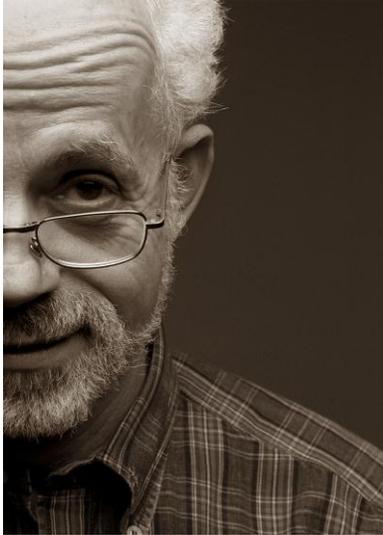
Nahum Gershon
Candidate for Director-at-Large

SIGGRAPH is an exceptional organization combining technologists, artists, and scientists and has been a vibrant community with outstanding conferences since its inception 39 years ago.

As Director-at-Large, I will work hard to continue this multi-cultural and excellent legacy and further evolve the organization by focusing on:

- ONE Community. Bringing further together the various parts of this community (while still maintaining their intellectual and artistic independence). Increasing the dialog and when applicable, fusing more activities of technology and art at the conferences AND year round using social media communities, cross training and practical projects (letting each part complement the others).

- Broadening Scope. Further increasing activities in the use of graphics and interaction techniques in areas like games, social media, the maker movement, open source, and crowdsourcing (in addition to film, technology, art and science).

- Increasing Cooperation. Broadening cooperation with organizations such as IEEE, IGDA, NAB, & CES.

- Broadening Industry Involvement.
  - Increasing cooperation between industry and SIGGRAPH.
  - Increasing the exhibit space at SIGGRAPH conferences.
  - Enhancing capabilities of bringing job opportunities to SIGGRAPH members and projects to academia.

I will bring

- Vast experience in leading volunteer organizations.
- Outsider point of view & fresh ideas.

BIOGRAPHY

Nahum grew up in a melting pot - a real one. This multi-lingual environment was cerebral but also literal & oral. So naturally, he desired, since he was a child, to be a scientist, an aspiration he fulfilled specializing in the areas of chemistry, physics, & biology.

Later in life, he discovered that humans cannot live on reason & linear thinking alone, so he went through years of personal evolution. Today, Nahum works on combining creative expressions like storytelling, film, & visual & interactive design with technology, social media, community facilitation, and strategic planning. He can still be logical, but he does it only when appropriate.

A Senior Principle Scientist at the MITRE Corp., he focuses on research & development of presentation & visualization of data & information, perception, society, communities, & culture. Routinely, he tries very hard not to torture his audience with PowerPoint slides & bully bullets whenever possible.

In his free time, Nahum, among other things, participates in a number of national & international committees (IEEE Consumer Electronics Society, held positions at IEEE Computer Society, & CODATA). He enjoys life.

Jacquelyn Ford Morie
Candidate for Director-at-Large

As a professional organization, ACM SIGGRAPH provides development, enrichment, inspiration and many other resources that bring great benefit to its members worldwide. Advances in the 21st Century such as personal computing devices and social networks mean that what we do as professionals now touches more people than ever. How do we stay relevant when the lines between professional and popular are blurring? What do we bring to our members that they cannot find anytime on the pervasive globe of information that surrounds us today? I believe it is in the connectivity that ACM SIGGRAPH provides for and among all those working to propel the future of computer graphics and interactive techniques. That connectivity transcends disciplines and embraces innovation, divergent thinking and the change that can come from providing a place for passionate people to share ideas.

In our diversity lies our strength. I am committed to ensuring that we engage all members with exciting and useful information, activities, meetings and events year round, using the most effective tools we can find, invent or improve. It is in bringing our manifold members together in both traditional and technological ways that makes SIGGRAPH an organization with the potential for boundless benefits.

BIOGRAPHY

Jacquelyn Ford Morie is a Senior Researcher at USC's Institute for Creative Technologies (ICT), exploring how we navigate and use immersive and social media to do real world good. Before ICT, she spent six years in the animation and effects industries in Hollywood, creating specialized training programs for traditional and digital production at companies such as Disney Feature Animation and Rhythm and Hues. In the early 1990s, Morie was an innovator in Virtual Reality technology, creating

techniques for virtual environments that could evoke emotional responses from their participants. She has also worked in game development from a research perspective, and is a co-founder of the game collective Ludica (www.ludica.org.uk) that works to bring a more inclusive ethos to games and game play. Morie has been a vital member of the international ACM SIGGRAPH organization, serving as an Education Committee member, Co-chair of the 1994 conference venue, The Edge, Director-at-Large, and most recently as Chair of the ACM SIGGRAPH Digital Arts Committee, whose focus is to expand and enhance SIGGRAPH's presence in the global arts community. Her doctoral thesis from University of East London examined theories of space, embodiment and meaning in immersive virtual environments.

James O'Brien
Candidate for Director-at-Large

Serving as ACM SIGGRAPH Director at Large for the last three years has allowed me to give back to the organization that has been an important part of my professional life for over twenty years. We have been able to stabilize the organization's finances, expand conference programs, and revise copyright policies. I hope to serve a second term so that I can continue to work on these and other issues.

Two issues that I feel particularly strongly about are increasing student participation, and finding a sustainable Open Access publishing model. Student membership and registrations have been declining, and falling participation by this demographic hurts the organization's future viability. I want to increase awareness about how ACM SIGGRAPH benefits students and find ways to encourage their involvement. ACM is adopting a new copyright policy giving conferences options to make their content freely accessible as Open Access documents. We need to figure out how this can be done while ensuring that ACM SIGGRAPH has the income to continue supporting its diverse range of activities.

I think my experience makes me well qualified for these tasks and I ask for your support to help shape the future of our organization.

BIOGRAPHY

Research Interests

Computer animation, physical simulation, surface modeling, human perception, computational geometry, image and video forensics, image processing, scientific computing, and other stuff.

SIGGRAPH Participation

Conference participant 1994-2012
ACM SIGGRAPH Director 2010-2012
Technical paper contributor 1996, 1999-2012
CAF/ET contributor 1995,1996, 2000-2002, 2004-2007
Course organizer/presenter 1995, 2002, 2003, 2005
Papers Committee member 2003, 2004, 2007
Courses Committee member 2005
Sketches contributor 1994, 1997, 2001-2006
Papers reviewer 1995-2012
Paper's Chair ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2007
Steering Committee ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2006-2010

Honors and Awards

ACM Distinguished Scientist, 2009
Jim and Donna Gray Endowment Award for Excellence in Undergraduate Teaching, 2008
U.C. Presidential Chair Fellow, 2008
Fifteen Year Impact Award, GVU Center, Georgia Institute of Technology, 2007
College of Engineering Distinguished Alumni, Florida International University, 2006
Alfred P. Sloan Fellow, 2004
Technology Review's TR-100, 2004
Hellman Fellow, 2004
Okawa Fellow 2000

Education

Doctor of Philosophy in Computer Science, Georgia Institute of Technology, 2000
Master of Science in Computer Science, Georgia Institute of Technology, 1997
Bachelor of Science in Computer Science, Florida International University, 1992

Ramesh Raskar
Candidate for Director-at-Large

ACM SIGGRAPH has fostered a fantastic synergy between academia and industry. The challenge is in sustaining growth and relevance in the rapidly shifting technology landscape.

Growth in new emerging areas: Over decades, SIGGRAPH has gracefully morphed by embracing emerging multi-billion-dollar industries: computer-aided-design, movies, games and photography. That has mapped to research tracks in geometry, rendering, animation and imaging. Which industry will further energize SIGGRAPH in the next decade? Will it be health/biology, energy, robotics, synthetic materials, 3D printing or social media? We don't know. But we have to proactively attract new communities at our conferences/exhibitions. After all, all these industries need simulation, visualization and interaction research, and will provide new avenues of funding for graphics.

Education and International Expansion: We can overcome current fiscal constraints by facilitating a wider participation. Our chapters+outreach inspire the young generation to engage in graphics. An educational track at conferences, massive-online-education via desktop and mobile-social platforms and international expansion in SouthAmerica, Africa and Asia can shape this next generation and stimulate massive investments in graphics.

As an EC member, I will leverage my international background and my experience in industrial research, academia and startups to help SIGGRAPH move forward in these and other exciting opportunities.

BIOGRAPHY

I am an Associate Professor at MIT Media Lab and lead the Camera Culture research group. Till 2008, I was at Mitsubishi Electric Research Laboratories (MERL). I have been part of the SIGGRAPH community since 1996 when I was a graduate student at UNC Chapel Hill and worked on 'Office of the Future' (SIGGRAPH 1998) and projector-based augmented reality (ShaderLamps). I have since co-authored about 30 SIGGRAPH papers, co-organized 12 SIGGRAPH courses, presented work at several Emerging Technologies and served on multiple papers committees. I also serve as an advisor on various corporate and government committees studying future trends.

I have been part of the full spectrum of the SIGGRAPH innovation ecosystem: presenting research, generating feedback and visibility, and launching products and startups based on my work presented at SIGGRAPH. Projects include projector-based HCI (iLamps, 2003), computational photography (Flutter Shutter, 2006), imperceptible markers for motion capture (Prakash, 2006), long distance barcodes (Bokode, 2009), low-cost eye-diagnostics (NETRA, 2010) and 3D Displays (Tensor Displays, 2012). I will strive to foster this innovation ecosystem for the next generation of researchers and industrial partners. More details are available on my personal webpage http://raskar.info.