



**Paul Debevec**  
**Candidate for Director at Large**

As a member of SIGGRAPH's Executive Committee, I will work to help the organization represent the evolving interests of academic and industrial research, visual effects production, software and hardware development, electronic art, and interactive entertainment. The SIGGRAPH organization's greatest strength and biggest challenge is that it comprises a diverse, worldwide community of computer graphics practitioners in the art, science, and business of a culturally influential and rapidly evolving industry. My work as a technologist, artist, and educator in the heart of the digital entertainment industry involves active collaborations with both industry and academia, and I will leverage this perspective to guide the organization to being its most effective for all groups. I believe that much of what SIGGRAPH does, it does extremely well, and I will advocate that SIGGRAPH maintain its traditionally successful programs while exploring refinements and new initiatives. SIGGRAPH's future success depends on the successful coordination of its North American and Asian conferences and with European computer graphics organizations, and my experience on many worldwide program committees will help me serve in this capacity. The next few years will offer both challenges and opportunities for SIGGRAPH, and I welcome the chance to help guide it to new heights.

**BIOGRAPHY**

Paul Debevec is the associate director of graphics research and a research associate professor at the University of Southern California's Institute for Creative Technologies in Los Angeles, California. His numerous research papers and computer animations such as "The Campanile Movie", "Fiat Lux", and "The Parthenon" introduced new image-based modeling, rendering, and high dynamic range lighting techniques for visual effects which contributed to key sequences in films such as the Matrix series, the X-Men films, the Chronicles of Narnia, the recent Batman films, and Speed Racer. His laboratory's Light Stage systems have been leveraged by studios such as Sony

Pictures Imageworks, WETA Digital, and Digital Domain to create realistic digital actors in film such as Spider Man 2 and 3, King Kong, Superman Returns, Hancock, and The Curious Case of Benjamin Button. His laboratory's novel 3D Display system won the "Best Emerging Technology" Award at SIGGRAPH 2007, the same year that he chaired SIGGRAPH's renowned Electronic Theater computer animation festival. He received SIGGRAPH's first Significant New Researcher Award in 2001 and in 2008 was one of three Distinguished Speakers chosen by the SIGGRAPH Asia conference to promote computer graphics and the SIGGRAPH organization throughout Asia and Oceania. Links to his films and research projects may be found at <http://www.debevec.org/>.