Adam Finkelstein
Candidate for Director A

ACM SIGGRAPH brings together various communities (artists, researchers, educators, and production teams, from around the world) with a common enthusiasm for the latest, most exciting work in computer graphics and interactive techniques. The conference itself is the primary venue, and attendees look to it for both exceptional quality and extraordinary depth over a range of new experiences and ideas. But there are opportunities to find greater value beyond the conferences, in other locations and other times of year, both in person and online.

Outside our community, many people consider graphics to be a solved problem, a mainstream commodity, or a transparent medium for storytelling and visualization. Of course, this perception is a testament to our appreciable progress over several decades. But consider the thrilling possibilities ahead of us! We need to embrace new communities, emergent research areas, and new modalities (beyond visual). As just one obvious example, while machine learning has been an important component of various graphics applications for years, it has suddenly emerged as a powerful generative tool in graphics and we should expect it to have as profound an impact on graphics as it has on computer vision in recent years.

BIOGRAPHY

I am a professor at Princeton University, where I have taught since 1997. My primary research area is computer graphics. I have attended the ACM SIGGRAPH conference every year since 1993, and I consider SIGGRAPH to be my professional community. My research has focused on creating better tools for artists working in the digital medium. And by "artists" I mean everyone, because we all are artists in some way or another. Some of those tools have focused on 2D and 3D animation, with a particular emphasis on stylized and hand-drawn rendering, and several recent projects have addressed photo manipulation. My undergraduate degree is from Swarthmore College, and I received a Ph.D. from the University of Washington. I am a Fellow of the ACM.

ACM SIGGRAPH Service:

• SIGGRAPH 2007: Sketches and Posters Co-Chair

• SIGGRAPH 2008: Research Director

• ACM Transactions on Graphics Associate Editor 2012-2014

• SIGGRAPH 2014: Technical Papers Chair

• Software support for the SIGGRAPH PC meetings, since 2014

• Various SIGGRAPH Program Committees (Technical Papers, Art Papers)

• SIGGRAPH Technical Papers Trailer, various years

• Various Advisory Groups

Paul Kry
Candidate for Director A

As a Director over the last three years I have helped the organization make progress with new strategic initiatives such as community development, communication, and digital presence. In particular, I have helped establish the CGIT PACM which now publishes papers at I3D, HPG and SCA as a journal. I have also been working on initiatives to better understand and communicate with our members, as well as identifying and promoting the impact of work appearing at SIGGRAPH conferences. I value how SIGGRAPH brings together people from academia and industry, artists, animators, designers, engineers and scientists. As a discipline, computer graphics is mature, yet SIGGRAPH continues to evolve with new ideas, technologies, and the adoption of a diverse set of new sub-communities. I believe that SIGGRAPH must continue fostering its members, and develop in relevant areas, both new and old, such as fabrication, robots, sound, cameras, perception, games, virtual reality, and interaction. I also believe that student participation is of critical importance, and that talks, posters, and the student research competition are essential for engaging the next generation of researchers and practitioners.

BIOGRAPHY

I am an Associate Professor in the School of Computer Science at McGill University where I head the Computer Animation and Interaction Capture Lab. I have a BMath from the University of Waterloo, and MSc and PhD from the University of British Columbia. I have also had extended visits at other labs as a student, postdoc, and professor (Rutgers, Inria Rhone-Alps, Paris 5, Disney Research Zurich, IST Austria). My first SIGGRAPH was 1999, and since then I have contributed to technical papers, sketches, and specialized conferences (SCA, I3D, MIG, EXPRESSIVE). I have served multiple times on the SIGGRAPH technical papers committee, general submission jury, and student research competition jury, and in spring 2016 I served on the SIGGRAPH papers advisory board. For SIGGRAPH/Eurographics SCA, I have been program co-chair, PC member, and a steering committee member. For the last three years I have been a Director on the SIGGRAPH EC. Among non-SIGGRAPH service, since 2009, I have been building local and international graphics communities with annual focused workshops organized in the Montreal area and at McGill's Bellairs Research Institute, and since 2014, as President of the CHCCS, I have been reinvigorating the Graphics Interface conference.

Elizabeth Baron
Candidate for Director B

As an ACM SIGGRAPH Pioneer implementing computer graphics and interactive techniques, I relied on the Communities 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 to grow both the conference and the organization, we need to bridge the gap from research to industry. 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 & entertainment 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 curated, to enable everyone to tell their stories.

BIOGRAPHY

Elizabeth Baron is the founder of Immersionary Enterprises, LLC. Her goal is to apply creative and elegant solutions to create synergy between knowledge and insight. She is passionate about the use of AI-based immersive realities as an efficient platform for cross-functional communication of complex engineering and design systems.

Prior to launching Immersionary Enterprises, Elizabeth was a Technical Specialist in Immersive Realities at Ford Motor Company. Over her 30-year career at Ford, she was the driving force in the development and deployment of immersive vehicle verification technology at Ford Motor Company. 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.

Mona Kasra
Candidate for Director B

This organization has had an incredible impact on my professional and personal life. I believe that my experience serving SIGGRAPH in a wide range of positions, along with my commitment to growing the organization, will allow me to be a productive member of the Executive Committee.

One of my key objectives is to work with the ACM leadership to create sustainable funding opportunities for ACM SIGGRAPH members by allocating a portion of the annual conference's profit to a scholarship/fellowship program. As a former Conference Chair, I'm confident that instituting this initiative can work within the constraints of the conference budgets. By giving back to our community, we foster growth, support students, and create real value for our members. This approach also aligns with ACMSIGGRAPH's commitment to diversity, equity, and access.

My second objective is to cultivate ACM SIGGRAPH's engagement with the Digital Arts and Humanities. While the technical research that is published at SIGGRAPH is highly relevant to these rapidly-developing areas of scholarship, there are still considerable gaps between the communities. With a background in new media art, I'm committed to developing concrete initiatives to foster collaboration and exchange between ACM SIGGRAPH and other arts and humanities organizations.

BIOGRAPHY

Mona Kasra is a new media artist, interdisciplinary scholar, and Assistant Professor of Digital Media Design at the University of Virginia. Her research involves exploring the confluence of media technologies, art, and culture and experimenting with affordances of media for artistic practices. Currently, she's researching representational, affective, and creative possibilities of immersive media for designing experimental and performative experiences in Virtual Reality.

Mona was born and grew up in Tehran, Iran. She holds a Ph.D. in Arts and Technology from the University of Texas-Dallas. Her artwork has been exhibited in galleries and online exhibitions, and she's juried, curated, and programmed for film festivals and art exhibitions. She's currently a fellow at the Institute for Advanced Technology in the Humanities at UVA.

Over the past two decades, she's had the honor of serving ACM SIGGRAPH in different capacities. She was Conference Chair in 2016, Art Gallery Chair in 2011, and served on the Conference Advisory Group (2014-18). These experiences provided her with a deep knowledge of the inner workings of the organization and insight into the dynamic communities it represents.

Adam Bargteil
Candidate for Director C

I am seeking a second term on the ACM SIGGRAPH Executive Committee (EC) to further the work of my first term. As the founding chair of the New Communities Strategy Team, I led the team that created two new conference programs: ACM SIGGRAPH Frontiers Talks and Workshops. Both programs successfully packed rooms and generated significant interest; this year we plan to expand both programs from three sessions in each program to six sessions each.

My efforts also helped to create the PACM on CGIT journal, which increases the appeal of publishing in our specialized conferences; the ACM SIGGRAPH Practitioner Award to recognize the achievements of our large practitioner community; Technical Papers Press Releases, which generate popular press for our community's research; the Doctoral Consortium, which provides graduating students with in-depth feedback from a panel of experts; and the graphics-worldwide@siggraph.org email listserv (sign up!).

Although I worked to accomplish much over the past three years, opportunities exist to accomplish even more during a second term: ensuring the long-term success of the ACM SIGGRAPH Frontiers programs, leveraging opportunities for ACM SIGGRAPH when the conference visits Washington, DC in 2020, improving the funding climate for graphics research, and much more.

BIOGRAPHY

Adam Bargteil is an assistant professor at the University of Maryland, Baltimore County. He received his Ph.D. from the University of California, Berkeley and spent two years as a post-doctoral fellow at Carnegie Mellon University. He was an assistant professor at the University of Utah before moving to UMBC.

Professor Bargteil was elected to the ACM SIGGRAPH Executive Committee in 2016. He served on the SIGGRAPH technical papers committee in 2008, 2009, 2011, 2012, 2016, and 2017 and the SIGGRAPH Asia committee in 2010, 2012, and 2015. He served on the SIGGRAPH general jury in 2010 and 2011. He was an associate editor for ACM Transactions on Graphics from 2011-2018. He was poster's chair for the ACM SIGGRAPH/Eurographics

Symposium on Computer Animation in 2010 and was papers co-chair in 2011. He was conference co-chair for i3D 2017 and papers co-chair in 2018. He routinely serves as a program committee member for SCA, MiG, and i3D. He has attended SIGGRAPH every year since 2001 and regularly contributes to SIGGRAPH and its sponsored events.

Joaquim Jorge
Candidate for Director C

ACM SIGGRAPH is the premier community and catalyst for creating and disseminating information on computer graphics and interactive techniques. It aims at bringing people together in physical, on-line, and asynchronous communities to invent, inspire, and redefine the many creative and technical artifacts, disciplines, and industries that are touched by computer graphics and interactive techniques.

My first SIGGRAPH was in 1989. I have served in many different positions. As Specialized Conferences Committee Chair, I worked on this vision bringing together students, practitioners, educators and researchers. Each year, we support dozens of events gathering thousands from North America to Asia, through Europe, Africa, and Latin America. As a result, we are becoming more diverse and being a positive influence on a global scale. Continuing the effort from past years, I will promote cooperation with sister societies world-wide.

In my tenure as Director, I will enhance inclusiveness by increasing the diversity of our membership through outreach activities to foster the growth of students and young professionals. Also, I will get more women and underrepresented groups involved in our activities, both as volunteers and in leadership positions in publications, conferences and other roles.

BIOGRAPHY

Joaquim Jorge is a Professor in the Computer Science Department at the University of Lisboa and head of the Visualization and Intelligent Multimodal Interfaces Research Group.

He received his Ph.D. in Computer Science from Rensselaer Polytechnic Institute. His research focuses on virtual reality, multimodal interfaces and computer graphics. A long-time practitioner of Computer Graphics he first attended Eurographics in 1986 and SIGGRAPH in 1989. He has served on SIGGRAPH International Resources, Education and Specialized Conference Committees where he has been Chair since 2014.

He has been Editor-in-Chief of the Computers and Graphics Journal since 2007. He served as Conference or Scientific Program Co-Chair of many Computer Graphics and Interactive Techniques conferences world-wide, including ACM VRCAI 2019, Eurographics (1998 and 2016), IEEE VR, Shape Modeling International, EuroVis, and the International Conference on CAD and Computer Graphics (China) 2013-2019, and the Brazilian Conference on Graphics and Image Processing (SIBGRAPI) in 2018 and IFIP INTERACT 2011.

In 2010 he became a Eurographics Fellow, and received the IFIP Silver Core Award in 2014. A Senior Member of IEEE, he has been an officer of the ACM Europe Council since 2015, ACM Distinguished Speaker since 2015 and an ACM Distinguished Member since 2017.