

# **Symposium on Computer Animation 2009**

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## Preface

SCA, the ACM SIGGRAPH / Eurographics Symposium on Computer Animation, is well established as the premier forum for innovations in the software and technology of computer animation. The eighth annual event, co-located with SIGGRAPH 2009 in New Orleans, united researchers and practitioners working on all aspects of time-based phenomena.

These proceedings contain the 26 papers presented at SCA'09, selected from 67 submissions. These high-quality papers span subjects such as crowd, fluid, and deformable object simulation; control of camera motion; geometric aspects of animation; high-level animation editing; and leveraging of motion capture data. The editors are delighted with the quality of the submissions, even if this made the final selection quite challenging.

Our task was made possible only by the hard work of our 70 Program Committee members, who together ensured that each submission received four high-quality reviews, followed by a thorough week-long online discussion.

These proceedings also contain the 14 abstracts of the posters presented at SCA'09. Posters represent the ultimate goal of a gathering such as SCA. Beyond attracting archival-quality papers, we have sought to create a forum where researchers can interact, share preliminary results, debate new directions, and interact.

We are grateful to Stephen Spencer, chair of the ACM SIGGRAPH Publications Committee, for his tireless effort in compiling this high quality volume of proceedings, and to James Stewart of Precision Conference Solutions, for his outstanding support of the online review system from the first day until the conference ended. We are also very grateful Natasha Foster-Owens and Virginia Perry-Smith for coordinating production aspects, including the SCA'09 logo, which was designed by Anthony LaMolinara and Walter Kim, and the website, which was designed by James Billings.

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