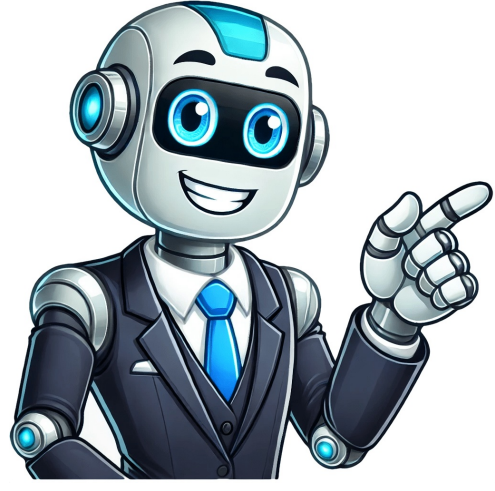


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ACM SIGGRAPH partners with other groups to sponsor, co-sponsor or grant in cooperation status conferences, workshops and other technical meetings that would be of interest to the community. Learn more about Specialized Conferences Image credit: Image provided by SIGGRAPH Asia 2025 Prepare for an exhilarating journey as we introduce the exceptional team behind SIGGRAPH Asia 2025 in Hong Kong! Led by Conference Chair Taku Komura, a distinguished professor at The University of Hong Kong, our committee comprises passionate experts dedicated to delivering the pinnacle of computer graphics and interactive techniques. From 1518 December 2025, immerse yourself in a convergence of innovation, creativity, and inspiration at the Hong Kong Convention & Exhibition Centre. Join us to experience cutting-edge advancements and connect with industry visionaries at SIGGRAPH Asia 2025. Taku KomuraConference ChairProfessor, The University of Hong Kong, Hong Kong Before joining HKU as a professor in the Department of Computer Science, Prof. Komura worked at the University of Edinburgh (2006-2020), City University of Hong Kong (2002-2006), and RIKEN (2000-2002). He received his BSc, MSc, and PhD in Information Science from the University of Tokyo. Recently, his main research interests have been in physically based animation and the application of machine learning techniques for animation synthesis. He received the Royal Society Industry Fellowship (2014), the Google AR/VR Research Award (2017), and was recognized as an AI 2000 Most Influential Scholar (Honourable Mention) (2024). Fun fact: Taku always asks Copilot what his chance is to live until 100. Isaac LeungArt Gallery ChairAssociate Professor, The Chinese University of Hong Kong, Hong Kong Isaac Leung is a practicing artist, curator, and scholar in art and culture. In 2003, Leung received a BFA degree from the School of the Art Institute of Chicago. Over the last few decades, he has initiated and participated in various projects. Some of these projects include 40 Years of Video Art (Hong Kong, China; and Germany), The 12th Venice Biennale International Architecture Exhibition (Venice, Italy), Time Test International Video Art Research Exhibition (Beijing, China), ISEA Festival (Hong Kong, China), One World Exposition (Hong Kong, China), Art Basel Crowdfunding Initiative (Hong Kong, China), and Beyond the Singularity (Hong Kong, China). Leung is currently an Associate Professor in the Faculty of Arts at the Chinese University of Hong Kong Fun fact: Isaac is one of those rare people who actually looks forward to airplane food its part of the travel adventure for him! Kian Peng OngArt Papers ChairAssistant Professor,Nanyang Technological University, Singapore Ong Kian Peng works across film, sound, VR, and electronics, situating his practice at the intersection of art, technology, and ecology. His work explores ecological thinking through immersive media environments and installations that address environmental crises, climate change, and the expanding field of human-technology interactions. He graduated from UCLA with an MFA in the Design Media Arts program and currently teach at the School of Art, Design and Media, Nanyang Technological University. His works have been exhibited in institutions such as the Tainan Museum of Fine Art, Singapore Art Museum, Arebyte Gallery London, Total Museum Seoul, and National Gallery Singapore. He has also presented his works at festivals like Ars Electronica, SIGGRAPH Art Gallery, FILE Festival Brazil, Currents New Media Art Festival, Japan Media Arts Festival, and the Singapore Biennale. Kian Peng was awarded the Presidents Young Talent Grand Prize in 2015. He co-founded Supernormal.space in 2017, an independent art space focusing on media art practices. Fun fact: Kian Pengs artistic journey began by hacking the TV in a Nam June Paik style as a child. Needless to say, his dad wasnt a fan of his early art. Tim CheungComputer Animation Festival ChairFounder, Animation Director/Producer, DoubleBlink Animation Studios, Hong KongTim Cheung is an acclaimed CG Animator and Animation Director/Producer. With 3 decades of experience in the computer animation industry, Cheung began his career in 1992 and spent over a decade with Pacific Data Images and Dreamworks Animation to serve as the Head of Character Animation before returning to Hong Kong to join Imagi Studios as the Vice President of Animation and forming his own animation studio in 2013. His major works included the CGI Animated films Antz, the Shrek trilogy and Astro Boy, and various animated TV series with studios such as Dreamworks, Warner Brothers, and Lucas Film. He is also the founder of DoubleBlink Animation Studios and board member of Act Plus Education Foundation. Fun fact: Tim attended his first SIGGRAPH as a Student Volunteer in 1994, then had his student film Rolling Stone featured in the SIGGRAPH 1995 Electronic Theater, and again in the 1997 Electronic Theater with the short film Gabala the Great, which was produced at Pacific Data Images. Bonus! Listen to Tim on this episode of SIGGRAPH Spotlight! Jennifer LeeComputer Animation Festival ProducerDeputy General Secretary, Act Plus Education Foundation, Act Plus Animation & Media Studio, Hong Kong Jennifer is currently the Deputy General secretary of the Act Plus Education Foundation. She was once a sports reporter, cultural and arts program organizer, editor, project and event organizer, business development leader. She has championed many creative exhibitions, conferences, events and projects for educators, youth workers, parents, readers and public for many years to help fostering the mission and branding of the organizations she has worked with. She loves art, culture, language, sports and people. Fun fact: Jennifer is a die-hard fan of Manchester United Football Club! Milna SkourasCourses ChairResearcher, Institut national de recherche en informatique et en automatique (INRIA), France Milna Skouras is a permanent researcher at Inria Grenoble, France, working on computational design and digital fabrication. Until October 2017, she was a postdoctoral associate at MIT where she worked with Prof. Wojciech Matusik on the computational design of meta-materials. She obtained her PhD in 2014 from the Computer Graphics Laboratory of ETH Zurich, Switzerland, where she collaborated with Disney Research Zurich. Her thesis focused on the development of novel algorithms for the design of custom deformable objects. Before starting her PhD, she was a software developer at Dassault Systèmes, in the CATIA Geometric Modeler team. Fun fact: Milnas PhD hat had gummy bears on it. Meili WangEducators Forum ChairProfessor, Northwest A&F University, China Meili Wang (Member, IEEE) is a professor at College of Information Engineering, Northwest A&F University. She received her Ph.D. degree in computer animation in 2011 at the National Centre for Computer Animation, Bournemouth University. Her research interests include computer graphics, geometric modeling, image processing, visualization and virtual reality. Fun fact: Meili likes playing badminton! Kening ZhuEmerging Technologies ChairAssociate Professor, City University of Hong Kong (CityU), Hong Kong Dr Kening Zhu is an Associate Professor at the School of Creative Media. He received his PhD degree from the National University of Singapore, and his bachelors degree on Computer Science from Huazhong University of Science and Technology, China. His research interests cover various topics on human-computer interaction (HCI), including wearable user interfaces, mobile user interfaces, tangible user interfaces, and so on. Particularly he likes making interesting gadgets. Fun fact: Kenings dad used to own a toy shop. Thats where he had fun for free, and how he got inspired and decided to work on making and hacking interesting gadgets. Baoquan ChenFeatured Sessions ChairProfessor, Peking University, China Baoquan Chen is a Professor of Peking University. His research interests cover computer graphics, computer vision, and visualization. He has served on various committees of SIGGRAPH and SIGGRAPH Asia and was the conference chair of SIGGRAPH Asia 2014. He is an IEEE Fellow and was inducted to IEEE Visualization Academy and ACM SIGGRAPH Academy in 2021 and 2024, respectively. He received PhD in Computer Science from the State University of New York at Stony Brook. Fun fact: Baoquan loves long distance running and has done Beijing Marathon twice! When not running, he likes city walking. Eric LiuGames ChairChair, Hong Kong ACM SIGGRAPH Professional Chapter, Hong Kong Eric has served as volunteer of the ACM SIGGRAPH and SIGGRAPH Asia community over 20 years. He is currently a committee member of the Professional and Student Chapters Committee (PSCC) responsible for liaison to Asian, Australian, and Middle Eastern Chapters. He is also an active industry-academic collaborator in Hong Kong and Mainland China. As the Chair of Hong Kong ACM SIGGRAPH Professional Chapter, he had successfully invited SIGGRAPH Asia to be held for the first time at Hong Kong in 2011. He also served as chair of various committees in SIGGRAPH Asia 2011, 2013 and 2016. Fun fact: Eric enjoys so much his lifelong learning and volunteer works with different professional and industry associations. Junyong NohPosters Chair Professor, Korea Advanced Institute of Science & Technology (KAIST), South Korea Dr. Junyong Noh has been a Professor in the Graduate School of Culture Technology (GSCT) at KAIST since 2006, serving as department head from 2016 to 2020. He is currently the Director of the Visual Media Laboratory. He earned his Ph.D. in Computer Science from the University of Southern California (USC) in 2002. His research focuses on facial and character animation, virtual and augmented reality, and image/video manipulation for immersive and interactive experiences. One of his research outcomes, ScreenX, was successfully commercialized by CGV, Koreas leading movie theater chain. Before his academic career, he worked as a graphics scientist at Rhythm and Hues Studios, a Hollywood visual effects company, from 2003 to 2006. Fun fact: Junyong can determine the day of the week for any given date without referring to a calendar. Stephen SpencerPublications ChairGraphics System Engineer, University of Washington, USA Stephen is a senior computer specialist in the Paul G. Allen School for Computer Science and Engineering at the University of Washington, in Seattle, Washington, part of the IT support team. Hes been involved with ACM SIGGRAPH since the early 90s and has served as chair of the ACM SIGGRAPH Publications Committee for many years. Additionally, he has served two terms on the ACM Publications Board. Hes a father of two young adults, enjoys bicycling, running, and playing the guitar. Fun fact: Stephen has run 11 full marathons. Bent StarnesReal-Time Live! ChairVP Marketing & Communications, Notch, Norway With over 20 years as a real-time graphics practitioner and evangelist, Bent has worked directly with high-profile brands such as NVIDIA, ARM and deadmau5. He has been a featured speaker at creative conferences such as FITC, PMX, and SIGGRAPH, and has co-authored the book Demoscene: The Art of Real-Time. In 2018, Bent joined Notch the worlds leading real-time graphics tool for live events as the VP of Marketing & Communications and took a role with the senior management team at the company. Fun fact: When hes not working with real-time graphics, Bent is an avid collector of vintage gaming gear and synthesizers and runs a record label. Patience LeeStudent Volunteers ChairSenior User Experience Designer, PayPal, Sweden Patience Lee was born and raised in Hong Kong. She currently lives in Stockholm, Sweden, where she works as a Senior User Experience Designer at PayPal. Her first SIGGRAPH was SIGGRAPH 2011 in Vancouver and have been actively involved as a Student Volunteer at the conference since then. She really enjoys the SIGGRAPH Asia Student Volunteer community because it brings together people with similar interests, allowing you to make lifelong friendships with individuals from all over the world. Fun fact: Patience love spending time in nature hiking and camping, but shes really scared of insects and butterflies. Yuting YeTechnical Communications ChairResearch Science Director, Meta, USA Yuting Ye is a research scientist in Reality Labs Research at Meta. Her research focuses on motion reconstruction and synthesis of digital avatars in Metaverse applications, such as body tracking and hand tracking from VR/AR devices. She received her PhD in computer science from Georgia Tech in 2012, and has worked on animation and rigging tools as an R&D engineer at Industrial Light & Magic, contributing to blockbuster movies and award winning software. She currently serves as an associate editor for TOG. Fun fact: Yuting likes to collect a fridge magnet as a souvenir each time she travels to a new country! Michael WimmerTechnical Papers ChairProfessor, TU Wien, Austria Michael Wimmer is currently a full professor at the Institute of Visual Computing and Human-Centered Technology at TU Wien, where he heads the Rendering and Modeling Group. He is also the director of the Center for Geometry and Computational Design (GCD). His academic career started with his M.Sc. in 1997 at TU Wien, where he also obtained his Ph.D. in 2001. His research interests are real-time rendering, computer games, real-time visualization of urban environments, point-based rendering, reconstruction of urban models, procedural modeling, shape modeling and computational design. He has co-authored over 180 papers in these fields, won the Eurographics Outstanding Technical Contributions Award in 2023, and is the current editor-in-chief of Computer Graphics Forum. Fun fact: With four kids and three cats, life is never boring! Hongbo FuTechnical Papers Assistant ChairProfessor, Hong Kong University of Science and Technology, Hong Kong Hongbo Fu is a Professor at the Division of Arts and Machine Creativity, Hong Kong University of Science Technology. Before joining HKUST, he worked at the School of Creative Media, City University of Hong Kong, for over 15 years. He had postdoctoral research training at the Imager Lab, University of British Columbia, Canada, and the Department of Computer Graphics, MPII, Germany. He received a Ph.D. degree in computer science from the Hong Kong University of Science and Technology in 2007 and a BS degree in information sciences from Peking University, China, in 2002. His primary research interests fall in computer graphics, human-computer interaction, and computer vision. He has served as an associate editor of The Visual Computer, Computers & Graphics, and Computer Graphics Forum. Fun fact: Although Hongbos surname, Fu, may translate to vice or associate in Chinese, hes a full professor. Evan Yifan PengXR ChairAssistant Professor, The University of Hong Kong, Hong Kong SAR Dr. Evan Y. Peng is an Assistant Professor at the University of Hong Kong, affiliated with both EEE and CS departments. Before joining HKU, he was a Postdoctoral Research Scholar at Stanford University. Dr. Peng received his PhD in Computer Science from the University of British Columbia, both his MS and BS in Optical Science and Engineering from Zhejiang University. Dr. Peng has been working on a family of Neural + X projects for cameras, displays, microscopes, and rendering. Dr. Peng was the recipient of the Asia Graphics Young Researcher Award (2022), the IEEE VR Tech Significant New Researcher Award (2023), as well as ICBS Frontiers of Science Award (2023). Fun fact: Evans Chinese name Yifan sounds ordinary but is in fact one of a kind in the world. Thats a wrap for now! We hope you enjoyed meeting the incredible minds shaping SIGGRAPH Asia 2025. Stay tuned for more exciting updates as we gear up for an unforgettable edition in Hong Kong! Subscribe to our e-newsletter and be the first to hear the latest news. The theme for this years SIGGRAPH Asia 2025 explores how AI is transforming creativity, art and science, leading to new forms of expression and discovery. The event, which returns to Hong Kong in mid-December at the HKCEC, is a major platform for computer graphics, interactive techniques, AI, XR, animation and gaming, bringing together researchers, developers, creators and industry professionals to exchange ideas and showcase innovations shaping the future. The conference running throughout the show period will feature renowned speakers and industry experts, while the exhibition, held on 16-18 December showcases the latest tools, technologies and solutions, including hardware, software and services, from top companies and innovators. Special emphasis is placed on advanced technologies such as data visualisation, 3D printing, extended reality (XR), robotics, artificial intelligence and interactive media installations. More than 80 exhibitors and 400-plus speakers are set to take part; while around 7,000 attendees are expected to visit the event. Industry News 206 days left ACM SIGGRAPH conference and exhibition on computer graphics and interactive techniques in Asia Dates: Monday, December 15, 2025 - Thursday, December 18, 2025 Venue: Hong Kong Convention and Exhibition Centre, Hong Kong, China SIGGRAPH Asia 2025 will take place from 15 - 18 December 2025 in HKCEC, Hong Kong. The annual event, which rotates around the Asian region, attracts the most respected technical and creative people from all over the world who are excited by research, science, art, animation, gaming, interactivity, education, and emerging technologies. We are thrilled to bring SIGGRAPH Asia back to Hong Kong. The city's dynamic and innovative environment, combined with its strategic location and strong support from both the government and industry, makes it the perfect venue for our 2025 conference. We look forward to building on the success of our previous events here and showcasing the latest advancements in computer graphics and interactive techniques. Website: Future Dates:SIGGRAPH Asia 2026 TBD, TBD SIGGRAPH Asia, established in 2008, ranks among the leading conferences and trade fairs in the field of computer graphics and interactive techniques. Held annually in various cities across Asia, this event plays a central role in the development and presentation of the latest technological achievements. The name "SIGGRAPH" stands for "Special Interest Group on Computer GRAPHICS and Interactive Techniques," highlighting the importance of the fair in this specialized area. SIGGRAPH Asia is organized by Koelnmesse Pte. Ltd., a renowned trade fair organizer with extensive experience. The fair serves as a central hub for experts from various sectors, providing ideal conditions for networking and professional exchange. It is considered an indispensable platform for professionals in the fields of art, animation, gaming, interactivity, education, and new technologies. The fair showcases the latest innovations and developments in hardware, software, and services. Special emphasis is placed on advanced technologies such as data visualization, 3D printing, extended reality (XR), robotics, artificial intelligence, and interactive media installations. The range of exhibitors is diverse, covering areas like graphic design, art, film production, and software development. The main target audience of the fair includes graphic artists, designers, artists, production companies, film studios, and professionals from related industries. They use SIGGRAPH Asia to stay informed about current trends and developments and to establish important contacts. The fair offers a variety of highlights, including seminars, keynote speeches, the Business & Innovation Symposium, and the Computer Animation Festival. This festival is distinguished by its diverse program, ranging from short films to scientific visualizations and AI-powered deep fakes. In addition, a comprehensive course program is offered for practitioners and researchers, focusing on the latest findings in computer graphics and related fields. As part of a global event network, SIGGRAPH Asia contributes to international networking and collaboration. Each venue adds its own cultural and technological identity, making the fair a unique experience. The venues where SIGGRAPH Asia takes place are characterized by modern exhibition centers and easily accessible event spaces, providing an ideal infrastructure for events of this scale. This choice of location promotes the diversity and internationality of the fair, allowing participants to experience and discover different cultures and technological landscapes of Asia. The SIGGRAPH Asia will take place on 4 days from Monday, 15. December to Thursday, 18. December 2025 in Hong Kong. Your global community for innovation and application The ACM SIGGRAPH community is a global nonprofit organization serving the evolution of computer graphics and interactive techniques. With thousands of members across the world, the researchers, artists, developers, filmmakers, scientists, and business professionals of ACM SIGGRAPH are building the future of digital art and interactive design. The Premier Conference and Exhibition on Computer Graphics and Interactive Techniques in North America. The 18th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia.

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