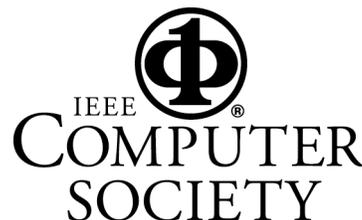


PRINCETON ACM / IEEE-CS CHAPTERS
OCTOBER 2011 JOINT MEETING

Computer Graphics Film Show SIGGRAPH Video Review



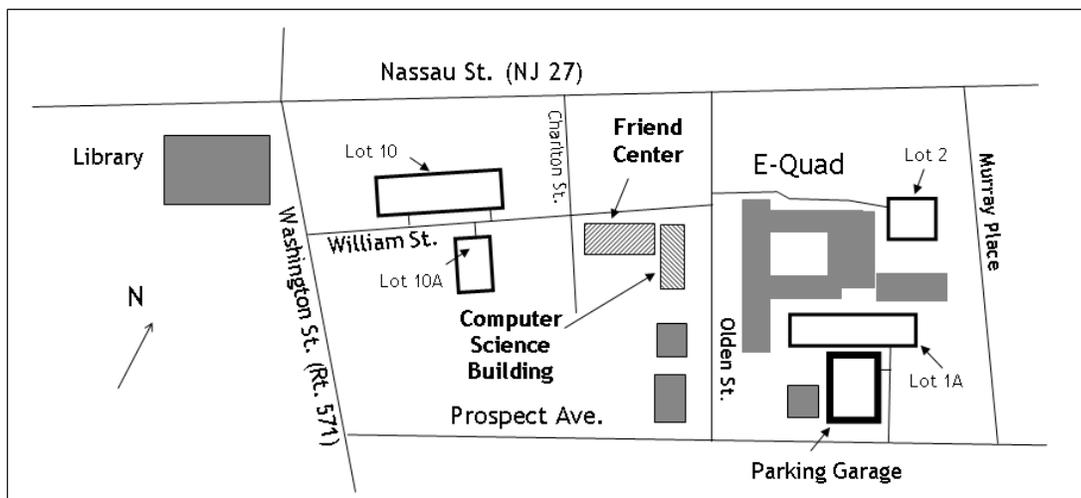
For the 32nd consecutive year, we will kick off our season of meetings with the annual computer graphics film show. This meeting features the latest and greatest computer animations direct from the ACM SIGGRAPH conference held this summer in Vancouver. Szymon Rusinkiewicz will be our expert commentator again this year, to provide more information about the computer graphics techniques used in these films.

These films were selected for the juried Computer Animation Festival at the conference, to demonstrate advancements in graphics research, highlight creative visual effects, educate with scientific visualizations, and show the many uses of real-time game rendering engines. These graphics were created by large organizations and individuals, professional animators and students, on high-end supercomputers and ordinary personal computers. Come and enjoy our most popular meeting of each year!

Szymon Rusinkiewicz is an associate professor of Computer Science at Princeton University. His research projects have been regularly published in the SIGGRAPH Conference Proceedings for the past decade. His work focuses on acquisition and analysis of the 3D shape and appearance of real-world objects, including reconstructing prehistoric Aegean wall frescos that were shattered by volcanic eruptions. His research interests also include line drawings and non-photorealistic shading models.

Date:	Thursday, October 20, 2011, 8:00 pm. (Refreshments and networking at 7:30 pm.)
Place:	Friend Center Auditorium, Room 101 Princeton University, Olden & William Streets
Information:	Dennis Mancl (908) 582-7086, Jan Buzydlowski (610) 902-8343
On-line info:	www.acm.org/chapters/princetonacm

All Princeton ACM / IEEE-CS meetings are open to the public. Students and their parents are welcome. There is no admission charge, and refreshments are served.



Parking: After 5pm on weekdays, public parking is permitted in most of the university parking lots near the Friend Center and the Computer Science Building. (Lots 10 and 10A are closest to the Friend Center). See <http://www.princeton.edu/transportation/visitors.html> for a summary of Princeton's parking policies.