

# Web Graphics – Introduction

San Antonio in 2002 is the first time a web-specific program has featured in SIGGRAPH. The introduction of the 2002 Web Graphics program is designed to show SIGGRAPH attendees (animators, artists, educators, and engineers) how their talent can give them an edge in the creation of rich, interactive experiences.

Ground-breaking and inventive submissions from around the world allowed us to create a program unlike any other: brand new in scope, and yet uniquely SIGGRAPH. Content ranges from the highly experimental to the highly practical: from animation and gaming, to developing tools for collaboration across languages and borders, to new ways of navigating through information space.

The Web Graphics program has 34 sessions presented by speakers from 13 countries. They are divided into twelve categories: Images, Art & Design, Applications, Content Creation, Animation, Collaboration, Frontiers, Compression, Standards, Audio, Experimental Browsing Spaces, and Games & Communities.

Many thanks to the Web Graphics committee, whose hard work and feedback resulted in a outstanding inaugural lineup, and of course to all the contributors, whose innovative work has allowed us to present content of such quality. My gratitude to Doug Roble for allowing Web Graphics to get up to speed beside Sketches & Applications, to Dena Slothower for showing how a program should be put together, and to Vicki Caulfield for making the process run so smoothly. Thanks to the 2002 committee for their encouragement and insight creating this new program.

Simon Allardice, Chair