

International Travel Award Report
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SIGGRAPH Asia 2008, Singapore – 10-13 December
Educator's Programme Presentation: Incorporating Animation Technologies Into
Tools for Colonial American Education

The Special Interest Group in Graphics (SIGGRAPH) is the largest SIG Conference in the Association for Computing Machinery (ACM), and the annual conference held in



North America draws tens of thousands of attendees. As the field grows, the decision was made to hold the first SIGGRAPH Asia in Singapore to increase exposure to the region. One of my main areas of research has been the digital recreation of historic structures and events, using

animation. Given the rich history of Singapore and the difference in Eastern and Western architecture and civic development, the conference provided me a great platform to present how Colonial American architecture is being interpreted, but also to get feedback from the international educator's community.

The conference was a significant departure from the traditional SIGGRAPH conferences I've attended in the past; the first conference was kept quite small, with only 6000 attendees. My paper was presented in the Pedagogy in Action session on Saturday, following the morning Methodologies in Teaching session. From the five papers presented, three were from Asian universities, and the fourth was from New Zealand. The paper "Using Animation and Interactive Virtual Technology to Create Interpretive Materials for Museum Learning and Promotion" from the National Palace in Taiwan was particularly relevant to my scholarly pursuits. While many of the same tools are being used to

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present historical information, the formats for output and intended direction are vastly different. While we have focused on the retelling of history through personal accounts and public retellings, the Taiwanese presentation covered the presentation of Imperial artifacts, previously unseen by the public. The level of interaction with these objects and the 3D film represented an interesting counterpoint to 3D Colonial Philadelphia.

Other papers in the Educator's Programme, such as "Bridging the Gap Between Education and Professional Production" were not directly in my field of research, but provided information that was applicable to all educators in computer graphics. The



number of animation programs has been growing rapidly, and many provide inadequate educations for their students due to lack of industry awareness. Since the presentation at the conference, I have managed

to maintain contact with both academics and industry professionals, and have tried to take that information back into the classroom and into the 3D Colonial Philadelphia project.