



Elizabeth Baron
Candidate for Director A

As an ACM SIGGRAPH Pioneer, implementing computer graphics and interactive techniques, I relied on SIGGRAPH for inspiration on how to apply CG & IT in novel ways. I was taught how to bring art, engineering and science to life through expressive, realistic and accurate experiences. Believing it is important to give back to an organization that has given so much, I am honored to be considered to serve as a Director-at-Large.

Over the past two years I have avidly participated in the ACM SIGGRAPH Executive Committee [Strategy Team](#) sessions. The team has made impressive, significant changes to increase our relevancy. I believe that to grow both the conference and the organization, we must bridge the gap between research and industry practitioners. ACM SIGGRAPH can influence the practical and innovative application of CG & IT methods, products, services and systems for industry. We can be involved in industry. As SFX become physics-based, the importance and accuracy of many types of simulations are as appropriate and useful for media and entertainment as well as for industry. We can learn from each other.

ACM SIGGRAPH has inspired the CG & IT industry and practitioners around the world. I want to be a part of growing the outstanding legacy SIGGRAPH has created to enable everyone to tell their stories.

BIOGRAPHY

Elizabeth Baron is Vice President of Immersive Solutions for Silverdraft Supercomputing. She has been the driving force in the development and deployment of global, collaborative immersive paradigms for industrial design and engineering. Formerly, Elizabeth was a Technical Specialist in Immersive Realities at Ford Motor Company. During her career at Ford, she led the development and deployment of immersive vehicle verification technology. She is the principal inventor of the Ford immersive Vehicle Environment (FiVE) process and technology, an immersive environment with high realism in experience, providing contextual data and real time global immersion for multiple disciplines across Ford. She then expanded FiVE to

location-based actionable immersive storytelling for use in Design Studios and other locations where physical properties were used.

Elizabeth was awarded the highest individual technical award in Ford Motor Company, the Dr. Haren Gandhi Research and Innovation Award, honoring her career in immersive visualization and her technical leadership.



Corinne Price
Candidate for Director A

As a SIGGRAPH volunteer for 18+ years, I have demonstrated a passion for the ACM SIGGRAPH organization and the computer graphics community, while taking on roles of increasing responsibility. SIGGRAPH is more than just an organization and a conference to me. It is where I connect, collaborate, and become inspired by my friends and mentors. SIGGRAPH fosters a sense of innovation with artistic balance that carries into my professional and personal life. I have developed a wide network within the community and am happy to call many of those connections friends.

Professionally, I have supported numerous clients with project management, strategic planning, and change management. In joining the EC, I hope to use these skillsets to help improve our strategic development and internal processes through increased data collection, automation, and streamlining of existing processes. Further, I would like to be on the EC to continue to grow and develop the computer graphics community and welcome new technologies and vertical markets to our organization. As the industry continues to adapt and move into the 21st century, the organization will need to adjust accordingly, requiring a strong management background and strategy to take us there. My qualifications will enable me assist with this.

BIOGRAPHY

Corinne Price is a Director of Program Management at ICF, a global consulting and technology services company, with nearly 15 years of experience. Corinne previously worked with Northrop Grumman IT, KPMG LLP, and Accenture LLC supporting Federal clients with IT project management, strategic planning, investment management, change management, technical cost estimating, and portfolio management. Her current efforts focus on technology modernization strategy and implementation, specifically migrating systems from legacy platforms to a cloud-based offering. She is a Certified Technology Business Management (TBM) Executive, a Certified Cost Estimator/Analyst (CCEA), a Project Management Professional (PMP), and has obtained her ITIL Foundations certificate. She received her M.Eng. in Biological Engineering and her B.S. in Biological Engineering with a Biomedical Engineering minor from Cornell University.

Corinne attended her first SIGGRAPH Conference in 2002 as a SIGGRAPH Student Volunteer (SV). She continued to volunteer as an SV and Team Leader from 2002 to 2008, and then joined the ACM SIGGRAPH SCOOP and ACM SIGGRAPH Communications teams, helping to produce content for the SIGGRAPH YouTube channel and manage SIGGRAPH's online social media channels. Since 2014, Corinne has served as Chair of the ACM S3 Committee, leading a team to develop programming and content for students and emerging professionals. In 2019, Corinne served as the Student Volunteer Chair for the SIGGRAPH Conference in Los Angeles, and in 2020, Corinne will be serving as the Attendee Experience Manager in Washington, D.C.



Jesse Barker
Candidate for Director B

I am very pleased and honored to have been granted the opportunity to run for Director B on the ACM SIGGRAPH Executive Committee.

My prior conference volunteering experiences have been some of the most rewarding of my career. However, I have been searching for ways to have a more strategic and overarching impact, and I believe that the Executive Committee is the best venue for my efforts. I plan to add a practitioner's voice to the planning and discussions. While I have traditionally been focused on real-time graphics, I am a computer graphics enthusiast in general, and I view the activities of ACM SIGGRAPH and its conferences holistically, as a roadmap for the whole domain - from research (academic and commercial), to offline production, to real-time, to mobile. It is, as always, a very exciting time to be a part of the computer graphics industry.

BIOGRAPHY

Jesse is currently the HD Mobile Pipeline Lead at Unity Technologies, where he leads a team working to deliver Unity's highest fidelity rendering to the latest generation of mobile devices. Prior to that, he spent many years at a variety of GPU and computer systems companies working on low-level GPU software, from design and implementation of production drivers, to advance development of new GPU features. Jesse's first SIGGRAPH conference was in 2001, demoing a multi-GPU composited rendering system. Since then, he has volunteered for the conference nearly every year since 2013: general submission jury in 2013-2015, 2017, & 2018, Mobile program chair 2014-2015, Real-Time Live! chair 2018. He also served on the ACM SIGGRAPH Practitioner Award Committee in 2018-2020.



Makai Smith
Candidate for Director B

Standing in the New Orleans Convention Center in my red vest, I was astonished to see a Wooden Mirror, its hundreds of tiles tilting to reflect my image in a soothing, pine-tone monochrome. Since that moment in 2000 as a student volunteer, ACM SIGGRAPH has opened to me a world of imagery and ingenious solutions, connections, and inspiration. Everyone in ACM SIGGRAPH has stories like this to tell—memorable experiences, achievements, and things they have learned. These are clues to the source of ACM SIGGRAPH’s success and enduring appeal.

The ACM SIGGRAPH 5-year vision identifies “leveraging data to enhance decision-making” as one of its key focus areas. My current work in Bentley’s Data Office, analyzing and warehousing product telemetry and user sentiment data, parallels this strategic objective. As chair of the Studio in 2012, I increased the Studio’s transparency and rigor by bringing content selection into the general submissions process.

Participating in ACM SIGGRAPH has shaped my career and enabled me to pivot from architecture design to digital fabrication to making software. I welcome this opportunity to give back to ACM SIGGRAPH in a meaningful way and serve the ACM SIGGRAPH mission: enabling everyone to tell their story.

BIOGRAPHY

Despite landing in the office of Pritzker Prize winner Robert Venturi, I was unable to escape a fascination for tools. I quickly jumped fences, first into digital fabrication of architectural composites, then to launch Bentley GenerativeComponents, the first computational modeler for AEC. Prior to joining Bentley’s Data Office, I led the MicroStation product line — a CAD and visualization platform used globally for infrastructure design and engineering.

Education

M-Arch · Arizona State University, 2001
B.S. Design · University of Florida, 1998

Professional Experience

Director of Product Analytics, Office of the Chief Data Officer, Bentley Systems, current
Director of Product Management, MicroStation Product Line, 2015
Senior Product Manager, Bentley GenerativeComponents, 2006
Director of Digital Fabrication, Kreysler & Assoc, 2004
Architecture Designer, Venturi Scott Brown and Assoc, 2002

ACM SIGGRAPH Activities

Chair, Studio, 2012
Chair, Design and Computation Gallery, 2009
Subcommittee, Studio, 2002-2008
SV, 2000-2001
On-site Juror · Unified Submissions, 2011-2012, 2016, 2019
“Sandpainter” installation, Printed 12’ x 18’ images in silica sand on the floor of the
LACC, 2004
“Drawing Circle” workshop, 2002



Tomasz Bednarz
Candidate for Director C

ACM SIGGRAPH is a thriving organization, open for everyone with passion for computer graphics and interactive techniques. As a Director-at-Large my top priority will be to actively work on strategies to inspire new individuals (including juniors) to join and contribute to our community and attend SIGGRAPH and SIGGRAPH Asia conferences. I will work on mechanisms for diverse perspectives to be heard, respected and supported, making everyone feel valued, safe and having a sense of belonging, with bullying and anti-social behaviours not tolerated at all.

I plan to explore how the Executive Committee (EC) can better support members by extending the ladder of opportunities for them to play vital roles within our community. I would like to see stronger connections with other professional groups, expanding our reach to other areas. I aim to strengthen educational activities and to promote mentorship programs.

After chairing SIGGRAPH Asia 2019, I can clearly see that much more needs to be done to connect North America, Asia and global membership including Chapters and Student Volunteers. Also, with the recent impact of COVID-19 on our lives, I aim to work with the SIGGRAPH EC to improve on how we run conferences in the future, including online components that can reach new communities internationally.

BIOGRAPHY

Tomasz Bednarz is an Associate Professor at the University of New South Wales and a Director of Expanded Perception and Interaction Centre (EPICentre). He is also a Team Leader (Visual Analytics) at CSIRO Data61. He received his Ph.D. from Kyushu University. He received his MSc in Physics and Applied Computer Science at the AGH University of Science and Technology in Poland. He obtained executive business education focused on Strategy, Technology and Change Management from ACU and UNSW's AGSM. In 2014, for six months, he worked as a Guest Researcher at the NIST, USA.

Tomasz served as SIGGRAPH Asia 2019 Conference Chair. Since 2017, he's served on the SIGGRAPH Asia Conference Advisory Group. He is also Vice Chair of ACM SIGGRAPH's Immersive & Interactive Committee. He chairs Technical Communications

and Posters at SA2020. In 2017, he was on the SIGGRAPH Unified and VR/AR/MR Juries. He chaired Courses at SA2017, and from 2015 to 2019, he chaired the Brisbane SIGGRAPH Chapter. He served on SA2015 CAF Jury. Between 2011 and 2016, he played an active role in SIGGRAPH's International Resources Committee. He also organized Web3D 2017, VINCI 2015, BDVA 2015-2017, and Vis Matters 2016-2019 conferences.



Hanspeter Pfister
Candidate for Director C

I am honored to be nominated for the position of ACM SIGGRAPH Director-at-Large. I attended my first conference in 1992 as a student volunteer, and I was privileged to be the technical papers chair for SIGGRAPH 2012. I hope to bring my involvement and experience in related disciplines, including visualization and computer vision, to the SIGGRAPH Executive Committee.

We live in challenging times, and the effects on the SIGGRAPH community, both personally and professionally, are profound. We need to adapt to these new realities by considering novel and alternative formats to publish SIGGRAPH contributions. These could take the forms of online webinars, blog posts, interactives, or immersive experiences. A priority area must be professional support, especially for students, postdocs, and early-career practitioners. SIGGRAPH should play a more significant role in influencing industry and government agencies to create programs that support our community. We need to foster more collaborative opportunities across diverse research areas within computer science and other scientific disciplines. As Director-at-Large, I hope to participate in these efforts and contribute to SIGGRAPH's growth and continued relevance for years to come.

BIOGRAPHY

Hanspeter Pfister is the An Wang Professor of Computer Science at the Harvard John A. Paulson School of Engineering and Applied Sciences and an affiliate faculty member of the Center for Brain Science. His research in visual computing lies at the intersection of computer graphics, visualization, and computer vision. Pfister has a Ph.D. in computer science from the State University of New York at Stony Brook and an MS in electrical engineering from ETH Zurich, Switzerland. Before joining Harvard, he worked for over a decade at Mitsubishi Electric Research Laboratories. Pfister is the recipient of the 2010 IEEE Visualization Technical Achievement Award and was selected as an ACM Fellow in 2019.

ACM SIGGRAPH SERVICE

Technical Papers Chair, ACM SIGGRAPH, 2012

Chair, Sketches Program, ACM SIGGRAPH 2006

Associate Editor, ACM Transactions on Graphics, 2009–2014

Papers Co-Chair, ACM Symposium on Interactive 3D Graphics and Games, 2005

Co-chair, ACM SIGGRAPH / Eurographics Graphics Hardware, 2001 / 2003

Program Co-Chair, ACM SIGGRAPH / Eurographics Graphics Hardware, 1998 / 2000

Papers Co-Chair, ACM SIGGRAPH / Eurographics Graphics Hardware, 1999

ACM SIGGRAPH Papers Committee, 2001-2011

ACM SIGGRAPH Asia Papers Committee, 2008, 2011