



2016 FACTS & FIGURES

EVENT NAME	SIGGRAPH Asia 2016 - The 9 th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia	
DATE	Conference: 5 – 8 December 2016 Exhibition: 6 – 8 December 2016	
WEBSITE	sa2016.siggraph.org	
SPONSORED BY	ACM SIGGRAPH	
ORGANIZER	Koelnmesse Pte Ltd (Singapore) Koelnmesse Pte Ltd (Macau Branch)	
EVENT FREQUENCY	Annual, Rotate Regionally in Asia Pacific	
VENUE	The Venetian Macao, Macao Special Administrative Region (SAR), P.R. China	
TARGETED VISITOR GEOGRAPHIC REACH	65% Asia Pacific 20% North America 15% Europe & Middle East	
PREVIOUS EVENT STATISTIC	2013 – Hong Kong SAR, China : Number of Visitors: 6,078 from 61 countries/regions 2014 – Shenzhen, China : Number of Visitors: 5,968 from 53 countries/regions 2015 – Kobe, Japan : Number of Visitors: 7,050 from 62 countries/regions	
VISITOR PROFILE	<u>SEGMENTS</u> Advertising / Marketing Animation Architecture, Industrial, Urban Automotive Banking / Financial Broadcast, Film/TV Production Cinematography / Photography Computer Graphics Education / Training Electronics Enterprise / Commercial Games	<u>ROLES</u> Analyst Artist / Illustrator (Animation, Computer Graphics, Digital, Visual Effects) Architect Designers (Architecture, Graphic, Industrial, Interior, Product) Digital Innovator Developers (Application, Games, Software, Web) Distributor / Reseller Educator / Professor Engineer



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<p>VISITOR PROFILE</p>	<p>Government / Association Information Technology Media / Entertainment Manufacturers (Hardware) Multimedia Production & Services Post-Production Public Relations / Communications Visual Effects</p>	<p>Digital Video / Film Maker Investors Programmer Publisher Researcher / Scientist Press / Publisher Student (University, PhD Candidate) Top Management (CEO, CTO, Director)</p>
<p>EXHIBIT SEGMENT</p>	<ul style="list-style-type: none"> • Animation & Visual Effects, Hardware, Software, Post Production & Solutions associated with Computer Graphics. • Interactive & Innovative Technologies including Virtual Reality, Motion Capture, 3D Printing and Gaming Technologies. • High Performance Computing including Visualization, Big Data, Cloud Based System and Solutions. • Education, Training & Research in Computer Graphics, Science, Technology, Media Arts and Digital Media. 	
<p>EXHIBIT PROFILE</p>	<p>Hardware 3D Rapid Prototyping 3D Scanners Commercial Game Equipment Consumer Electronics Digital Cinemas Digital Signage Digital Video Hardware Digitizing Cameras Display Technology DVD Authoring Tools Encoders / Decoders Eyes Tracking Devices Furniture Geographic Information Systems Graphics Accelerator Boards GroupWare</p>	<p>Software 2D / 3D Graphics 3D Modeling 3D Scanning Aerospace and Automotive Applications Animation Architecture Design and Applications Artificial Intelligence Authoring Software Broadcast Design Software Business and Financial Graphics CAD / CAM / CAE / CIM Commercial Game Engines Computer-Video Interfacing Data Analysis Desktop Publishing Desktop Video Production Software</p>



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<p>EXHIBIT PROFILE</p>	<p>Haptic Input Devices Hardcopy Devices; Photographs / Slides HDTV Head Mounted Displays High Performance Graphics Processors High Resolution Technologies Imaging Input Devices Interface Tools Mobile Computing Monitors and Display Motion Capture Equipment Multimedia Tools and Applications Networking Equipment / Infrastructures OEM Components Online Network Services Printers and Plotters Projector RAID Systems and Storage Robotics and Gadgets Scan Converters Scanners Smartphone Chipset Solutions Storage Devices; Tape / Disk Terminals, Monitors and Displays Video Effects Equipment Video Servers Visual Computing Workstations</p> <p>Services Animation / Film / Visual Effects Augmented Reality Community Conferences and Exhibitions Consulting / Outsourcing Contract Graphics / Programming Education / Training Government / Association Media / Publications Online Video Platform Rendering</p>	<p>Digital Imaging Digital Publishing Platform Electronic Publishing Engineering Applications Geographic Information Systems Graphics Design Systems Graphics Accelerator Boards Graphics Standards Software Groupware Software Image Based Modeling Image Management Industrial Design Information Visualization Mapping and Cartography Medical Imaging Software Mobile Marketing Motion Capture Software Paint Systems Rendering and Modeling Scientific Application and Visualization Simulation Smartphone Application Development Streaming Technology System Integrators Video Encoding and Compression Visual Effects Software Virtual Reality VR Software Web 3D / Graphics</p>
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For more information, please contact:

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