

ACM**SIGGRAPH** EDUCATION COMMITTEE



2008 ANNUAL REPORT

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Gitta Domik, *University of Paderborn, DE*
Zhigeng Pan, *Zhejiang University, China*
Weihua Gao, *Communications University of China, China*
Liuyi Wang, *Organizing Committee of Asian Animation & Comics Contest, China*

CONFERENCE ACTIVITIES

Barb Helfer, *Leapfrog, Inc., USA*

SPACE-TIME STUDENT COMPETITION & EXHIBITION

Dena Elisabeth Eber, *Bowling Green State University, USA*
LiQin Tan, *Rutgers University, USA*
Scott Paul Dunham, *Creative Energy Alliance, USA*
Jennifer Schmidt, *School of the Museum of Fine Arts Boston, USA*
Jacob S. Pollak, *The Detroit Creative Group, USA*

SPACE-TIME TRAVELING STUDENT EXHIBITION

Jessica Maloney, *Ashland University, USA*

DESIGN DIRECTOR

Naotaka Minami, *Pratt Institute, USA*

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ACM SIGGRAPH EDUCATION COMMITTEE

Through its Annual Report, the ACM SIGGRAPH Education Committee seeks to help the SIGGRAPH community become more familiar with its year-round education activities, and seeks to show how members of the community can participate. Here is what you will learn about in the following pages:

The Curricular & Instructional Resources subcommittee (C+IR) manages the Curriculum Knowledge Base (CKB), the Computer Graphics Educational Materials Source (CGEMS), the cgSource education resource collection, Visualization education, and the Digital Art Curriculum Framework project.

The Community Building & Support subcommittee manages the Education Committee Website, the Education Index, Games & Interactive Media, Primary/Secondary Education (P/SE), the Undergraduate Research Initiative, Global Outreach, and Conference Activities.

The SpaceTime subcommittee manages the SpaceTime Student Competition (print, interactive, and animation), the SpaceTime Student Exhibition, and the SpaceTime Student Traveling Exhibition.

As noted in this space last year, there is no need for me to enumerate the Committee's extensive activities in this introduction. Instead, I'm pleased to let the members of the ACM SIGGRAPH Education Committee* speak for themselves on the pages that follow.

Rick Barry
ACM SIGGRAPH
Education Committee Chair

**ACM SIGGRAPH is a professional organization run by volunteers. The volunteer members of the Education Committee are dedicated, selfless professionals and students who are a privilege to know and to work with. Their only reward is to serve our membership and our community. I am deeply grateful to each of them.*

Coordinators: Mike Bailey, Jenny Orr

Contact: mjb@cs.oregonstate.edu

<http://education.siggraph.org/resources/knowledge-base>

Computer Graphics is evolving as a discipline characterized by the fusion of artistic and technical theories and skills. This project aims at defining this discipline by creating a curriculum knowledge base (CKB). The knowledge base is presented as a palette of subject areas and skills that forms the necessary educational framework for creating undergraduate curricula in computer graphics. By agreeing on a common set of curriculum paths and vocabulary, educators can more easily share course materials and students can more fluidly move between programs. It also facilitates the development of attributes that will create paths toward professional work, graduate studies, and lifelong learning in computer graphics. The CKB taxonomy may be found in CGEMS, the joint online educational resource of ACM SIGGRAPH and Eurographics [<http://education.siggraph.org/resources/cgems>].

At the SIGGRAPH 2007 Educators Program, the CKB Committee's work on the curriculum knowledge base was officially awarded an Honorable Mention for Outstanding Contribution in the Special Issue: Spreading the Computer Graphics Curriculum, CGEMS: Computer Graphics Educational Materials.

Over the past year, the CKB Committee used their taxonomy as a starting point in the creation of a new keyword list for categorizing and searching CGEMS and cgSource [<http://education.siggraph.org/resources/cgems>] via the Education Committee's Curricular and Instructional Resources (C+IR) [<http://education.siggraph.org/resources>]. This keyword list will be further refined through discussion and collaboration with C+IR during the 2008 SIGGRAPH meeting.

At the conference
Roundtable on Educational Resources
Thurs, Aug 14, 3:45 – 5:30 p.m.
Room 506, LACC
Education Committee Resources
Other CG and Digital Arts Resources
2008 CGEMS Awards



Education Committee Forum at SIGGRAPH 2007

(From left) Lew Hitchner, Susan Gold, Joe Geigel, Jenny Orr, Tony Ally (RIP), Tereza Flaxman

Coordinators: Frank Hanisch, Joaquim Jorge
Contact: hanisch@uni-tuebingen.de
<http://education.siggraph.org/resources/cgems>



Additional Contributor: Frederico Figueiredo

The Computer Graphics Educational Materials Source (CGEMS) is a peer-reviewed online repository publishing curricula, course modules and syllabi, lab notes, problem sets, teaching gems, and student work. It is an ongoing, joint effort of the ACM SIGGRAPH Education Committee and the Eurographics Education Board. CGEMS offers published peer recognition in computer graphics education, and makes available excellent, ready-to-use teaching materials worldwide, free of charge, and ensured by Creative Commons licensing. All material is documented with educational goals, methodology, and assessment, and undergoes critique by long-term educators, professionals, and artists. More than 60 reviewers from 13 countries are involved.

While in the first years nearly all materials were rejected, 6 of 11 were published in 2007, 6 of 8 in 2008. Submissions generally require few revisions. CGEMS helps to establish a common sense of what makes good educational work in the field, and whether it can really be shared and applied in other educational setups. With more publications at hand, we are now reworking the CGEMS website. Material previews and direct downloads are implemented, and the material details page is redesigned. We have included visual indicators for licenses and awards; awarded materials are supplemented with an Editor's Note. Reviewers are now acknowledged in public.

➤ *call for materials*

We are collecting educational material showcasing the best examples of teaching in Computer Graphics and Digital Arts. If you have developed valuable content in the field, publish it at CGEMS and shape your academic identity!

Deadline: February 1, 2009

Outstanding contributions will be exhibited at SIGGRAPH 2009. The winner will receive free conference access.

We consider material in the following categories:

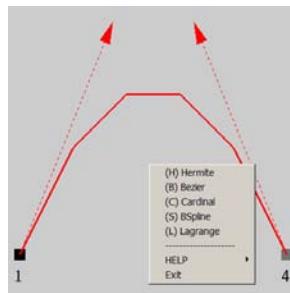
- Curriculum: The body of knowledge of a specific curriculum with knowledge areas, units, and exemplary topics.
- Course Syllabus: A course description with a sequence of educational units, course requirements and student readings. **New category in 2009!**
- Complete Module: A self-contained, single-topic teaching unit, e.g. a book or course slides.
- Lab Notes: An annotated laboratory session with a list for materials, equipment, and procedures required to conduct the experiments.
- Problem Set: Student assignment with underlying rational and structure.
- Teaching Gem: An innovative bit of teaching material that highlights an approach to teaching a particular problem.

Authoring guidelines, templates, and examples are available at <http://cgems.inesc.pt>.

Title: Parametric Polynomial Curves
Author: David Stahl
Affiliation: US Naval Academy

Keywords: 2D and 3D Modeling, Algorithm Development, Rendering
Audience: Introductory Undergraduate Computer Graphics

Abstract: Spline curves and surface patches have an innate mathematical beauty and broad practical application in the field of computer graphics. Yet the subject proves difficult to convey to beginning graphics students averse to math and theory in general. The difficulty is mitigated by having students complete an implementation of carefully prepared scaffold code. A particular code framework allows focusing student effort on understanding the algorithm and the theory rather than the visualization details. In this manner understanding is developed and reinforced by means of an exercise no more difficult than a short lab assignment.



Editor's Note: A well designed module on parametric curve fitting that makes the topic very accessible to students with varied mathematics backgrounds. It engages the students and lets them focus on the curve fitting techniques, not having to worry about the rest of what's needed to make the graphics work. Our reviewers agreed with many of the author's observations about students and their learning of curve approximation, and strongly recommend using the material here (and the approach) with your students.

Title: Realtime 3D Graphics Programming Using the Quake3 Engine
 Author: Daniel Wagner, Bernhard Kainz, Dieter Schmalstieg
 Affiliation: Graz University of Technology

Keywords: Graphics APIs, Rendering
Audience: Advanced Computer Graphics

Abstract: We present a lab assignment that accompanies a complete module called "Realtime Graphics." The students' task is to get familiar with content creation and programming a (previously) commercial 3D engine. In a first task, students have to create 3D content, which is integrated into the Quake3 engine. In a second task, the students have to implement a simple animation and finally add an impressive 3D graphics effect to the Quake3 engine. The lecture has been taught four times from 2004 to 2007. We present the assignment and report on experiences that we have gained.



Editor's Note: This module enables students to easily integrate 3D special effects in the Quake3 engine and allowing their development without having to deal too much with the inner workings of the engine. Background material, resources, notes, and program code are provided in order to illustrate the tools and techniques necessary to produce a special effect and animation with various computational resources. Our reviewers agree with the authors when they say that the use of a 3D engine such as Quake 3 turned out to be highly motivating for students.

Coordinator: Wobbe F. Koning
Contact: wobbe@siggraph.org

Though regularly maintained, the website of the education committee did not undergo any major changes over the last year. However, we are proud to have added “The History of Computer Graphics and Digital Art Project”¹ to our non-peer reviewed resources at cgSource. This project is headed by Anna Ursyn of the University of Northern Colorado.

A lot is happening “behind the scenes” right now. We will soon upgrade the site to the latest version of Plone² — the open source content management system we use and that powers most of the ACM SIGGRAPH websites. The new authentication system will enable us open up the site for community commenting and review.



There are other activities under way that will enhance the website. A test version of the new Education Index³ came online just in time for last year's conference, and specifications for a more useful and user friendly implementation are currently being worked out.

To make it easier for users to locate relevant content on the website, a sub-committee has been formed to create a practical subset of the Curriculum Knowledge Base, to use as keywords for all the content on the site.

With exciting developments under way, I believe the improved web presence of the education committee will make our website an increasingly important resource for educators in the broad field of computer graphics.

Links:

1. <http://education.siggraph.org/resources/cgsource/instructional-materials/history>
2. <http://plone.org>
3. <http://education.siggraph.org/resources/directory>

➤ **goals for 2008 - 2009**

cgems submissions continue

The Sub-Committee will continue to cultivate teachers who are willing to make submissions to CGEMS and CG Source. We are looking to complete the first submission this year.

proposal for K-12 animation contest to be submitted to education committee

Last year the committee began the process of increasing the K-12 submissions to the Space Time competition. The K-12 Sub-Committee will have a proposal ready for the Education Committee to review in L.A.

The competition will have several levels for entries. The upper level will be centered on Demo Reels created by students for acceptance to academic institutions or industry. Other entry categories will recognize creativity and modeling in all grade levels.

Coordinator: William J. Joel, Western

Approximately four years ago, Dr. William Joel began a series of annual Birds-of-a-Feather sessions concerning undergraduate computer graphics research. Birds-of-a-Feather (BOF) sessions are informal gatherings that take place during the SIGGRAPH conference. Two years ago, the Education Committee decided to create an initiative in this area, coordinated by Dr. Joel. Last year's BOF focussed on what the Education Committee could do to both foster and support student research projects. The primary outcome of that session was a recommendation that online tools should be provided to facilitate the development of student research projects. These tools would allow faculty to share expertise and ideas concerning student research, and perhaps facilitate inter-institutional endeavors. Dr. Joel will be working with SysMgr and Education Webmaster Wobbe Koning to develop these tools. During this year's annual conference, Dr. Joel will again be hosting a BOF to create a cohort of faculty who would like their students to work together on projects.



One of the major objectives of the ACM SIGGRAPH Education Committee is to help establish a worldwide network of computer graphics educators. The Education Committee began its international activities in 1991, by appointing an International Representative in South America. Our worldwide connections and activities have substantially grown since then. Today our Education Committee is truly multinational and cross-cultural, with volunteer members from North and South America, Asia and Europe, thus creating a much wider educational network.


Our current International Representatives are:

- Werner Hansmann (2007) and Gitta Domik (2008) (Germany) – European Representatives
- Rejane Spitz (Brazil) - South American Representative
- Zhigeng Pan, Weihua Gao and Liuyi Wang (China) – Asian Representatives

Our ACM SIGGRAPH Education Committee members have active roles in the planning and organization of education-related CG events in several countries, which offers an excellent opportunity for us to exchange information and promote our ACM SIGGRAPH educational activities worldwide.

For many years we have been actively involved in the organization and promotion of conferences such as Eurographics (held in the Czech Republic in 2007 and to be held in Greece in 2008), and SIGRADI (the Ibero-American Association for Computer Graphics), held in Mexico in 2007, and to be held in Cuba in 2008. This year we are also actively involved in the promotion of SIGGRAPH Asia 2008 - to be held in December 2008 in Singapore – which will present a very promising and innovative Educators Programme, chaired by Mark Chavez.

In this report we list several international educational activities, events and conferences in CG and related areas in which our Committee members and International Representatives are involved, which took or will take place in Europe, Asia and Latin America in 2007-2008.







SIGGRAPH ASIA 2008

NEW HORIZONS

The 1st ACM SIGGRAPH Conference and Exhibition in Asia

CONFERENCE 10-13 DECEMBER 2008 EXHIBITION 11-13 DECEMBER 2008

Suntec Singapore International Convention & Exhibition Centre, Singapore

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New Horizons

 The first ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia opens in Singapore on 10 December 2008.

For four fascinating days, SIGGRAPH Asia 2008 will extend the horizons of innovation and excellence. It will feature creative, scientific, and educational work that provokes thought, explores ideas in innovative ways, addresses contemporary issues, interactively engages viewers in discovery, and stimulates their intellect and imagination.

All members of the computer graphics community in Asia and throughout the world are invited. Reserve your exhibit space now. Submit your work for consideration when the online submission system opens in early February. And in early July, when online registration and hotel reservations become available,

SIGGRAPH ASIA
IN THE NEWS

UPCOMING EVENTS

THE EVOLUTION

> europe

European Representatives: Gitta Domik, Werner Hansmann – Germany

At the International conference EUROGRAPHICS 2007, which took place September 3 - 7, 2007 in Prague, Czech Republic, an education track, chaired by Petr Felkel (CZ) and Isabel Navazo (ES) featured 3 sessions on CG education: Teaching Computer Graphics, Teaching with Computer Graphics and Panel Discussion. At the first 2 sessions, very good papers were presented to a highly interested audience. At the panel session, with Steve Cunningham (USA) as moderator, 4 distinguished panelists (Jean-Jacques Bourdin (France), Cecilia Sik Lanyi (Hungary), Marta Fairén (ES), Werner Hansmann (Germany) presented recommendations of the CG Education Workshop (CGEW'06), which was held in September 2006 in Vienna, Austria. The presentation proceeded into a spirited discussion with the audience.

At the International conference EUROGRAPHICS 2008, which took place April 14 - 18, 2008 near Heraklion, Greece, the education track was chaired by Steve Cunningham (USA) and Lars Kjell Dahl (S). It also featured 3 sessions on CG education: Games for Education, Teaching and Panel Discussion. At the panel session, chaired by Gitta Domik (Germany), the panelists Alan Chalmers (UK), Dieter Fellner (Austria), and Holly Rushmeier (USA) captured the audience discussing the question: "What Can We Gain from Transdisciplinary Visualization Courses?"

The organization of future EG/SIGGRAPH workshops and the common participation of EUROGRAPHICS and ACM SIGGRAPH in the Educators Program at SIGGRAPH Asia 2008 have been discussed with Rick Barry (ACM SIGGRAPH Education Committee Chair). Mark Chavez (Chair of the SIGGRAPH Asia Educators Program) has suggested to organize a plenary opening session with a representation of both ACM SIGGRAPH Education Committee and EUROGRAPHICS Education Board.

The ACM SIGGRAPH Education Committee is pleased to continue its support of Computer Graphics Education workshops. The next workshop is planned to be held at EUROGRAPHICS 2009 in Munich (Germany) in April 2009. Some possible topics have been proposed. Invitations will be distributed soon.

At a meeting of the EUROGRAPHICS Education Board in April 2008, it was agreed that a special Book Review Section on textbooks dealing with CG will be included in the Journal "Computer Graphics Forum." The ACM SIGGRAPH Education Committee and the EUROGRAPHICS Education Board have agreed to renew support of the CGEMS project for another year, based on a 75% / 25% support arrangement.

For EUROGRAPHICS 2009, Gitta Domik will be co-chairing (together with Riccardo Scateni, Italy) the Education Program (Munich, March 30-April 3, 2009). The conference will also have an education workshop (Eurographics/Siggraph) bundled in that will be co-chaired by Steve Cunningham and Colleen Case. Education Workshop and Education Program Chairs will work closely together to define the Education program.

> **asia**

Asian Representatives: Zhigeng Pan, Liuyi Wang, Weihua Gao – China

- [illegible]

> **south america**

South American Representative: Rejane Spitz – Brazil

Computer Graphics conferences (as well as conferences on Electronic Art, Games, Entertainment and other CG related subjects) are excellent venues for connecting to educators and encouraging them to join and participate in ACM SIGGRAPH events, thus expanding our educational network in South America. In 2007-2008 we have been involved in establishing links and promoting ACM SIGGRAPH Education Committee initiatives at the following conferences, held (or to be held) in South America:

- SIGRAD I Conferences (organized by the Ibero-American Association for Computer Graphics), Mexico (2007) and to be held in Cuba in 2008. International symposiums hosted by educational institutions located in different Ibero-American countries. Our Education Committee South American Representative, Rejane Spitz, has been actively involved in this

[illegible]

- We have also established an important partnership with the international association LEONARDO/ISAST (International Society for the Arts, Science and Technology), whose projects, publications and activities congregate CG professionals from all over the world. Being an ACM SIGGRAPH Education Committee's International Representative, and a member of the International Board of LEONARDO/ISAST, Rejane Spitz has been involved in several collaborations between LEONARDO/ISAST and SIGGRAPH. This year, Roger Malina (Chief Editor of LEONARDO Journal) has proposed to Rick Barry (Director for Education) to publish a series of education-related texts on a regular basis. One of LEONARDO's major initiatives this year is the LEONARDO Education Forum, congregating educators from all over the world.

Curator: Jessica Maloney
Contact: spacetravel@siggraph.org

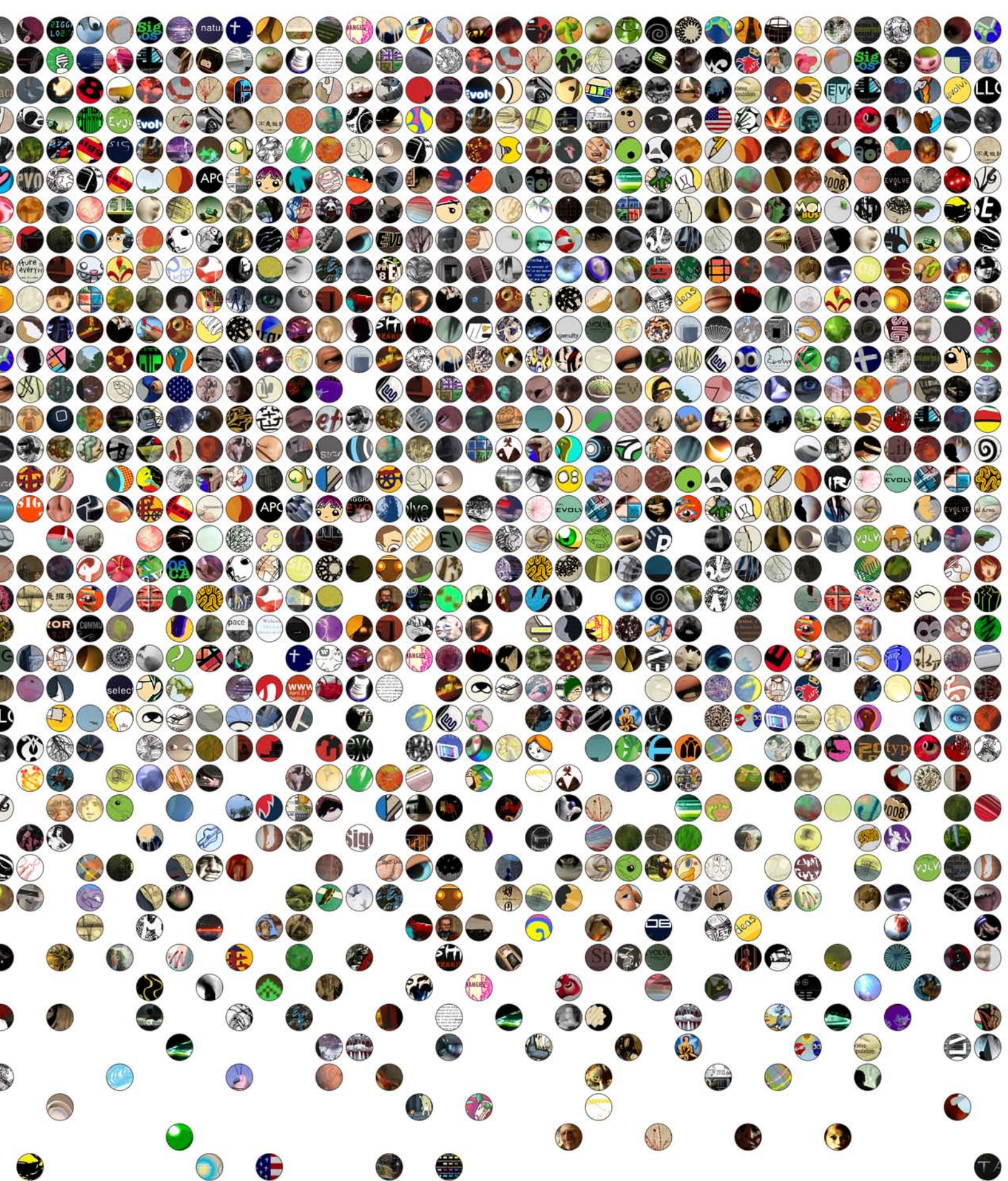
The 2007-2008 SpaceTime Traveling Student Exhibition was comprised of the traveling portion of the 2007 SpaceTime Student Exhibition* displayed at the SIGGRAPH 2007 conference in San Diego. The show consisted of 40 poster designs and fine art prints, 8 interactive works, and an animation DVD reel. The show traveled to Ohio, Montana, Florida, New York, Kansas, and Colorado. Each venue displayed the work for one month before shipping it to the next locale. Photo documentation was requested from each venue, and although not all sent images, we do have photos from the New York exhibition which took place at the Rochester Institute of Technology in January.



In the coming year we hope to increase the number of schools, chapters, and others who host the show. We urge those who host the show to document it so we can continue to share it with the larger community. This traveling exhibition contains talented student work from around the world and is truly an inspiration. We hope you will encourage your students to submit their best work, and that you will consider becoming a host for upcoming 2008-2009 show schedule.

For information about the SpaceTime Student Competition & Exhibition, please visit <http://education.siggraph.org/students/students/competitions>. The SpaceTime Catalog appears on the following pages of this annual report.

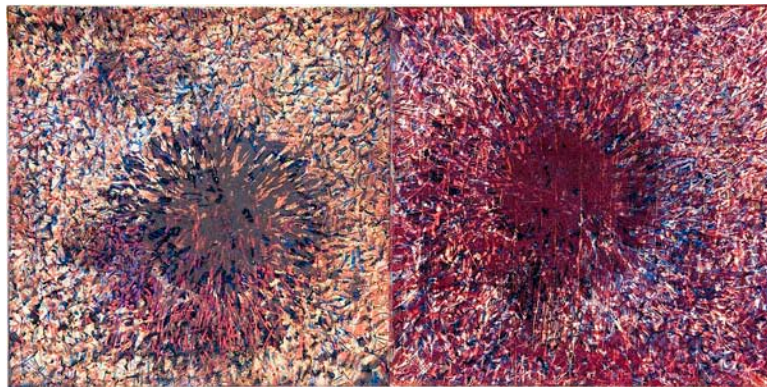




Curator: Jennifer Schmidt

Like last year, the print competition includes student work from the design and art concentrations. The poster design competition's theme is SIGGRAPH 2007 "Evolve" and the digital print category is open to artistic interpretation. There were a total of 238 applicants, with 212 completed submissions for the print competition, including many entrants for K-12, and a multitude for college prints and college posters.

Some students used Photoshop, Illustrator, Painter and 3D modeling software to create their images, while others combined drawing, collage and photography to translate their imagery using digital applications. For this year's competition, creative problem solving, overall graphic design, and conceptual thinking were highlighted as part of the jurying process.



2

Print Competition Jurors:

Alysia Kaplan
School of the Art Institute of Chicago
Chicago, IL

Laua Nova
Bloomfield College
Bloomfield, NJ

Morgan Schwartz
Marymount Manhattan College
New York, NY

1: Digital Print Competition First Place Winner

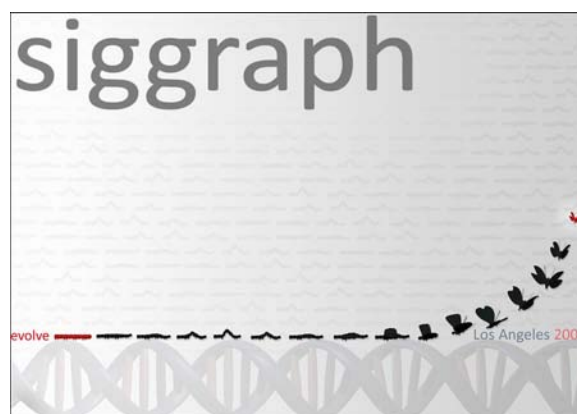
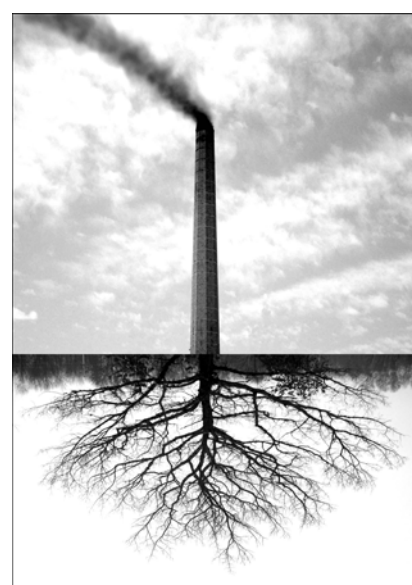
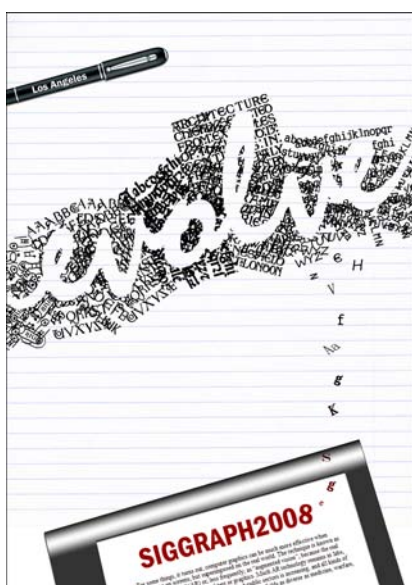
Title: Car Emissions
Student: Yan-Ting Chen
Instructor: Alisa Zamir
School: Pratt & National Taiwan University of Science and
Technology, Taipei, Taiwan

2: Digital Print Competition Second Place Winner

Title: Collision Burst No. 3, Sunspot Infinity Burst
Student: Jason Schroeder
Instructor: Michael Miller
School: School of the Art Institute of Chicago
Chicago, IL

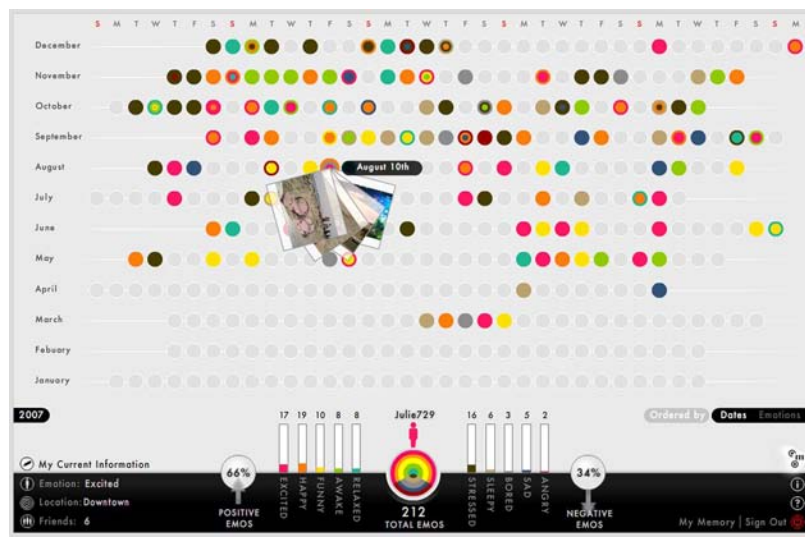


2



Curator: Scott Paul Dunham

The term interactivity seems to grow beyond mere manipulation of machines, computers and programs, to include how we work with each other. Whether for a practical reason or purely as entertainment, this year's crop of interactive entries reflects a desire to attract and effect the world around us and to find connections between man and machine—and more importantly, each other. I was charmed by the obvious trend to deal with emotions and feelings, using them as a tool and converting these ephemeral values into a new form of input, for the creation of music, image control or simply to share our thoughts and feelings with the larger community. This year's Interactive lineup of international students shows a new type of social awareness. One that uses computers and user interfaces in a promising way—to blur traditional boundaries found on the globe—and in our minds.



10

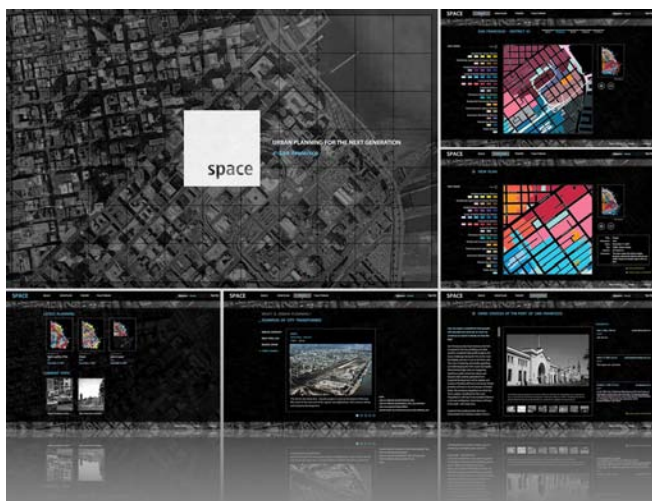
Interactive Competition Jurors:

Alexis Lloyd
Creative Technologist,
The New York Times Research
& Development Lab, New York, NY

Kyle Yugawa
Interactive designer, ATTIK SF
San Francisco, CA



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12



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10: Interactive Competition-Screen Based First Place Winner

Title: EMO — Emotional Memory Organizer

Student: Chia-Ling Huang

Instructor: Lourdes Livingston, Jean-Benoit Levy, Claudia Dallendoerfer,
Mitch Hudson, & AC Capehart

School: Academy of Art University, San Francisco, CA

11: Interactive Competition-Physical First Place Winner

Title: Floating Beatbox

Student: Wei-Hao Chang

Instructor: Andrew Thomas Hieronymi

School: Savannah College of Art & Design, Savannah, GA

12: Interactive Competition-Screen Based Second Place Winner

Title: Space — Urban Planning of the next Generation

Student: Joon Hyuck Lee

Instructor: Lourdes Livingston

School: Academy of Art University, San Francisco, CA

(Interactive Competition continued on page 30)

13: Interactive Competition-Screen Based Third Place Winner

Title: Acajou — World of Secrets

Student: Kiki Ho

Instructor: Alex Pineda, Mitchell Hudson, Ariel Grey, Jeff Luan
Ketan Anjaria, Colin Sebestyen, & Scott Looney

School: Academy of Art University, San Francisco, CA

14: Interactive Competition-Physical Second Place Winner

Title: Interrupted

Student: Jung Jaekyungung

Instructor: Thomas Ockerse

School: Rhode Island School of Design, Providence, RI

15: Interactive Competition-Physical Third Place Winner

Title: Transient MultiTouch Interface

Student: Derek Olsen

Instructor: Phillip Motley

School: University of Wisconsin-Stout, Menomonie, WI



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Curator: LiQin Tan

Over the past year, students from schools from around the world have worked to get their submissions prepared for the 2008 SpaceTime Student Animation Competition, which included a total of 122 entries from 35 schools in 9 countries. Some of the submissions were narrative with characters, while others were experimental and focused more on concepts. Still others tended to be suited for industry, but were balanced by ones that were more whimsical. For the first time we will exhibit our two new animation categories, installation and conceptual animation.

The first round of judging narrowed the entries down to 31, which represents 25% of the total entries received. Of these 31 entries, the top 12 were selected as first, second and third prizes for the two main categories, Industry and Conceptual.



16

Animation Competition Jurors:

Peter Weishar

Dean and Professor

Savannah College of Art & Design

Savannah, GA

Ken Walker

Professor

Sheridan College, Ontario, Canada

Annette Barbier

Chair & Professor

Columbia College of Chicago, Chicago, IL

Mark Chavez

Professor

Nanyang Technological University

Singapore

Gao Wei Hua

Chair & Professor

China Communication University

Beijing, China

16: Animation Competition-Industry
First Place Winner

Title: Once Upon A Tyme

Student: Becki Tower

Instructor: Bridget A. Gaynor

School: Savannah College Of Art and Design

Savannah, GA

17: Animation Competition-Conceptual
First Place Winner

Title: HomeSick

Student: I-Han Cheng

Instructor: Alessandro Imperato

School: Savannah College Of Art and Design

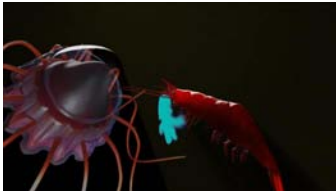
Savannah, GA



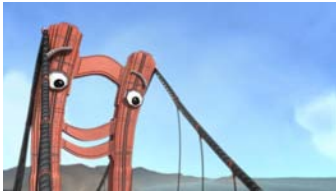
17



18: Animation Competition-Industry Second Place Winner
Title: McCaw Cycles
Student: Isaiah Palmer
Instructor: Rob O'Neill
School: Pratt Institute, Brooklyn, NY



19: **Animation Competition-Industry Second Place Winner**
 Title: The Luminous Deep
 Student: Amy Scott-Murray
 Instructor: Chris Rowland & Wayne Thomas
 School: Dundee University, UK



20: **Animation Competition-Industry Third Place Winner**
 Title: A Bridged
 Student: Arjun Rihan
 Instructor: Everett Lewis & Kathy Smith
 School: University of Southern California, Los Angeles, CA



21: **Animation Competition-Industry Third Place Winner**
Title: Gonk's Workshop
Student: Eric Thivierge
Instructor: Mark Simon & Mike Fabris
School: Sheridan College, Canada



22: **Animation Competition-Industry Third Place Winner**
 Title: The Albagings
 Student: Sharon Bone
 Instructor: Claudia Herbst
 School: Pratt Institute, Brooklyn, NY



23: Animation Competition-Conceptual
Second Place Winner

Title: Time of Gene

Student: Zheng Yi_ Jin Jing

Instructor: LiQin Tan, Sheng Zhang Lu, & WeiHua Gao

School: Communication University of China, Beijing, China



24: Animation Competition-Conceptual
Second Place Winner



Title: In the Forever
Student: Seun Shogunro
Instructor: Ed Darino
School: Pratt Institute, Brooklyn, NY



25: Animation Competition-Conceptual Third Place Winner
Title: XXX
Student: Jin Zhi
Instructor: Beak Myoung Jin
School: Seoul National University, Seoul, Korea



26: Animation Competition-Conceptual Third Place Winner
Title: Still Life
Student: Maya Segal
Instructor: Michael O'Rourke
School: Pratt Institute, Brooklyn, NY

27: **Animation Competition-Conceptual Third Place Winner**
 Title: Mobius band
 Student: Hu, Shu-Ting,
 Instructor: Lin Pey Chwen, Wei-Chung Chang, & Hikkijoe Chen
 School: National Taiwan University of Arts, Taipei, Taiwan

(Animation Competition continued on page 31)

Title: In Memory of Hutong No. 28
Student: Feng Yan
School: Academy of Art University, San Francisco, CA

Title: Beijing — How East and West Fall in Love and
Student: Will Continue To Do So
School: Mi You
Communication University of China, Beijing, China

Title: EmoCapsule
Student: Hannah Johnston, Alicia Landry, Eric Chan,
Jordan Shaw, & Anthony Whitehead,
School: Carleton University, Ontario, Canada

Title: WEB TYPOGRAPHY
Student: Viviana Cordova
School: Maryland Institute College of Art, Baltimore, MD

Title: Play
Student: Jyun Yu Chen, Chi Ming Lee, Chi Wei Tsai,
Pei Ling Lee, Yein Zu Wu, & Wei Kung Chen
School: National Taiwan University of Arts, Taipei, Taiwan

Title: The Blind
Student: Hao-Ting Chang, Jiun-Yu Chen, & Yu-Rung Shie
School: National Taiwan University of Arts, Taipei, Taiwan

Title: Blow Painting
Student: Yu-Wei Fu
School: Savannah College of Art and Design, Savannah, GA

Title: Lift
Student: Eric Gilmore
School: Savannah College of Art and Design, Savannah, GA

Title: Yu Wei Fu Portfolio
Student: Yu-Wei Fu
School: Savannah College of Art and Design, Savannah, GA

Title: Under Scrutiny
Student: Eric Gilmore
School: Savannah College of Art and Design, Savannah, GA

Title: Let's Get That!
Student: Eric Gilmore
School: Savannah College of Art and Design, Savannah, GA

Title: Dynamic Information-Generated Interactive Art
Student: Umyot Boonmarlart
School: Savannah College of Art and Design, Savannah, GA

Title: Carbon
Student: Peter Sharp, Robert Yates Holley, Christopher Martz,
 Brian Alvarez, Justin Cone, Pierce Gibson, & Jarratt Moody
School: Savannah College of Art and Design, Savannah, GA

Title: Digital Omnidirectional Media Environment
Student: Joseph Pietruch, Brendon Trombley, Cathy Razim,
 Gregory White, John Keppel, Max Van Duyne, Mitchell
 Cardwell, Patrick Cartelli, Robert Kolb, Brian Johnstone,
 Colin Doody, & Erin Redl
School: Rochester Institute of Technology, Rochester, NY

Title: Website
Student: Martin Cuccia-Nilsen
School: University of Wisconsin-Stout, Menomonie, WI

Title: BodyLapse
Student: Charles Wood
School: Virginia Tech, Blacksburg, VA

Title: Doubles
Student: Heng Sung
School: Yuan Ze University, Chung-Li, Taiwan

Title: Water Drama
Student: Wei-Chieh Tseng
School: Yuan Ze University, Chung-Li, Taiwan

Title: Express it
Student: Kinnari Gosalia
School: Not Available

animation exhibition works
(continued from page 29)

Title: The Tempest
Student: Scott Raymond
School: Academy of Art University, San Francisco, CA

Title: The Return
Student: Haowei Hu
School: Communication University of China, Beijing, China

Title: Shining Stars
Student: Chi Ho Wong
School: The Hong Kong Polytechnic University
Kowloon, Hong Kong

Title: The Landscape Tour
Student: Kuang-Pei Ma
School: Taiwan Nation University of Arts, Taiwan

Title: Monkey Business
Student: Kai-Ti Huang
School: National Taiwan University of Arts, Taipei, Taiwan

Title: Love of the Washing machine
Student: Ssu-Yen Chang
School: National Taiwan University of Arts, Taipei, Taiwan

Title: Apollo
Student: Blaine Morehead
School: Missouri State University, Springfield, MO

Title: Red & Blue
Student: Ivy Mar Flores
School: Ohio State University-ACCAD, Columbus, OH

Title: Wang's Grocery Store
Student: Ling-Chieh Chen
School: Pratt Institute, Brooklyn, NY

Title: Cretaceous Carma
Student: Brandon Trudell
School: Pratt Institute, Brooklyn, NY

Title: Vacation
Student: Sangheon Lee
School: Pratt Institute, Brooklyn, NY

Title: Suitcase Travel
Student: Yan-Ting Chen
School: Pratt Institute, Brooklyn, NY

Title: Luna Park
Student: Yuliya Vinokur
School: Pratt Institute, Brooklyn, NY

Title: Red!
Student: Robb Crouse
School: Savannah College of Art and Design, Savannah, GA

Title: Mirror Image
Student: Lucas Spaeth
School: University of Wisconsin-Stout, Menomonie, WI

in memoriam: Dr. Tony Alley

Dr. Tony Alley was laid to rest in January 2008. Tony was a key member of the ACM SIGGRAPH Education Committee, and was instrumental in the development of the Curriculum Knowledge Base project.

Tony's family has requested in lieu of flowers that gifts may be made in Tony's honor for the "Dr. Tony Alley Computer Design and New Media Library Collection" at the Beam Library at Oklahoma Christian University by either purchasing a book from Tony's Amazon.com wish list at www.oc.edu/tonysbooks, or by making a gift to the library for that purpose. The university has created a blog in Tony's memory.

Visit <http://education.siggraph.org/committee/in-memoriam-dr-tony-alley> for more information about donating to the collection in Tony's honor.

education committee offers memorial gifts

The ACM SIGGRAPH Education Committee has made a cash gift to the "Dr. Tony Alley Computer Design and New Media Library Collection" at Oklahoma Christian University. The following arrangement was established with the Oklahoma Christian University:

memorial garden

The Education Committee is pleased to target a portion of its gift to a landscaped area near the "Dr. Tony Alley Computer Design and New Media Library Collection" at the Oklahoma Christian University. Since it was Tony's stated wish that computer graphics and related books be donated in his honor, a maximum of 30% of the gift is to be targeted to the landscaped area.

memorial plaque

Accompanying this gift was a memorial plaque to be placed in or near the Collection.



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SPACE-TIME TRAVELING STUDENT EXHIBITION

Jessica Maloney, *Ashland University, USA*

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