



SIGGRAPH2017

AT THE  of COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

Photography and Recording Policies for Media and Attendees

All registered media and attendees are invited and encouraged to take photos and record video in approved areas at SIGGRAPH 2017. Many of the words, images, sounds, objects, and technologies presented at the SIGGRAPH conference are protected by copyright or patents. They are owned by the people who created them. Please respect their intellectual-property rights by following the policy outlined below.

By permission, photography is allowed in the Experience Hall, the Exhibition Hall, during social receptions, and the Computer Animation Festival Awards and pre-show. Photography is not allowed in Research and Learning areas (Papers, Courses, Panels, Talks, or Production Sessions) or during the presentation of the Computer Animation Festival (Electronic Theater and VR Theater). If you are in doubt, please ask permission before photographing or recording content.

SIGGRAPH 2017 employs a professional photographer and reserves the right to use all images that this photographer takes during the conference for publication and promotion of future ACM SIGGRAPH events.

Cameras and Recording Devices

All attendee cameras and recording equipment must be hand-held. Members of the media are allowed to use tripods and larger equipment, but they must register their devices with the SIGGRAPH 2017 media office in advance of use.

**** Please reference the chart below to determine what programs and areas are open for photography and recording. ****

<p>Experiences</p> <ul style="list-style-type: none">• Appy Hour• Art Gallery• Birds of a Feather• Emerging Technologies• Keynote Session• Posters• Poster Sessions• Real-Time Live!• Studio• Technical Papers Fast Forward• VR Village	<p>Photography and Recording encouraged.</p>
<p>Exhibition, Presentations & Receptions</p> <ul style="list-style-type: none">• ACM SIGGRAPH Award Presentation• Computer Animation Festival Awards and pre-show• ACM Student Research Competition – Final Presentation• Exhibition	<p>Photography and Recording encouraged.</p> <p><i>Respect intellectual-property rights! Ask permission before photographing or recording an exhibitor's product or booth in the Exhibition.</i></p>

<ul style="list-style-type: none">• Experience Presentations• Social Receptions	
Research & Learning <ul style="list-style-type: none">• ACM SIGGRAPH Award Talks• Art Papers• Exhibitor Sessions• Technical Papers• Production Sessions• Courses• Panels• Talks	Photography and Recording prohibited.
Computer Animation Festival <ul style="list-style-type: none">• Electronic Theater• VR Theater	Photography and Recording prohibited.