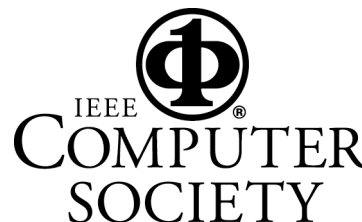


PRINCETON ACM / IEEE-CS CHAPTERS
OCTOBER 2016 JOINT MEETING

Computer Graphics Film Show SIGGRAPH Video Review



It's time again to kick off our season of meetings with the annual computer graphics film show, featuring the latest and greatest computer animations direct from the ACM SIGGRAPH conference held this summer. Our expert commentator will provide more information about the computer graphics techniques used in these films. View the SIGGRAPH trailer (<https://www.youtube.com/watch?v=Uz6dh6Ky8p8>).

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!

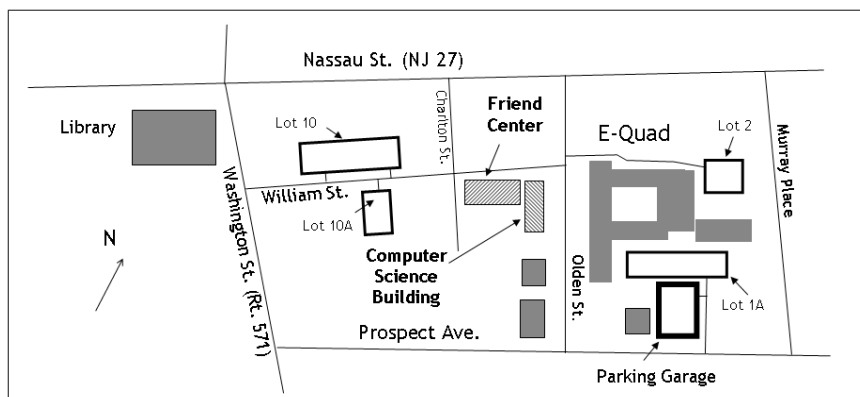
Szymon Rusinkiewicz is a professor of Computer Science and associate chair of the Computer Science Department at Princeton University. His research projects have been regularly published in the SIGGRAPH Conference Proceedings for the past decade. His work focuses on acquisition and analysis of the 3D 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, 2016, 8:15 pm. (Note: Refreshments and networking start early – at 7:30 pm. See the “Gathering for Gardner” announcement below.)
Place:	Friend Center Auditorium, Room 101 Princeton University, Olden & William Streets
Information:	Dennis Mancl (908) 285-1066
On-line info:	http://PrincetonACM.acm.org

Gathering for Gardner

As in the past few years, we will be co-celebrating Martin Gardner's 102nd birthday by hosting a Celebration of Mind party (see <http://www.g4g-com.org>) as part of our meeting. Gardner (1914-2010) was the editor of the Mathematical Games column of *Scientific American* from 1956-1981. Plan to arrive at 7:30pm for refreshments and a special guest speaker, with the graphics video show starting around 8:15pm.

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.