Section I

Event Title: HPG '11: High Performance Graphics
Acronym: HPG '11
Event Type: Conference
Frequency: 12 Months
Meeting Dates: 05-Aug-11 - 07-Aug-11
Total days of event: 3
URL: http://highperformancegraphics.org
Exhibits: No

Responsible SIG sub-unit/percentage

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<th>SIG</th>
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<tr>
<td>SIGACCESS</td>
<td>50.00%</td>
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Other Sponsors

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<td>Eurographics</td>
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Facility

Name of Facility: SFU Woodward Centre
City: Vancouver
State/Province: BC
Country: Canada

Provide a brief outline of topics to be covered - this description will be displayed in ACM's Digital Library.

High-Performance Graphics covers original and innovative performance-oriented contributions from all areas of graphics, including hardware architectures, rendering, physics, animation, AI, simulation, and data structures, with topics including (but not limited to): - Interactive rendering pipelines (hardware or software) - Interactive rendering algorithms (hardware or software) - Graphics hardware and systems - Languages and compilation - Parallel computing for graphics - Mobile graphics

Who is your anticipated audience?

Industry and academic researchers in all areas of computer graphics.
How will papers be solicited?

Authors are invited to upload papers electronically in Adobe PDF format by visiting http://www.highperformancegraphics.org/submissions.html. We encourage anonymous submissions (in which the paper contains no identifying information) if possible. Video sequences in QuickTime, MPEG, or AVI format may be submitted using the electronic submission system. Dual submission is not allowed; any paper submitted to another venue and under consideration during the HPG review cycle will be rejected. Papers should conform to the style for "Conferences sponsored by ACM SIGGRAPH" described in http://www.siggraph.org/publications/instructions.

How will papers be selected?

Papers are reviewed by a paper committee constituted of industry and academic experts. Each paper will be reviewed by at least three committee members. Prior to informing authors which papers are accepted, each paper will be discussed by the relevant committee members, and final decisions will be made by the papers chairs. For HPG2011, Kurt Akeley (Refocus Imaging, USA), Aaron Lefohn (Intel, USA), and David Luebke (NVIDIA, USA) are the paper chairs.

Tutorials

Will there be tutorials? NO
How many full-day?
How many half-day?

Proceedings

Will proceedings be published? YES
What will the number of pages be? 185 (HPG 2009)
What is the maximum number of papers? approximately 30
What is the maximum number of pages per paper? 8 is normal, but no fixed maximum length
Produced by ACM? YES
Sold by ACM? YES
Sold by other organizations? NO
Copyright held by ACM? YES
If No, who will hold copyright?

Newsletter

Will this be a SIG newsletter? NO

CD-ROM

Will there be a Proceedings CD-ROM? NO
Sold by ACM? NO
Sold by other organizations? NO

Technical Sessions

Will technical sessions be recorded? NO
Will technical sessions be videotaped? NO

Other products

Will there be other conference products? NO
If yes, please list

Section III

Revenue Assumptions
The HPG2011 budget is patterned closely after the HPG2009 budget, which was financially very successful (we chose 2009 as the reference point because it was in the U.S. and the character of HPG is different in U.S./North American years vs. European years). The two sources of revenue are: 1) Registration income. We assumed the same registration fees and mix of registration categories as HPG2009. The registration class mix has been fairly consistent for the many years we have been tracking HPG and Graphics Hardware. 2) Corporate sponsorship. We assumed the same sponsorship levels as for HPG2009, plus an additional $2500 sponsorship from Disney that has already been received. The sponsoring companies have been quite consistent. We already have a commitment from Intel for their $8,000 sponsorship amount. The costs are based on detailed work done by our local arrangements chair, Alexandra Fedorova. The meeting room and A/V expenses are definite. The food and beverage costs are based on the menus provided by the catering service that serves the Woodward facility. The banquet location has not been nailed down yet, but we are budgeting significantly more than previous years because we understand from Alexandra that desirable banquet options are likely to be expensive due to the conference occurring during high tourist season. The variables in the budget that are out of our control are the number of attendees and mix of registration types. The budget is resilient to differing numbers of attendees, since the average registration fee approximately matches the variable expenses per attendee (we are fortunate that the corporate sponsorships roughly offset the fixed expenses). The budget predicts a slightly increasing surplus if registrations are lower than predicted (at 50% of projected attendance it predicts a $6,180 surplus plus contingency fee). The budget is well within the contingency amount at 150% of projected attendance. The particular concern is if we have an unexpectedly large number of student registrations, which do not cover the full variable expenses. Students typically register early, so we should be able to see this happening. We have flexibility to upscale and downscale the food expenses by about 20% if needed. Also, we have the option of not covering lunch on one day. In summary, this budget is conservative and has significant flexibility to adapt if needed, and is based on budgets for recent Graphics Hardware and HPG events that have consistently been financially healthy.

**Expense Assumptions**

(Please see revenue assumptions.)