



## ACM SIGGRAPH Montreal

### ANNUAL REPORT 2003-2004 Season

prepared by

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With three years of establishment and consolidation behind us, this season kept us busy recruiting a group of people that would take over the chapter's management in the next season.

The 2003-2004 season was therefore a period of transition, adjustments, knowledge transfer, documentation... a season full of excitement and challenges! We are proud to have accomplished a smooth transition, but most of all, of seeing the chapter grow as a result of this transition. New names appeared and new energy was poured into the effort soup!

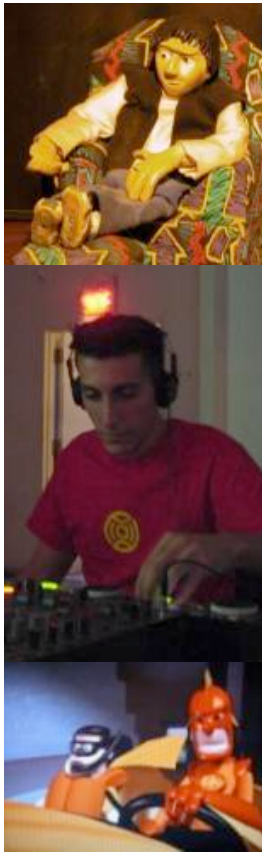
Did anybody say *soup*? In the context of our organizational meetings, we discovered the culinary talent of many of our committee members! Talk about getting benefits from our involvement... ;-)

Besides gaining a few pounds, we can claim that this transition represents the final, crucial step in founding a new organization -- ensuring its continuity. It is delegation taken to its logical and most important conclusion. Although our initial spark has become a strong flame, it is the gesture of passing it on to a new firekeeper that announces to the community that the value we have created is truly owned by the community as a whole.

### Some statistics

Here is an outline of our activities:

- Organized 4 main events, plus a general assembly meeting, making a total of 5 events. Note that this is below our average, but there are two reasons for this. The first reason is the transition phase this season represents, and the second reason is our involvement in the ANIMA computer animation festival, taking most of our limited resources and energy.
- Two of the events were sponsored.
- Attendance ranged from 50 to 350, with an average > 100 attendants,



similar to previous years. As usual, the screening of the electronic Theater was the most popular event.

The Montreal ACM SIGGRAPH chapter is involved with a local society called the [SAT](#) (Society for Arts and Technology). All of our events took place in their facilities, and they supported us with our audio visual requirements. Both the SAT and our local chapter are growing, and new faces show up on both side. Therefore, the transition period was also sparkled with adjustments in our mutual collaboration. Already a season ahead, we can claim that our relationship with the local communities has matured, and that our presence is greatly solidified by that effort.

As a result of the board transition, the chapter's team managed to grow up. The addition of new and fresh energy has facilitated the organization of events by migrating the knowledge and "intellectual property". Already a season later we can see the payoffs of this renewed energy. We therefore anticipate a report full of events for the next year!

### Events

Here is the list of formal events organized in the 2003-2004 season. Click on the titles to visit the event pages and get all the details, view pictures and other relevant information.

September 2003

[Screening of the SIGGRAPH 2003 Computer Animation Festival](#)  
sponsored by *Discreet*  
attendance: ~350

November 2003

[Immersive environments and non-standard projection surfaces.](#)  
[ *Dr. Sebastien Roy* ]  
attendance: ~100

March 2004

[ANIMA: a canadian showcase for computer animation.](#)  
attendance: ~200

April 2004

[Novel motion capture technologies in computer graphics and space exploration.](#)  
[ *Claude Brunet + Robin Palmer* ]  
sponsored by *Measurand* and the *Canadian Space Agency*.  
attendance: ~75

### Members

Thanks to the efforts of Myriam Côté, this was the first season in which membership was under control!

Here are some statistics on our members:

- The chapter had 64 members during this season
- Among those members, 28 were students

Even if this was the first time that we had membership under control, we believe that we still need to work on our membership strategy to increase the value of becoming a member.

We communicate with our members by using electronic mailing lists. No printed newsletter has been published this season, and we intent to keep it that way :-)

### Conclusions... and what's next?

This was the last formal season of the first chapter's board. The number of organized events decreased from the previous season but we were involved in the organization of a very big event, ANIMA. We were also very busy putting together a team to take over the chapter's management!

But we managed to maintain the quality of our events as well as the attendance level. Organizing the Electronic Theater screening was easier than ever, as we seem to have now a serious recognition from the usual sponsor, Discreet.

On the "events" side of things, we want to keep on pushing a bit more on the artistic side, by having interactive installations or digital art exhibits.

We want to diversify the type of events, to reach different local communities. We also have in mind to prepare the field to host the TAS in Montreal in the near future.

But our main effort in the next season will be to intensify the volunteerism message while making sure that the transition to the new management team is smooth.



SIGGRAPH2004



SIGGRAPH 2003  
SAN DIEGO

SIGGRAPH  
2002