



Sheldon Andrews
Candidate for Director A

Attending my first conference in 2009 as a Ph.D. student was a defining moment, and I am deeply grateful for the support the organization has provided throughout my career. As computer graphics evolves, SIGGRAPH must adapt while staying true to its roots as a home for researchers, educators, artists, and practitioners alike.

One of my primary commitments is to ensure SIGGRAPH thrives as a vibrant and inclusive hub for international research. With a perspective shaped by years of technical innovation in both academic and industry settings, I will work with advisory groups to ensure we continue to attract groundbreaking work at all levels while reinforcing our core strengths of rigor and excellence. My leadership across the specialized conference ecosystem also provides me with the organizational insight needed to elevate these programs. I aim to explore how to better recognize the exceptional work presented there and integrate these venues into a holistic vision for the organization.

Finally, I believe transparency is essential for a member-driven organization. I will advocate for proactive communication on conference planning and accessible financial summaries to ensure that member feedback and fiscal clarity remain organizational priorities.

BIOGRAPHY

Sheldon Andrews is an Associate Professor at École de technologie supérieure (ÉTS) in Montreal and an Adjunct Professor at McGill University. He leads a research group focused on physics-based simulation, 3D character animation, and motion capture. He received his Ph.D. in Computer Science from McGill in 2015, and his career includes research roles at Disney Research (2014–2015) and Roblox (2023–2024).

His research focuses on applying mathematical foundations and machine learning to solve practical challenges in the games and simulation industries. This work has earned multiple accolades, including Best Paper awards at SCA, I3D, and MIG.

Beyond his technical contributions, his engagement with ACM SIGGRAPH is underscored by his leadership within its specialized conference communities. He has served as General Chair for I3D (2019) and Program Chair for I3D (2020), MIG (2024), and SCA (2025). He also served as Secretary for the Montreal ACM SIGGRAPH Chapter.



Wenping Wang
Candidate for Director A

1) The SIGGRAPH conferences are growing rapidly in size and becoming increasingly expensive to attend, while offering fewer opportunities for close social interaction among participants. I will advocate for improving the overall participant experience and creating stronger opportunities for academic exchange by enhancing social interaction events during the conference.

2) Recent incidents have suggested room for improvement in communication between the Executive Committee and the computer graphics community. I will advocate for more effective communication and greater transparency in the Executive Committee's decision-making processes so that it can better serve the community.

3) The technical program of SIGGRAPH, like those of other leading computer science conferences, is facing tremendous pressure from the rapidly increasing number of submissions. I will promote discussions on how to improve the current review system in order to maintain the high standards and reputation of the review process. This includes exploring the responsible use of reliable AI tools to enhance the efficiency of the review process.

BIOGRAPHY

Wenping Wang is a Professor of Computer Science and Engineering at Texas A&M University and previously served as a Chair Professor at The University of Hong Kong. He earned his Ph.D. from the University of Alberta. His research spans computer graphics, computer vision, and geometric modeling. A highly prolific scholar, Wang has authored more than 400 publications, including over 60 SIGGRAPH papers. His contributions have been recognized with the Pierre Bézier Award and the John A. Gregory Memorial Award. Wang has also played a leading role in professional service, including founding the Asian Graphics Association and chairing numerous international conferences, such as SIGGRAPH Asia 2013 and Geometry Summit 2023. He currently serves as Editor-in-Chief of IEEE Transactions on Visualization and Computer Graphics. He is a Fellow of ACM and IEEE.



Derek Ham
Candidate for Director B

It is a great honor to have the opportunity to run for the position of ACM SIGGRAPH Director. If elected, I hope to address the challenges faced by the generative AI revolution. I see the tension held by artists, creators, technologists, and researchers who are all playing “catch up” as the evolution of these tools accelerates at speeds faster than these communities of practice can share ideas or develop ethical guidelines. At the same time, this is an extraordinary moment and presents unique opportunities for us to make new discoveries and forge the guidelines of how we use AI in responsible ways.

As an educator (and a parent of three), I spend a great deal of time thinking about what the future will look like for this next generation of creatives. Most recently, these thoughts have moved me away from immersive storytelling into the space of embodied AI and robotics. My approach begins by looking at these systems through the playful eyes of a child and I pair design challenges with endless curiosity. What I love most about SIGGRAPH is the vastness of our subject matter experts. My goal in working with SIGGRAPH is to continue to foster deep relationships with diverse populations of creatives, to find new opportunities for collaboration on global and local levels.

BIOGRAPHY

Derek Ham is the Director of the Entertainment Technology Center at Carnegie Mellon University. He earned his Ph.D. in Design and Computation from MIT and a Master of Architecture from Harvard. Previously, Ham was a Professor and Department Head of Media Arts, Design and Technology at NC State University’s College of Design. His work focuses on immersive storytelling and VR, notably the award-winning "I Am A Man" VR experience. Ham has received honors such as the Nashville Film Festival Grand Jury Prize for VR and the Cleveland International Film Festival Award for Immersive Storytelling. He is a member of the International Academy of Digital Arts and Sciences. Ham served as the Chair of the SIGGRAPH Immersive Pavilion in both 2022 and 2024.



Ruth West
Candidate for Director B

I have attended SIGGRAPH since 1998, and volunteering for the conference has given me some of the most meaningful experiences of my career. As Art Papers Chair (2017) and Courses Chair (2024), I had the privilege of building programs that created lasting value: establishing new awards, reforming review workflows, and recruiting contributors from well beyond our traditional boundaries to bring new voices to the conference and grow our community.

These roles also gave me an honest view of the challenges SIGGRAPH faces — shifting industry engagement, evolving value propositions for contributors, and the need to expand our community while honoring what makes us unique.

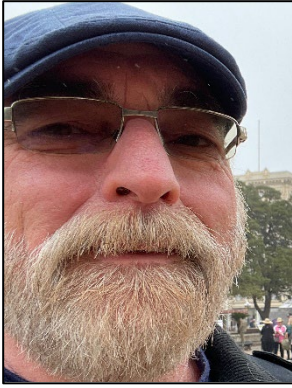
As Director, I am committed to three priorities: advocating for SIGGRAPH's full breadth, from art and design to research and engineering; supporting year-round member engagement beyond the annual conference; and renewing the value SIGGRAPH offers to industry, academia, students, and artists at a moment when AI is fundamentally transforming both how we create and what we create.

My interdisciplinary background — spanning computational art, immersive technology, biomedical science, and HCI — equips me well for this work. It would be an honor to serve.

BIOGRAPHY

Ruth West is a transdisciplinary researcher, professor, and director of the xREZ Art + Science Lab at the University of North Texas. Her work sits at the intersection of big data and immersive technologies, creating aesthetically impelled scientific inquiry and immersive XR experiences that are multi-modal, social, spatial, and collaborative. She has held affiliations with the UCSD National Center for Microscopy and Imaging Research, the UCLA Center for Embedded Networked Sensing, and Cedars-Sinai Health System. Her research has appeared in publications including ACM SIGGRAPH, SPIE/IS&T Engineering Reality of Virtual Reality, MIT Leonardo Journal, American

Journal of Human Genetics, and Proceedings of the National Academy of Sciences, and her work has been exhibited internationally at venues including MONA (Museum of Old and New Art), The Kennedy Center, the Los Angeles Municipal Art Gallery, the UCLA Fowler Museum, FILE São Paulo, SIGGRAPH, and WIRED Magazine's NextFest.



Brad Lawrence
Candidate for Director C

I am extremely honored to be selected as an ACM SIGGRAPH EC Director candidate.

During my last seven years as the ACM SIGGRAPH Treasurer / Treasurer-elect, I was able to accomplish many of my goals. I worked closely with ACM to implement direct deposit reimbursements for our volunteers and improved the expense report procedure to clearly define and simplify the many codes that make up our budget. Reduced the number of subcategories that were obsolete within the budget, sponsored the Underrepresented Travel Grant (now the Opportunity Travel Grant), and assisted the Committee Chairs in achieving their goals while still staying within our allocated budget.

My goals going forward would focus on providing new requirements to the Conferences. Many conferences are experiencing a sharp decline in attendance. SIGGRAPH included. The days of the massive Exhibition Halls are over. Companies are changing their focus, and our Conference needs to follow. Students and Attendee Experience need to be brought forward. A solid Papers, Panels, and Courses must be followed by Students, Academia and Industry collaborating in a common location. I would like to bring back the Courses Reception. I would work with the Conference to reduce our contractor overhead and focus on attendee experience.

BIOGRAPHY

Brad A. Lawrence is the Imagery Engineering Lead at the Kennedy Space Center in Florida. He began his career with the US Navy in the field of Cryptology. From there, he went on to various Engineering duties for ITT and Texas Instruments before joining the Space Shuttle team in 1985. At the end of the Space Shuttle program, Brad managed the Image Analysis Facility, Motion Capture Studio, and Advanced Visualization Studio. Presently, he leads the team assigned to design, install, and implement the next-generation camera systems supporting Commercial Launch providers and NASA's next-generation launch system. He obtained the NASA UNIX System Administration Certification and has earned the NASA Space Flight Honoree Award, Space Flight Team Award, and the coveted Silver Snoopy Award. Brad has received three NASA Director awards for dedication and innovation and the Technical Achievement Award in 2004. In September of 2025, he attempted to retire from his

NASA duties. They convinced him to remain on a part-time basis until the launch of Artemis II. Come June of 2026, he will be fully retired from NASA.

Brad attended his first SIGGRAPH Conference in 1994 and joined the organization two years later. He began his SIGGRAPH volunteer experience with the SIG TV program in 1997 and held the SIG TV Chair position supporting the 2001 Conference. He then went on to Chair the Orlando Chapter for four years and later performed the Chapter's Treasurer duties for another seven years. He has been a member of the Professional Chapters committee as the Chapters' Treasurer since 2007. In 2013, he accepted the position as the EC Media Chair. He has served on the ACM SIGGRAPH Advisory Board and was elected the ACM SIGGRAPH Treasurer in 2018. He performed the ACM SIGGRAPH Treasurer duties for seven years. He was also elected to the ACM SIG Governing Board in 2020. He is now in his second term, ending in September of 2026.



Victoria Szabo
Candidate for Director C

SIGGRAPH is a special place. The convergence of science, technology, art, industry, exploration, and critique that SIGGRAPH fosters through its conferences and year-round activities is both exciting and generative. Our community is an even greater strength. At its best, SIGGRAPH is a polymath haven, a space where curiosity, rigor, and creativity intersect.

As a volunteer with SIGGRAPH for more than twenty years, I have had the opportunity to work on arts-related programs across SIGGRAPH, SIGGRAPH Asia, and the year-round organization. Looking back, what stands out most are the unexpected connections and ideas sparked by the proximity of theory and practice, arts and industry, application and critique. Showcasing excellence, sharing knowledge, fostering connections, documenting experiences, bridging communities, and sparking new ideas lie at the heart of what we do.

Looking ahead, strengthening and advancing member experiences will be vital to our success. With participants from around the world and across industry, academia, and public service, we can deepen ongoing relationships and shared resources, onsite and online, and function together as a distributed think tank, a creative engine, and a reflective lens on the evolving worlds of computer graphics and interactive techniques.

BIOGRAPHY

Victoria E. Szabo is a Research Professor of Visual and Media Studies at Duke University. She earned her Ph.D. in English from the University of Rochester. At Duke, she directs the Information Science + Studies program and co-directs the Duke Game Lab. She also directs the Computational Media, Arts & Cultures Ph.D. program. Her research specializes in digital humanities, augmented reality, and virtual cities, featuring projects like "Visualizing Lovecraft's Providence" and the "Virtual Black Charlotte Project". She has secured numerous grants from the Mellon and Getty Foundations to advance spatial networks and digital art history. Szabo is currently the chair of the SIGGRAPH Art Advisory Group. She has also chaired the ACM SIGGRAPH Digital Arts

Community (2016–2022), Art Papers Chair for SIGGRAPH 2014 and 2025, SIGGRAPH Asia Art Papers (2023), SIGGRAPH Art Gallery (2013), SIGGRAPH Information Aesthetics Showcase (2009), as well as other roles within the SIGGRAPH conferences and organization, including service on governance and awards committees.