

ACM SIGGRAPH History Archive Comes Alive: 50 Years of Innovation, Creativity and Ground-Breaking Achievements

Bonnie Mitchell, Jan Searleman

Bowling Green State University; Clarkson University
Ohio, USA; New York/California, USA
bonniem@bgsu.edu; jetsza@gmail.com

Abstract

The ACM SIGGRAPH organization is developing an online archive showcasing information about presentations and experiences as well as artifacts and the organization's history. A physical archive was also established to supply information necessary for the online archive. In August 2023, SIGGRAPH will celebrate its 50th conference and the materials in the archive will be used in displays of collectables and other artifacts, visualization posters, interactive kiosks and an immersive, interactive time tunnel.

Keywords

SIGGRAPH, archive, innovation, creativity, time tunnel, exhibition

Introduction

The Association for Computing Machinery (ACM) is a scientific and educational professional society on computing. ACM SIGGRAPH is a Special Interest Group of the ACM focussed on Computer Graphics and Interactive Techniques. Since 1974, the SIGGRAPH organization has hosted an annual conference showcasing some of the world's most innovative and creative research and endeavors in the field. The ACM SIGGRAPH History online archive serves as the central repository for information from the SIGGRAPH conferences along with other SIGGRAPH organization content. This online archive is supported by a physical archive housing thousands of publications, artifacts, and documents.

Contents of the Online Archive

The online archive is divided into a number of sections accessed via an interconnected menu and icon system. One method of accessing the conference-related material is via the Conferences menu. This page aggregates entries from multiple sources and is a comprehensive view of all information, presentations, experiences and artifacts related to a particular conference. The Contributors menu allows the user to view people by Type, select a contributor alphabetically or find a person via the search field. The contributor pages display all contributions from multiple categories such as presentations, artworks, leadership roles,

etc. In essence, the page is a CV of a person's contributions to the SIGGRAPH organization over the years.

The SIGGRAPH conferences have a number of different types of presentations, exhibitions, hand-on experiences, demonstrations, and screenings and these have changed significantly over the years. The online archive offers access to information related to presentations that were given at the conferences via the Learning menu. Learning includes: Art Papers, Courses, Educator's Forums, Keynotes, Panels, Posters, Short Talks, Technical Papers and other types of presentations. The Experience menu contains information about: Appt Hour, Art Exhibitions, Computer Animations, Emerging Technologies, Extended Reality, Real-Time Live, the Studio and other experiences. The online archive also includes Awards, inventories of artifacts in the Master Collection physical archive and images of collectibles given out at the conference. In the next year, the intent is to also include information about the organization itself and communities within it.

Making an Archive Come Alive

In August 2023, SIGGRAPH will have its 50th conference celebration and there will be a series of retrospective talks, experiences and displays. The materials in the archive will serve as fodder for a series of displays, information visualization posters, interactive kiosks and an immersive, interactive time tunnel. Using the latest technologies such as AI, robotics, XR and electronics combined with the SIGGRAPH community's ingenuity and creativity, this event will prove to be a centerpiece of the SIGGRAPH 2023 conference in Los Angeles.

Acknowledgements

The ACM SIGGRAPH Archive is co-directed by Bonnie Mitchell and Jan Searleman and the current team consists of Alexa Mahajan and Luis Wilson (programmers), Lane Sykes, Stephanie Vento and Mariah Palmer (content managers), Laura Artsuo (image formatting) and Pete Segal (pioneer advisor and content manager). It is supported by generous donations of materials from important pioneers in the field of computer graphics (too many to list here).