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.

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 15, 2020, 8:00pm
Place: ONLINE MEETING – registration required
How to register:
- Send email to PrincetonACM@gmail.com
- OR Register on Meetup.com
  (http://meetup.com/IEEE-Princeton-Central-Jersey-Section)
Information: Dennis Mancl (908) 285-1066
On-line info: http://PrincetonACM.acm.org

All Princeton ACM / IEEE-CS meetings for fall/winter 2020-21 will be held “on-line”. When you register for the meeting, you will receive an email with instructions for how to connect to the talk.

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