ACM SIGGRAPH Digital Arts Community (DAC)

Information and Opportunities to Get Involved

© 2021 SIGGRAPH. ALL RIGHTS RESERVED.
Digital Arts at SIGGRAPH - Conferences and Year-Round Activities

ACM SIGGRAPH has always embraced artists and their contributions to the greater ACM SIGGRAPH community. Artists and researchers have been creating digital work and exhibiting it at the annual conference for four decades. Now they have a year-round venue to continue their collaborations via the ACM SIGGRAPH Digital Arts Community (DAC). An important component of the DAC is its online Digital Arts Social Network. This cyber-place of connectivity fosters the evolution of a strong digital arts community within the international organization and promotes dialogue among visual artists, scientists, interaction designers, and more. The DAC hosts online exhibits to enhance year-round sharing of ideas and collaborations. We invite all interested members of the SIGGRAPH Community to join the DAC and add your voice to the art and science of computer graphics conversation.

ACM SIGGRAPH DAC WEBSITE
ACM SIGGRAPH’S DIGITAL ARTS COMMUNITY

http://digitalarts.siggraph.org
The mission of the ACM SIGGRAPH Digital Arts Committee (DAC) is to foster year-round engagement and dialogue within the digital, electronic, computational, and media arts. We facilitate dynamic scholarship and creative programming within the ACM SIGGRAPH organization. Our goal is to promote collaboration between artists and the larger computer graphics and interactive techniques community.

http://digitalarts.siggraph.org
Digital Arts Community Standing Committee

Andres Burbano
Sue Gollifer
Kathy Rae Huffman
Bonnie Mitchell
Hye Yeon Nam
Derick Ostrenko
Melentie Pandilovski
Jan Searleman
Victoria Szabo (Chair)
Digital Arts Activities at SIGGRAPH

SIGGRAPH 2021

On demand content for SIGGRAPH 2021 will be available starting August 2, 2021. The live sessions for SIGGRAPH 2021 will take place from August 8–11, 2021. All activities require at least basic level registration to the conference.

ARTS-RELATED EVENTS

Basic Access Events
Note: these are the activities that are organized by the DAC and our partners. Many others sessions of interests also take place at the conference. Check the SIGGRAPH 2021 conference website to find more to experience.

Monday, 5-11:30 AM PDT – Distinguished Artist Awards and Talk

Tuesday, 10-11 AM PDT – Getting Involved in the DAC Year-Round Community, SPARKS Lightning Talks, and Online Exhibitions

Tuesday, 11:00 – 12:30 PM PDT – History of SIGGRAPH: History Online Archives – A Journey Into the Past

Tuesday, 3:30-4:00 PM PDT – Digital Arts Online Community Mixer in Gather Town

https://dac.siggraph.org/conferences/s2021/

Thursday, 9:00-9:40 AM PDT – Interconnections – Online New Media Art Archives Roundtable

Thursday, 10:00-11:00 AM PDT – ISEA (International Symposium on Electronic Art) Information Session

Thursday, 11:00-11:30 AM PDT – New Media Art History: ISEA International Symposium on Electronic Art Archives

Friday, 9:30-11:00 AM PDT – Intersectional Resistance, Advocacy, and Activism in International Feminist Textile-Decorated Art

12:15 pm and 4:30-5:30 PM PDT Daily – DAC in the SIGGRAPH Village: drop by and chat with the committee and other members of the specialized communities at SIGGRAPH. Neon sessions are in Zoom; 4:30 PM sessions in Gather Town.

Enhanced Access or Above Events

Art Gallery Talks* – see the SIGGRAPH Schedule for details and to view the content online

Art, Papers Talks* – see the SIGGRAPH Schedule for details. Papers will also be published in a special issue of PACIFIC.

Calendar
Subscribe to our ACM SIGGRAPH Digital Arts Events 2021 Google Calendar. More events being added as the schedule is finalized.

https://dac.siggraph.org/conferences/s2021/
The 2021 ACM SIGGRAPH Distinguished Artist Award for Lifetime Achievement in Digital Art is awarded to William Seaman for his pioneering work ‘Recombinant Poetics / Recombinant Informatics / Neosentience’.

Retrospective - CG History

“"The Retrospective program offers the opportunity to find the richness and complexity of history where we usually find the technological future.""

Andres Burbano
SIGGRAPH 2021 Retrospective Chair

https://s2021.siggraph.org/full-program/?filter1=evtt136
ART PAPERS & ART GALLERY

Daria Tsoupikova, University of Illinois at Chicago
SIGGRAPH 2021 Art Papers Chair

Angus Forbes, University of California, Santa Cruz
SIGGRAPH 2021 Art Gallery Chair
A schedule of SIGGRAPH arts-related events is located here: https://docs.google.com/document/d/1LOGBomm_th3KORWihG9uiK1oz8-zhJMvxaChqITsew4

Pre-recorded artist talks and paper presentations are available on demand now through October 29th.

Live Q&A sessions with artists and authors throughout this week:
Discord channels for each of these sessions are open, please use these channels to ask questions and interact with the presenters.

All content will continue to be accessible online:
Art Papers are published in a special issue of the PACMCGIT journal: https://dl.acm.org/toc/pacmcgit/2021/4/2
Art Gallery write-ups are published on ACM DL: https://dl.acm.org/doi/proceedings/10.1145/3450507
<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday, 9 August</td>
<td></td>
</tr>
<tr>
<td>2:30pm - 3:30pm</td>
<td>Art Papers + Art Gallery + Special Joint Session - Art Papers and Art Gallery</td>
</tr>
<tr>
<td>4pm - 5pm</td>
<td>Technical Papers + Art Papers + Summary and Q&amp;A: Volumetric Modeling and Reconstruction</td>
</tr>
<tr>
<td>Tuesday, 10 August</td>
<td></td>
</tr>
<tr>
<td>9am - 9:30am</td>
<td>Art Papers + Performances, Installations and Reconstructions</td>
</tr>
<tr>
<td>4pm - 4:30pm</td>
<td>Art Papers + Experimental Design Practices for Museums and Public Installations</td>
</tr>
<tr>
<td>Wednesday, 11 August</td>
<td></td>
</tr>
<tr>
<td>11am - 11:30am</td>
<td>Art Papers + Contemporary Computational Art, Methods and Techniques of Creative Practices</td>
</tr>
<tr>
<td>2pm - 2:30pm</td>
<td>Art Gallery + Film and Animation</td>
</tr>
<tr>
<td>3pm - 3:30pm</td>
<td>Art Gallery + Forms and Reflections</td>
</tr>
<tr>
<td>Thursday, 12 August</td>
<td></td>
</tr>
<tr>
<td>12pm - 1pm</td>
<td>Technical Papers + Art Papers + Summary and Q&amp;A: Video Editing 1</td>
</tr>
<tr>
<td>2pm - 2:30pm</td>
<td>Art Gallery + Performance and Movement</td>
</tr>
<tr>
<td>3pm - 4pm</td>
<td>Technical Papers + Art Papers + Summary and Q&amp;A: Human Animation</td>
</tr>
<tr>
<td>Friday, 13 August</td>
<td></td>
</tr>
<tr>
<td>11am - 12pm</td>
<td>Technical Papers + Art Papers + Summary and Q&amp;A: Design Exploration</td>
</tr>
</tbody>
</table>
Art Gallery + Art Papers
Three art papers’ authors in this session submitted art projects that were also accepted to the Art Gallery. The Art Papers program and Art Gallery program organized a Special Joint Art Papers and Art Gallery Q&A Session to celebrate these projects.

Art Papers + Technical Papers
Art Papers presentations will be more integrated with Technical Papers presentations than previously, with multiple sessions — including this Fast Forward show and collaborative Summary and Q&A discussion sessions— featuring projects from both programs.

Four Technical Papers Summary and Q&A sessions will feature invited Art Papers with focus on specific topics.
Bad Mother / Good Mother: The Poetics and Politics of the Sounds of Invisible Labor

by Annina Rüst, Florida Atlantic University Harriet L. Wilkes Honors College
Cangjie's Poetry

by Weidi Zhang and Donghao Ren, University of California, Santa Barbara (UCSB)
THANK YOU ALL ART JURORS & REVIEWERS!!!

Art Papers Jury
- Ann McNamara
- Basak Alper
- Daniel Cardoso Llach
- Fan Xiang
- Janina Hoth
- Jeff Nyhoff
- Haru Ji
- Marlen Promann
- Terence Broad
- Terumi Narushima
- Tobias Klein
- Rebecca Xu

Art Gallery Jury
- Memo Akten
- Behnaz Farahi
- Angus Forbes
- Yoon Chung Han
- Valencia James
- Inigo Quilez
- Daria Tsoupikova

Art Gallery & Art Papers External Reviewers
- Too many to list individually!

© 2021 SIGGRAPH. ALL RIGHTS RESERVED.
Session Chairs

- Daniel Cardoso Llach - “Experimental Design Practices”
- Jeffrey Nyhoff - “Contemporary Computational Art”
- Santiago Caicedo - “Film and Animation”
- Memo Akten - “Forms and Reflections”
- Behnaz Farahi - “Performance and Movement”
- Daria Tsoupikova - “Performances, Installations, and Reconstructions”
Enjoy the conference!

Don’t forget to use the Discord channels to ask questions during the Q&A sessions!
Art Papers and Gallery Presentations at SIGGRAPH

Art Papers & Art Gallery Kick-Off

- Special Joint Session - Art Gallery and Art Papers, Moderated by Daria Tsoupikova, 2:30PM Monday, 09 August

Art Papers

- Performances, Installations, and Reconstructions, 9:00AM Tuesday, 10 August
- Experimental Design Practices for Museums and Public Installations, moderated by Daniel Cardoso Llach, 4:00PM Tuesday, 10 August
- Contemporary Computational Art, Methods and Techniques of Creative Practices, moderated by Jeffrey Nyhoff, 11:00AM Wednesday, 11 August

This year some of the Art Papers authors were also invited to take part in Q&A discussions with authors of Technical Papers.

- Volumetric Modeling and Reconstruction, moderated by Michael Kazhdan, 4:00PM Monday, 09 August
- Video Editing, moderated by Abe Davis, 12PM Thursday, 12 August
- Human Animation, moderated by Paul Kry, 3PM Thursday, 12 August
- Design Exploration, moderated by Ashok Veeraraghavan, 11AM Friday, 13 August

Art Gallery

- Film and Animation, moderated by Santiago Caicedo, 2:00PM Tuesday, 10 August
- Forms and Reflections, moderated by Memo Akten, 3:00PM Tuesday, 10 August
- Performance and Movement, moderated by Behnaz Farahi, 2:00PM Thursday, 12 August

In addition to the on-demand content available for each of the artists, this week there are also two live arts performances taking place on Friday and Saturday, both of which are free and open to the general public, but which require registration.
**ART WITH AN IMPACT**

**ART GALLERY**

The Art Gallery offers an exhibition of the latest in digital arts and allows a space for creative exploration and contemplation. Check out what you'll experience during the virtual event!

**CALL FOR SUBMISSIONS**

**ART GALLERY SUBMISSIONS PROCESS**

The SIGGRAPH 2021 Art Gallery showcases innovative artwork that explores contemporary computer graphics and interactive techniques, making use of advances in rendering, simulation, generation, and immersion for creative and critical investigations. Building on the success of last year's virtual arts programming, the Art Gallery explores ways to facilitate engagement with creative work that is accessible in online or hybrid formats. The Art Gallery is a juried exhibition, and we welcome submissions from both emerging and established artists throughout the world.

https://s2021.siggraph.org/program/art-gallery/
Nice to Meet You: Introducing The Proceedings of the ACM in Computer Graphics and Interactive Techniques (PACMCGIT)

© 2021 SIGGRAPH. ALL RIGHTS RESERVED.
Digital Arts
Year-Round Opportunities
Online Exhibitions

https://dac.siggraph.org/#exhibitions
Online Exhibitions

http://origins-journeys.siggraph.org/wp/
Online Exhibitions

https://urgency-reality.siggraph.org/
Online Exhibitions

DESIGNING KNOWLEDGE

WORKS

CURATOR'S STATEMENT

CREDITS

SUBMISSIONS

Art  City  Heritage

Identity  Infographics  Interactivity

Location-based media

Nature  Open source

Philosophy  Photography

Science  Social media

Statistical analysis

User content  Virtuality

https://designing-knowledge.siggraph.org/wp/
Online Exhibitions

https://immersive-expressions.siggraph.org/
Online Exhibitions

An exhibition that inspires, empowers, and supports women, Digital Power: Activism, Advocacy and the Influence of Women Online is a juried selection of visionary digital content providers: artists, storytellers, researchers, performers, historians, designers, gamers, film/video makers, communicators and writers.

http://digital-power.siggraph.org
Special S2021 Session: Digital Power

Intersectional Resistance, Advocacy, and Activism in International Feminist Techno-Decolonial Art

Friday, 9:30-11 AM PDT Session (will also be recorded)

Moderators: KathyRae Huffman and Liliana Conlisk Gallegos

Speakers:

- Isabelle Arvers, Art + Games World Tour
- Alison Cornyn, Incorrigibles
- Sharon Daniel, Public Secrets
- Mechthild Schmidt Feist, Involuntary Journeys. Refugee stories, lights + maps
- Marina Gržinič, Relations: Lesbian Movement/25 Years of teh Lesbian Group ŠKUC-LL Ljubljana
- Jayelee Lopez, deep dive: the angel of nothing that saved my dormant heart
- Leslie Nobler, The Three R’s Plus Art
- Helen Pritchard & Winnie Soon, Recurrent Queer Imaginaries

https://s2021.siggraph.org/presentation/?id=vill_106&sess=sess533
Call for Participation

Deadline
27 October 2021

The Earth, Our Home
Art, Technology, and Critical Action

More Information:

https://dac.siggraph.org/the-earth-our-home/

Curated by:

Bonnie Mitchell
&
Jan Searleman

© 2021 SIGGRAPH. ALL RIGHTS RESERVED.
Theme: The Earth, Our Home

Opens in 2022 Online

The capacity of humanity to make choices and impose those choices on the environment without critical consideration of the consequences has resulted in an imbalance in power, where the destiny of the earth, our home, is controlled by humanity. Human agency and continued existence rely on a balanced alliance with our natural world where the relationship shifts from master (human) / slave (environment) to a cooperative agreement to co-exist in harmony. The earth is home to a wide variety of species and provides the necessities to support life in its various forms. Our ecosystem is a complex network of biological communities and abiotic factors that, when left on its own, promotes a natural evolution of life and equilibrium. When the system is impacted by short-sighted, rapacious human intervention, residents of this planet often experience displacement, extinction, and suffering. It is here that we find ourselves.

Artists, scientists, technologists, and social practitioners have the power to critically respond to the imbalance by engaging in practices and producing artworks that seek to understand and work in harmony with the natural world to reimagine a better future. This exhibition seeks creative works that investigate, question, and propose critical action to reestablish a sustainable and balanced relationship with the earth, our home.
SPARKS: Short Presentations of Artworks and Research for the Kindred Spirit

Lightning Talks and Discussion with Monthly Topics

2021 SPARKS Presentations

**Screen Worlds: Net Art & Online Communities**
January 29 Moderated by Melentie Pandilovski and Kathy Rae Huffman

**Immersion, Interactivity, and Altered Realities**
February 26 Moderated by Derick Ostrenko and Victoria Szabo

**Environmental Issues, Sustainability, Climate Change**
March 26 Moderated by Pat Badani and Bonnie Mitchell

**Robotics, Electronics and Artificial Intelligence**
April 30 Moderated by Hye Yeon Nam and Jan Searleman

**Art, Science and the Invisible World We Live In**
May 28 Moderated by Melentie Pandilovski and Andrés Burbano

**Music in Social VR: Education, Installation, Conferences, and Performance**
July 16 Presenters: Kenneth D. Stewart, Jil Christensen, and David J. Zielinski

https://dac.siggraph.org/sparks
SPARKS: Short Presentations of Artworks and Research for the Kindred Spirit

Upcoming Monthly Topics

Submissions due by the first Friday of the month for the end of month presentation
Presented on the last Friday of the Month

Soft Studio: Art & Code
September 24, 2021 Moderated by Casey Reas and Bonnie Mitchell
SPARKS: Short Presentations of Artworks and Research for the Kindred Spirit

Upcoming Monthly Topics

Submissions due by the first Friday of the month for the end of month presentation
Presented on the last Friday of the Month

Data: Visual Perception, Interpretation, and Truth
Oct 29, 2021 Moderated by Everardo Reyes and Jan Searleman
SPARKS: Short Presentations of Artworks and Research for the Kindred Spirit

Upcoming Monthly Topics

Submissions due by the first Friday of the month for the end of month presentation
Presented on the last Friday of the Month

Within the Frame: Continuum of the Still Image
Dec. 3, 2021 Moderated by Dena Eber and Sue Gollifer
Digital Arts
Partnerships
Co-Sponsored by the SIGGRAPH History Committee
Directed by Bonnie Mitchell and Jan Searleman

Team:
Alexa Mahajan
Luis Wilson
Lindsey Sykes
Felix Bangert

Pioneers Involved:
Mary Whitton
Maxine Brown
Dana Plepys
Aaron Hertzmann
Jim Blinn
And more....
SIGGRAPH History Archive Will Contain Info About:

Conferences
People Profiles
Art Show
Appy Hour
Computer Animation Festival
Emerging Technologies
Immersive Pavillion
SIGGRAPH Publications
Courses
Technical Papers
Panels, Posters, Keynotes, Talks, etc.
Collectibles
Our SIGGRAPH Community

https://history.siggraph.org/
Talks where you can learn more about the archive:

SIGGRAPH Village:
History: SIGGRAPH History Online Archives - A Journey into the Past
Tues: 11:00-12:30 pm PDT

Retrospective:
Sisters of Code
Wed. 9:30-10:30 am PDT

Round Table Discussion:
Interconnections - New Media Art
Online Archives Roundtable
Thurs. 9:00-10:00 am PDT

© 2021 SIGGRAPH. ALL RIGHTS RESERVED.
ISEA International

SUE GOLLIFER

Executive Director ISEA International HQ
Thursday, 10:00-11:00 AM PDT – **ISEA (International Symposium on Electronic Art) Information Session**

Thursday, 11:00-11:30 AM PDT – **New Media Art History: ISEA (International Symposium on Electronic Art) Archives**
ISEA2022

POSSIBLES

International Symposium on Electronic Art
Barcelona 10-16 June 2022
https://isea2022.isea-international.org/

More info on Thursday sessions!
Website and Social Media

http://dac.siggraph.org
Website and Social Media
Join Us Today at the Art Community Mixer in Gather.Town!

Gather:
https://gather.town/app/uJb8lwNiT49uagmZ/SIGGRAPH%20Village

Invite Link:
https://gather.town/invite?token=X4SuBdYU
Visit https://dac.siggraph.org/dac-at-siggraph-2021/ for more information, and to get a copy of these slides as a PDF.