Fact Sheet

SIGGRAPH Asia 2013 will be hosted at the Hong Kong Convention and Exhibition Centre from 19 to 22 November.

After successfully hosting SIGGRAPH Asia two years ago, Asia's largest computer graphics (CG) event will once again return to Hong Kong with the most cutting edge graphical achievements across a range of fields. SIGGRAPH Asia 2013 expects to attract more than 7,000 attendees from various industry sectors and over 130 exhibitors from 50 countries around the world. Through a conference (19 to 22 Nov) and trade exhibition (20 – 22 Nov), a multitude of exciting SIGGRAPH Asia activities will showcase the industry's latest digitally-enabled means of expression.

Art Gallery
Under the theme 'Future/Past', the Art Gallery at SIGGRAPH Asia 2013 uses exceptional digital and technologically mediated art, such as installations, 3D pieces, Augmented Reality (AR) installations, visual and sound focused performance installations to ask how these forms of expression impact us in modernity. The Art Gallery will also feature Art Papers that describe theoretical approaches to art, artwork, and artists whose artistic practice utilizes an aspect of digital technology. Works will be judged by an international jury and exhibited in a gallery, while additional virtual augmented reality works will be displayed throughout the Hong Kong Convention and Exhibition Centre.

Computer Animation Festival
The SIGGRAPH Asia Computer Animation Festival showcases international works that explore innovations in computer-generated animation, visual effects, creativity, and the technical aspects of computer animated art. The festival will consist of screenings in an Animation Theater where this year's work can be enjoyed at length. Likewise, an Electronic Theater will feature a two-hour overview of the must-see animations, effects and scientific visualizations produced from the last year. Panels will also be hosted by experts, presenting topics on the creation of computer animation and behind-the-scenes presentations.

Courses
As a major cornerstone of the conference, comprehensive instructional courses on contemporary topics in graphics and interactive techniques will be held at SIGGRAPH Asia 2013. These feature experts teaching about the latest research in their respective fields with the entire computer graphics community. Hundreds of practitioners, developers, researchers, artists, and students will attend to deepen their knowledge of their respective fields, including: computer animation, visual effects techniques, programming graphics hardware, rendering, simulating living creatures and natural phenomena, image manipulation, and virtual/augmented reality. This year, SIGGRAPH Asia has a special focus on games, interactive technologies, mobile devices, GPU computing, and other Asia-centric topics.

Emerging Technologies
Another major element of the conference is its showcase of new interfaces, input devices, systems of engagement, and robotics, where hands-on demonstrations are fully supported. Research on interactive technology investigates the relationship between technology and human-kind, with the goal of pursuing innovations that can make a great impact on the general public's way of life. The main attraction here is live, hands-on demonstrations that will be experienced by thousands of people. These novel technologies may bring benefits, usefulness, and comfort to humanity in the future by changing the fundamental way in which we live.

Posters
The Posters program is a platform where polished contributions or new solutions on technical details from animators, developers, educators, and researchers are presented quickly and concisely. Typical examples include works in progress, game design ideas, applications to current problems, and other related disciplines. Posters are displayed in high-traffic areas in the Hong Kong Convention and Exhibition Centre.

Symposium on Mobile Graphics and Interactive Applications
The Symposium on Mobile Graphics and Interactive Applications will highlight recent technological developments in the fields of mobile apps, computer hardware, augmented reality, location-based services, animation, social networking and more. The symposium is a venue for both industry and academia to explore the opportunities and challenges of mobile applications relevant to the global graphics community. The focus on mobile technology covers not only gaming and social networking, but interactivity techniques, leveraging app stores, business applications, location-based services, and a myriad of other mobile related development interests.

Technical Briefs
The SIGGRAPH Asia 2013 Technical Briefs program presents new research results in graphics at the intersections of audio, image, video, and HCI. Leading international experts from all over the world present the best results in peer-reviewed research spanning a wide range of research areas like 3D imaging, 3D laser scanning and reconstruction, 3D video, 3D audio, high dynamic range imaging, high-definition imaging, image processing for graphics, scene understanding, sensor-based human-computer interaction, graphics and human-computer interface, augmented reality, and virtual reality.

Technical Papers
The SIGGRAPH Asia 2013 Technical Papers program is the premier international forum for presenting new research results in computer graphics and interactive techniques. All submitted papers undergo the rigorous SIGGRAPH Asia review process and must adhere to the highest scientific standards. This year, the Technical Papers program has specially called for submissions related to display technologies, including 3D stereo, immersive, ocular and augmented displays. All Technical Papers presented in SIGGRAPH Asia 2013 will also be published in a special issue of the ACM Transactions on Graphics.

Trade Exhibition
From 20 – 22 November, the SIGGRAPH Asia trade exhibition will be open to visitors and exhibitors who want to keep abreast of exciting developments in the global interactive and digital media industry and meet with prospective customers, resellers, distributors, and collaborators. The exhibition serves as a platform for both software and hardware developers to market their innovative products and services, as well as for educational and research institutions to establish collaborations and partnerships for future businesses and research projects. Production houses, visual effects and animation studios will also recruit, offering job seekers the opportunity to know more about their company and latest project developments.

Venue
SIGGRAPH Asia 2013 will be held at the Hong Kong Convention and Exhibition Centre, situated in Wan Chai in the heart of Hong Kong Island.