

BENEFITS OF ATTENDING AN OVERSEAS CONFERENCE & EXHIBITION AS AN UNDERGRADUATE STUDENT

Kay Panaguiton

School of Contemporary Arts, Ramapo College of New Jersey, Mahwah, NJ, 07430

WHAT IS SIGGRAPH?

ACM SIGGRAPH is a community of artists, inventors, researchers, professors, and industry professionals who all “share an interest in computer graphics and interactive techniques”. The organization offers many services such as an international network of chapters for the experienced and students. They also hold annual conferences and exhibitions in North America and Asia, which their goal is to educate, inspire, and celebrate the innovations in computer graphics and technical interactions. For each conference, they take in a group of student volunteers who help run the event and also provide exclusive benefits to help students progress in their major. There are limited spots, and the acceptance to attend as a student volunteer depends on your reference and application. It provides an environment for networking with industry professionals, professors, innovators and other students as well. The benefits of volunteering also follow you after the conference. It is an experience that all art and technology students should partake in order to gain valuable experience and make genuine connections.

STUDENT VOLUNTEER

ELIGIBILITY:

Enrolled as a high-school student or a full time undergraduate, graduate or recent graduate during the academic year or after a certain year.
Must be at least 18 years old.
Able to travel domestically or internationally.
Proficient in English.

RESPONSIBILITIES:

Commit about 24 hours or more of volunteer service which includes: Monitoring doors, Checking badges, Assisting exhibitors and conference contributors, and providing general assistance to attendees.

“I’M RIGHT THERE!”



BENEFITS

Full conference pass (conference, exhibit, animation festival, keynote presentations, workshops, technical briefs/papers): See attachment for examples!

Student-Volunteer Special Sessions: These are held by previous student volunteers and industry professionals. They share tips and tricks in order to land that job, new techniques to use in Maya, or even provide internship/job opportunities.

Ex) **Monk Studio** held an internship program info. where they actually gave it to one of the SVs.

Student Indie Game Showcase where previous SVs who are now working as artists, developers, designers share the games they have created.

Symposium on Education feat. Lois Liu from Oriental DreamWorks Studio who discusses their talent pool, their training process, and the benefits and challenges with working at the studio.

S3 Resume & Reel Reviews: ACM SIGGRAPH Committee provides one-on-one sessions where they review and offer constructive criticism to help polish your resume, reel and portfolio. They also provide long-term programs such as “Mentor Me” where they match you with professionals who will provide guidance during the conference. Some also last until after the conference where they provide mentorship via email, phone calls/video calls.

ACM SIGGRAPH Student Membership (1 year): S3 Webinars (tutorials, short lectures), Resume Reel Reviews throughout the year via email/phone, job/internship alerts, ACM Digital Library containing complete documentation for the many SIGGRAPH NA & ASIA conferences.

Prizes/Cool Stuff: Raffles: Moana, The Book of Life signed Art Books; “Best Volunteer”: T-shirts, posters, Final Fantasy gear, Nintendo Gear, Original Nintendo NES System; \$100-1000 credit to FOXRenderfarm, 3 Networking parties, 1 After-party, flashdrive w/ full conference programs.

EDUCATIONALLY

Learning experience
Meet mentors and other students
Meet with professors and colleges (graduate programs)

PROFESSIONALLY

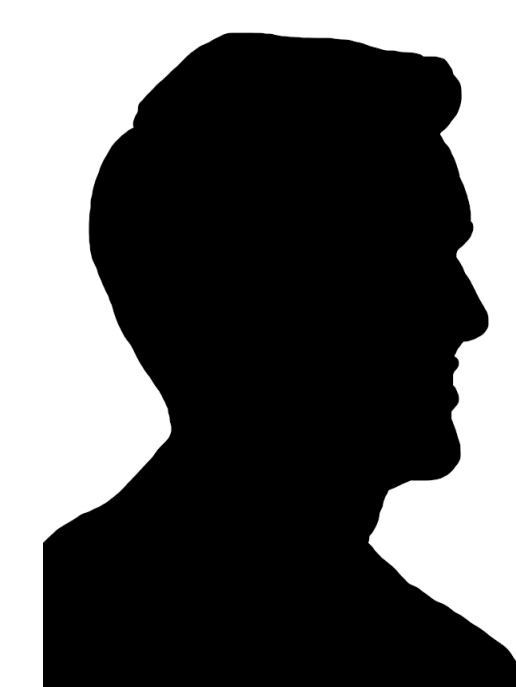
Network with students, professors, & industry professionals
Find an internship
Polish your resume & reel by actual industry professionals
Get hired
Looks good on your resume

EXPERIENCES



Trang, 21, Vietnam

Given my marketing background, SIGGRAPH allowed me to make connections with the brilliant people from fields that I am not familiar with, and I got a chance to learn not only about animation but also about computer science-related practices. What I like most of the SIGGRAPH is that I can befriend with some kind and talented people, with whom I still stay in close contact post-conference. The thing I dislike is that we had to part after 1 week of intensive bonding



Misha, 22, Atlanta, GA:

For me, professionally, the networking was definitely the most significant aspect of being an SV. Educationally, it was really cool getting to learn about a lot of up-and-coming computer graphics technologies.



Seth, 24, Baltimore, MD:

This is my 4th SIGGRAPH SV experience. SIGGRAPH, through events, enabled me to meet industry people and students from other schools. This put in perspective where I stood and what I needed to do. And I have a number of mentors as well, plus the ability to actually receive relevant industry feedback outside a school environment. basically without SIGGRAPH, I would be totally lost professionally. I’d have no idea why no one is hiring me.



Deepthi, 27, Oman:

On a professional and educational level, I think SIGGRAPH enables a space for connecting with like minded people which then turns into interesting collaborations. For example, I’m working on my senior film at the moment and needed riggers. I reached out to some of my rigger friends I met. through SIGGRAPH and they are currently helping me with my project. On a personal level, SIGGRAPH helped me improve my people skills. It also helped me be more prepared and think faster in unexpected situations.

Would you recommend SIGGRAPH to other students?

YES!

