



Call for Participation
Real Time 3DX -
Demo or Die
SIGGRAPH 2004
Special Event

Submit your work to
Real Time 3DX -
Demo or Die a new
special event for
SIGGRAPH 2004.

Hosted and
organized by Sandy
Ressler (National
Institute of Standards
and Technology),
with real
organizational skills
by Leonard Daly
(Daly Realism). Fun
real-time voting technology (no chads!) developed in collaboration with Iowa
State University.



The FORMAT:

If you've ever attended past Roundups or Web3D Showcases or seen the recent SIGGRAPH Fast Forward sessions — that's the sort of event this will be — fast, fun and furiously funny! Not limited to just Web3D technologies, this year It will be bigger and better then ever.

Be prepared to stand in front of a couple thousand people to show off your best real time 3D work in under 2 minutes! And don't worry if you fumble, your host will be amply prepared to make fun of you.

The RULES:

You will have up to two whole minutes to present your real time 3D computer graphics work. Your work will go into one of 4 categories. All of the work in any of the categories are to be real time interactive 3D graphics. You must interact with the work. These are NOT to be videos of cool 3D work, the emphasis is on REAL TIME INTERACTIVE 3D.

The CATEGORIES:

1. Business/Educational/Artistic/Scientific/Training:

Works that try to educate, teach scientific principles, visualize data or information, control equipment, train people, control people (just kidding), inspire, amaze with beauty, show off industrial design, architecture, engineering type applications and all you can imagine.

2. Games/Entertainment:

Come and entertain us with the best you have of games, or other humorous 3D work that amuses and delights the audience. We want to see the games you're working on, but not commercial off-the-shelf products. If it's a prototype or student work or research project, even if in a big or small company, that's great! If you can go out and buy this thing...sorry there are other venues for that type of work. And remember its got to be real time 3D and you've got 2 minutes.

3. 3D Multi-user Environments:

Whether it's entertaining, serious, or artistic show us the best of your multi-user worlds. We want to see at least two people (avatars, entities etc) doing activities, which we will leave to your imagination, with which you interact. Yes we can provide a network connection.

4. Emerging Technologies:

Everything else under the sun that's 3D and real time. Are you working in a top secret lab and want to show off your work..bring it on! Are you a starving grad student...we won't feed you but we'd love to see your 3D stuff. These will be technical demonstrations; cutting edge research techniques in corporate, national labs or student work. Basically this is the catch all category for everything you can imagine and epitomized by the "Demo or Die" attitude prevalent in the industry... as long as it's 3D and real time. But only 3D REAL TIME type of work.

You will submit your work to one of the four categories although the jury reserves the right to place your submission into another category if deemed appropriate. For example your Web3D game might be better in the Game or Multi-user category.

At the end of each category and at the end of the show the audience will decide on the winners via a fun mass audience voting technology, using lasers, currently being developed by some great students at Iowa State University.

The SUBMISSION PROCESS:

Go to <http://realism.com/SIGGRAPH/3DX/call2004.html> and fill out the form. It would be best if you could send URLs illustrative of the work. In the case of Web3D submissions URLs to the actual real time work would be best.

QuickTime or AVI or MPEG movies of the works are good also, however remember that the demos must run in real time for the show. If you have some odd requirement let the jury know and we will try to accommodate but make no promises.

The DEADLINE:

June 1, 2004. Submissions open 1 March 2004

The JURY:

An esteemed (at least in their own minds) panel of experienced 3D folks.

The PRIZES:

There will be 1 winner for each of the four categories plus one overall "Best of Show winner. Prizes may range from worthless certificates to cool software/hardware/t-shirts depending on who we con....ugh..., persuade to donate stuff.

The ATTITUDE:

Fun Fun technically Inspiring and FUN; No commercialism or salesy type pitches, these will NOT be tolerated! During the show your host will likely make pithy remarks either complimenting you, making fun of you and/or making fun of himself.

The HOST and ORGANIZER:

Sandy Ressler (3D Computer Graphics Guy, National Institute of Standards and Technology, note that any humor expressed in this announcement or event does not constitute an endorsement by any Federal agency)

The CoORGANIZER:

Leonard Daly (President, Daly Realism)

The SPONSORS:

We're looking for 'em...get in touch if you would like to take advantage of this opportunity.

QUESTIONS?:

If you have any send email to... "3dx AT realism.com" (replace the 'AT' with you know what)