Introducing the ACM SIGGRAPH Digital Arts Community

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Abstract

The mission of the ACM SIGGRAPH Digital Arts Committee is to foster year-round engagement and dialogue within the digital, electronic, computational, and media arts. Our goal is to promote collaboration between artists and the larger computer graphics and interactive techniques community within ACM SIGGRAPH and beyond.

Keywords

SIGGRAPH, digital, arts, media, technology, graphics

Introduction

The ACM SIGGRAPH Digital Arts Community is a standing committee of the ACM SIGGRAPH organization. SIGGRAPH is an international community of researchers, artists, developers, filmmakers, scientists, and business professionals with a shared interest in computer graphics and interactive techniques. Their mission is to nurture, champion and connect like-minded researchers and practitioners to catalyze innovation in computer graphics and interactive techniques. SIGGRAPH hosts an annual conference in both North America and Asia and facilitates year-round activities for members of the computer graphics community. The Digital Arts Community Committee is one of the most active committees and is engaged in a wide variety of activities throughout the year.

Exhibitions

The ACM SIGGRAPH Digital Arts Community organizes juried online exhibitions of digital artwork and collaborates on arts-related events and exhibitions at the annual SIGGRAPH and SIGGRAPH Asia conferences. Our diverse, international, multi-generational community includes members from academic art and media programs, the professional media arts and gaming worlds, and scientists interested in the intersection of art and computation. We celebrate digital art history and encourage art-science partnerships at all levels.

Our recent online exhibitions were entitled:
- *THE FUTURE PAST VS. COLONIALITY: Decolonial Media Art Beyond 530 Years*
- *The Earth, Our Home: Art, Technology and Critical Action*
- *Digital Power: Activism, Advocacy, and the Influence of Women Online*

Figure 1. *The Future of Reality* online exhibition postcard

The 2024 ACM SIGGRAPH Digital Arts Community art exhibition is entitled, *The Future of Reality: Post-Truths, Digital Twins, and Doppelgängers* (see figure 1) and will be online and showcased on a monitor at the SIGGRAPH 2024 conference in Denver, Colorado, USA in July.

SPARKS

The SIGGRAPH Digital Arts Community hosts a monthly presentation and discussion series entitled, *SPARKS: Short Presentations of Artworks & Research for the Kindred Spirit*. SPARKS was introduced during the pandemic as a means of bringing communities together to discuss relevant topics in the field. As of the Summer of 2024, the Digital Arts Community has held 35 SPARKS sessions focusing on a wide range of topics.

The 2023 and Spring 2024 topics include:
- Spatiality in Virtual Reality: Representation, Interpretation & Experience
- Sound Art: Acoustic Space, Noise, and Articulated Silence
- The Art of Scientific Visualization: Perceiving the Imperceptible
- The Phantasmagoric Dispositif: Collapsing Time and Space
- Ricardo Dominguez and Amy Sara Carroll: TransBorder New Media Art
- Creative Graphic Design using Technology for the Future
- Robotic Art: Social and Aesthetic Dimensions
- Pioneering Interactive Art and Artists - 1960s to 2000
- Queer Digital Art Now
- Anticipating the Architecture(s) of The Future – Speculative Arts & Design Research: Theory & Practice
- Indigeneity and Contemporary Media Art (see figure 2)

Figure 2. *Indigeneity and Contemporary Media Art* postcard

The fall 2024 sessions will focus on XR in Cultural Heritage, Body Interfaces, AI and Art 2.0, Haunted Media/Supernatural Entities and more.

History of Digital Art

The Digital Arts Community also partners with the SIGGRAPH History Committee on the development of the online and physical archives. The Digital Arts Community exhibitions are documented in the ACM SIGGRAPH History archives alongside images of artworks that were in the SIGGRAPH Art Shows from 1981 to present.

Collaboration and Affiliations

The Digital Arts Community collaborates with other organizations including ISEA on events and activities. The *Speculative Futures Student Digital Art Competition* (see figure 3), showcased at ISEA2024 was a collaborative effort with ISEA2024 which resulted in a huge number of

impressive submissions. In the past, we partnered with Leonardo to host *Art Parties* at the annual SIGGRAPH conference and IEEE on matters related to visualization and art.

Figure 3. *Speculative Futures Digital Art Student Competition*

Conclusion

ACM SIGGRAPH is an incredibly diverse organization that attracts both technical and creative people. With limited opportunities for artists to be involved in the annual conference, the ACM SIGGRAPH Digital Arts Community offers year-round opportunities for artists to connect with one another and exhibit their work.

Websites

http://dac.siggraph.org.
https://www.facebook.com/acmsiggraphdac/
https://www.instagram.com/siggraph_digitalarts

Author's Biographies

Bonnie Mitchell is a digital artist and Professor at Bowling Green State University in Ohio, USA. Mitchell is a member of the ACM SIGGRAPH History and Digital Arts Committee where she focuses on the development of the SIGGRAPH archives and coordination of the SPARKS lecture series. Mitchell is also a member of the ISEA International Advisory Committee and is a past ISEA International Board member. Mitchell is also a practicing artist. Her artworks explore spatial and experiential relationships to our physical, social, cultural, and psychological environment through interaction. Her current creative practice focuses on development of physically interactive, immersive environments. Her interactive digital work dates back to the late 1980s and in 1995 she won an Honorable Mention from Ars Electronica for one of her net art projects. In 2023, she was the Chair of the 50th SIGGRAPH Conference Celebration in Los Angeles in 2023 where she coordinated an extensive exhibition of artifacts from the history of computer graphics and organized the development of the Time Tunnel, a huge immersive, interactive space showcasing the history of computer graphics and artistic works inspired by the archives.

Dr. Melentie Pandilovski is an art theorist, author, curator, and historian. He recently served as Executive Director of Experimenta, Australia's leading organization dedicated to commissioning, exhibiting and touring contemporary art driven by technology. With over twenty-five years of experience working in the arts in Australia and internationally, he previously served as Director of the Riddoch Art Gallery and Manager of Arts and Cultural Development at the City of Mount Gambier; Director of Video Pool Media Arts Centre in Winnipeg, Canada (2011-16); Director of the Visual Cultural Research Centre, Euro-Balkan Institute in Skopje, Macedonia (2009-11); Director of the Experimental Art Foundation in Adelaide, Australia (2003-2009), and the Contemporary Arts Centre in Skopje, Macedonia (1998-2003). He has organized and curated more than 200 projects including exhibitions, symposia, conferences and workshops, in Europe, Australia, Canada, and the U.S.