

ACM SIGGRAPH 2026 EXHIBITOR AND SPONSORSHIP PROSPECTUS





SIGGRAPH 2026
Los Angeles 19–23 JUL

Where the Future of Computer Graphics, AI, and Interactive Innovation Converge



SIGGRAPH 2026 is where 12,500+ global innovators transform ideas into partnerships, adoption, and measurable growth. ***This is your moment to lead.***

Partnering with SIGGRAPH positions your company at the center of innovation where ideas become experiences and breakthroughs are shared, tested, and celebrated. From immersive demonstrations and live collaborations to high-profile knowledge exchange, SIGGRAPH offers a platform that elevates your brand, showcases your expertise, and reinforces your leadership in the evolving creative technology landscape.

Your Company Gains:

- *Unmatched Access to influencers and buyers across 86+ countries*
- *Thought Leadership that elevates your brand above the competition*
- *Strategic Connections that drive real business growth and long-term impact*
- *Immersive Visibility through demonstrations, collaborations, and high-profile knowledge exchange*
- *Leadership Positioning at the epicenter of innovation, where ideas become experiences and breakthroughs are celebrated*

Discover the powerful benefits of investing in activations that define and elevate your presence at SIGGRAPH 2026.

“The Networking Opportunities were amazing. I got to meet people from studio, startups, and universities from all over the world.”

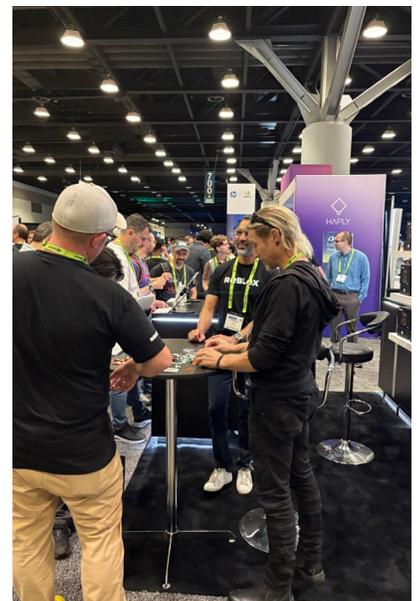
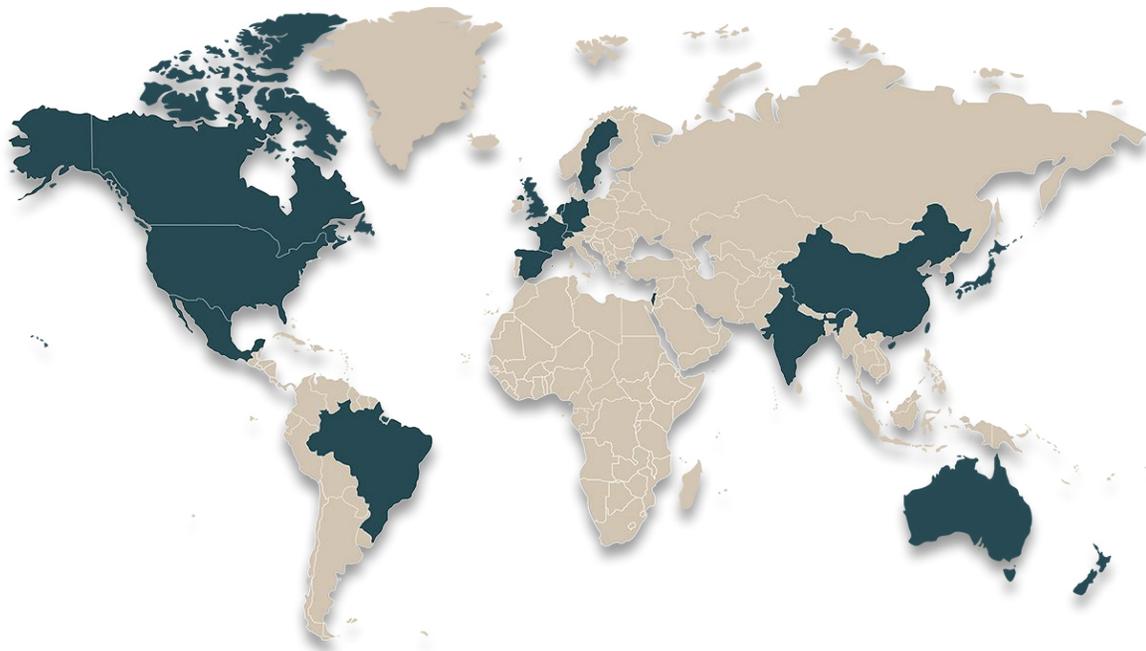
— SIGGRAPH 2025 Exhibitor

The Global Stage for Innovation

Lead the Conversation.

SIGGRAPH is the world's premier gathering for computer graphics and interactive techniques where breakthrough technologies, workflows, and creative tools debut before they reach the mainstream. Exhibiting and sponsoring here positions your brand at the center of global innovation, alongside industry leaders defining what's next in AI, visualization, and immersive content creation.

CONNECT: Over **12,500** Attendees from
86 countries attended SIGGRAPH 2025



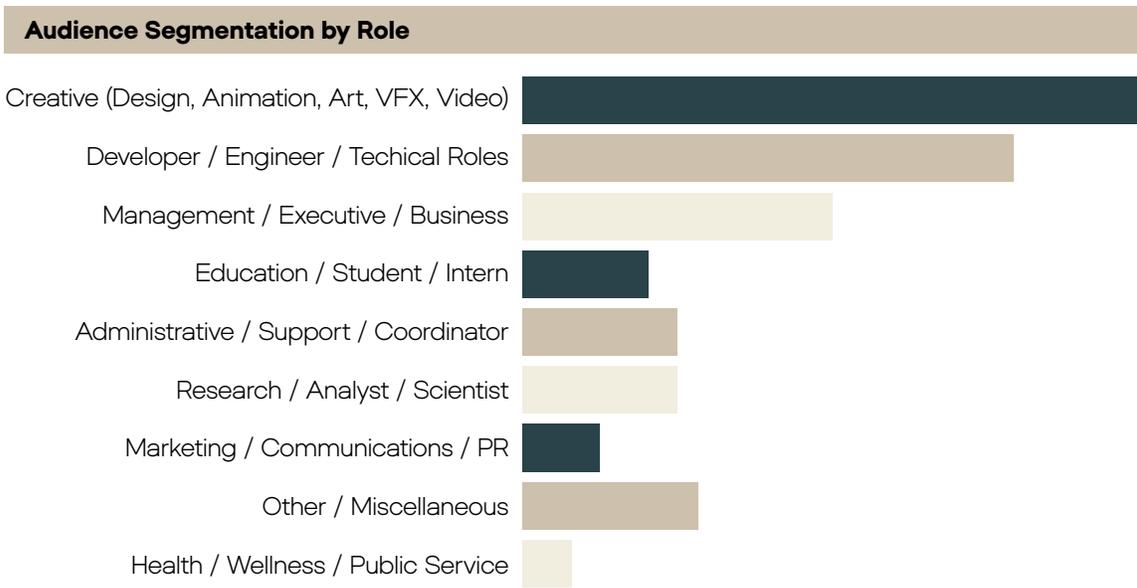
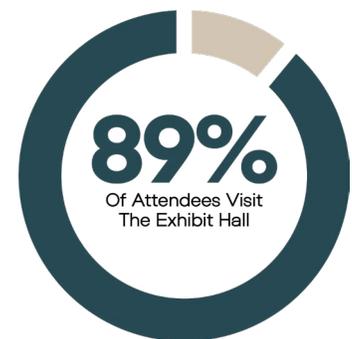
Access to the Industry’s Most Influential Innovators

SIGGRAPH gathers the highest concentration of decision-makers and innovators from across production, gaming, research, and emerging tech. You'll connect directly with senior-level technical directors, studio executives, creative technologists, educators, and researchers the people who evaluate, specify, and implement tools across global pipelines.

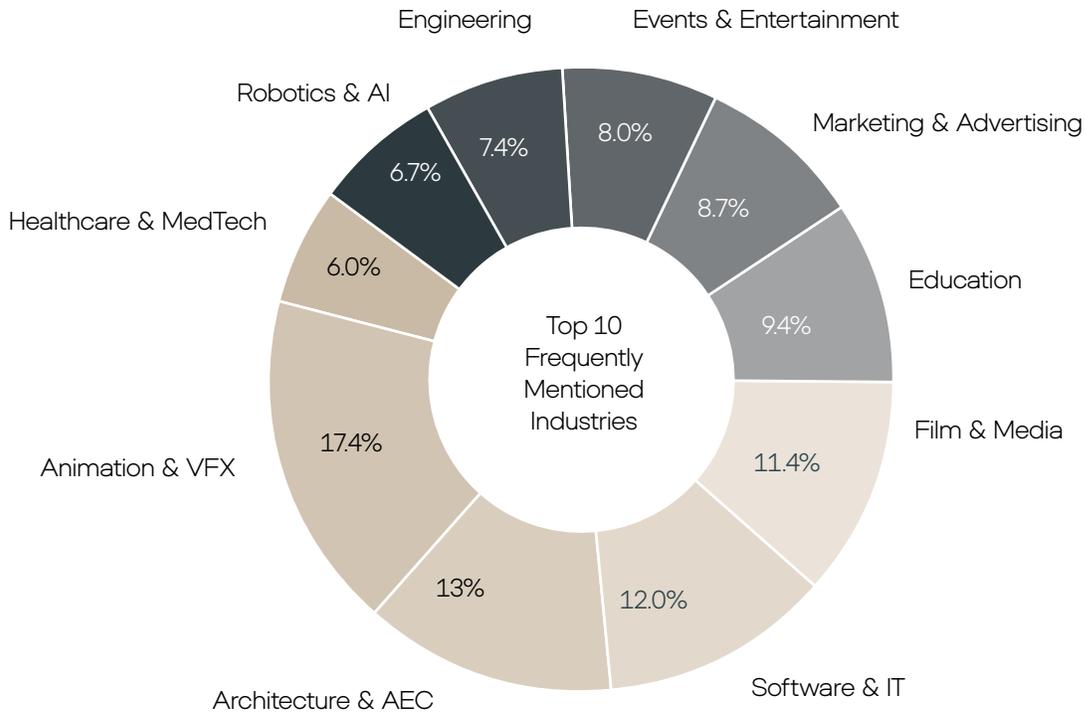
“Standout feature of the exhibition was the exceptional quality of the attendees and the depth of the interactions. **It was immediately apparent that the participants were not casual observers, but seasoned professionals with a profound understanding of the industry’s complex challenges and opportunities.** Every conversation we had at our booth was anchored in a high degree of business relevance. **We engaged directly with potential clients, R&D partners, and technology leaders who were actively seeking solutions that align with our mission.** This high concentration of knowledgeable and relevant professionals made our participation incredibly efficient and valuable, translating directly into strategic dialogues and potential collaborations.”

— SIGGRAPH 2025 Exhibitor

9/10 exhibitors would recommend SIGGRAPH to a colleague in the industry.



Industries You'll Be Connecting With:



Accelerated Learning and Collaboration

Beyond the exhibit floor, SIGGRAPH's Technical Papers, Courses, and Talks are the industry's highest-level knowledge exchange a week-long masterclass in production, research, and development. Exhibitors benefit from this proximity to world-class problem-solving, gaining insights that shorten R&D cycles and refine go-to-market strategy. It's a unique blend of exhibition, education, and collaboration that turns attendance into a competitive advantage.

“Unique combination of engineering, artistic, creative, research, industrial talents and content. Very good interaction between attendees. The link between academic and scientific practices.”

— SIGGRAPH 2025 Exhibitor



Proven ROI and Long-Term Impact

SIGGRAPH's attendees aren't passive observers; they're active innovators and implementers. The conversations you start here lead to real adoption, pilot projects, integrations, and collaborations. Exhibiting at SIGGRAPH builds a qualified pipeline while positioning your company as a thought leader influencing the direction of the industry.

"This isn't just another trade show; it's the single most important global event for computer graphics, and it directly impacts our bottom line in three key areas: 1). Competitive Intelligence & Future-Proofing: This is where companies like NVIDIA, Epic Games, Adobe, and major film studios reveal their roadmaps and debut technology that will become standard in 2-5 years. We'll see the next generation of real time rendering, AI-driven content creation, and virtual production techniques before they hit the mainstream. Attending gives us a critical window to adapt our strategy instead of reacting to it later. 2). High-Level Problem Solving & Professional Development: The 'Technical Papers' and 'Courses' are essentially a week of intensive consulting with the world's leading minds. If we're struggling with a specific rendering problem, a complex simulation, or a pipeline inefficiency, chances are there's a session presented by the exact person from Pixar or a top university who literally wrote the book on it. The knowledge our team can bring back is immediately applicable and can save us months of R&D."

— SIGGRAPH 2025 Attendee



Partnership Pipeline

SIGGRAPH doubles as the industry's most powerful recruiting ground. Thousands of top engineers, artists, and researchers attend seeking their next challenge. Exhibiting positions your company as a destination for innovation, enabling direct conversations with senior hires, rising stars, and potential collaborators. At the same time, the cross-disciplinary nature of SIGGRAPH fosters new partnerships between studios, universities, and vendors that often outlast any single project cycle.

"SIGGRAPH is where the abstract future of technology becomes the actionable present. For any leader in the sustainability and enterprise sectors, this is no longer just a graphics conference; it has become a strategic imperative. It's the only place on Earth where you can witness the full lifecycle of innovation in a single week from a groundbreaking academic paper on AI-driven simulation to its real-world application in enterprise platforms for climate modeling and ESG data visualization. The conversations here are not with hobbyists, but with the world's leading researchers and engineers who are building the tools to solve our most complex global challenges. For Greneta, SIGGRAPH is an essential catalyst. It provides not only the technological insights but also the high-caliber partnerships necessary to accelerate our mission. It is, without a doubt, the definitive summit for bridging visual innovation with a sustainable future."

— CEO, Greneta

Demonstrate, Don't Just Tell

Turn Curiosity into Collaboration. Show your technology in action. Live demos, interactive experiences, and hands-on showcases invite attendees to test and imagine your solutions within their own workflows.

“Our AlmaLinux booth at SIGGRAPH was truly amazing — from curious students, to current users, to professionals discovering us for the first time, we were overwhelmed by the excitement and thoughtful questions. It was inspiring to see so much curiosity about what we do and how deeply AlmaLinux is involved in the VFX world.”

Create your own journey of interaction with SIGGRAPH attendees. Visit [Exhibitor and Sponsor Opportunities - SIGGRAPH 2026](#) to choose the opportunity that best defines your presence at SIGGRAPH 2026 and to view the [Recognition Benefits](#) you receive as a sponsor.



Stage Presentations - Inspire. Educate. Demonstrate.

The stage at SIGGRAPH 2025 brought together visionary keynotes, live technical showcases, and immersive storytelling sessions. Industry leaders including Adobe, Sony, Worldwide Technologies, and more shared breakthroughs shaping the future of interactive techniques.



Business Suites - Connect. Collaborate. Create.

Private suites offered an exclusive environment for companies like SideFX, Lucasfilm, NVIDIA, Dell, HP, Autodesk, Netflix and Wacom and more:

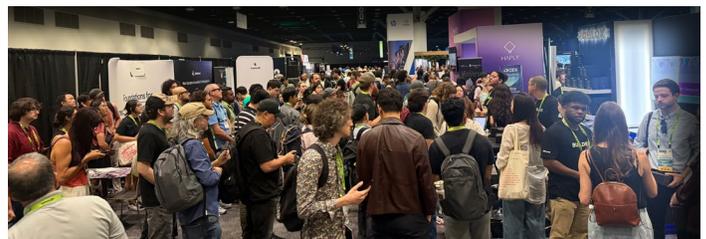
- Strategic networking and deal-making
- Confidential product demonstrations
- Thought leadership panels and curated discussions.



Exhibition - Showcase. Engage. Experience.

The exhibition floor was the centerpiece of SIGGRAPH 2025, where companies, studios, and institutions unveiled their latest technologies, creative work, and research. Attendees explored:

- Hands-on demos of cutting-edge tools
- Immersive installations in VR/AR/XR
- Direct engagement with innovators across industries



Sponsorships - Visibility. Alignment. Impact.

Sponsorships at SIGGRAPH 2025 were structured into tiers Visionary, Premier, Champion, Leader, and Collaborator providing multiple pathways for companies to:

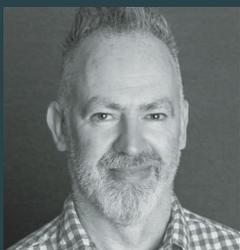
- Elevate brand visibility.
- Align with innovation and creativity.
- Engage meaningfully with the global SIGGRAPH community.

Join Contemporaries from Organizations Like These from SIGGRAPH 2025:

- 3dverse
- 4Dviews
- Abstract Group
- Adobe
- Adobe Substance 3D
- ALLSIDES
- AlmaLinux OS Foundation
- Amazon Web Services
- Animation Magazine
- Animationsinstitut of Filmakademie Baden-Wuerttemberg
- Arm
- ASRock Rack Inc.
- Autodesk
- Backlight
- Beeble AI
- Blender
- BlindSimulator
- Bones Studio
- Bournemouth University
- Bria Visual AI Platform
- CAMPUS VFX | LOST BOYS VANCOUVER
- Capture
- Carnegie Mellon ETC
- CenterGrid Virtual Studio
- CGS ORIS
- CGTrader
- Chat3D
- Christie
- colormass
- Computational Visual Media
- Computer Graphics World / COP Communications
- Consulate General of Switzerland in Vancouver
- Corbel3D
- CR3ATE.AI 3D
- CyberGlove Systems
- Das Element
- Datech Learning
- Decart
- Deemos Tech
- Defined.ai
- Dell Technologies
- Derivative
- Disney Research Imagineering
- Drexel University
- EA Sports
- Electronic Arts
- EIZO Inc.
- Epic Games
- FACEGOOD
- Foundry
- FUTUREDAYS
- GAMFF
- Gazelli Art House
- GIGABYTE
- Google
- GRACIA AI
- Greneta
- Griptape
- Haply Robotics
- Hosted Advantage
- Houdini / SideFX
- HP
- Huawei
- IBV-MOVE4D
- imagine.io
- International Computer Concepts
- IO Industries Inc.
- Kwantlen Polytechnic University
- LaSalle College Vancouver
- Lightcraft Technology
- Lightwheel
- Luma AI
- Lumio 3D
- Maxon
- Mercenaries Engineering
- Meshcapade
- Metabuild
- Microserve
- MOVIN
- NC AI
- NVIDIA
- Odyssey
- Panoptix AI
- PAVILLON FRANCE
- Peel Software
- Persistent Studios – PopcornFX
- Pixar Animation Studios
- Pixar RenderMan
- PLASK
- PNY Technologies
- ProtoPie
- Puget Systems
- Qualisys
- REEMO
- Reel FX
- RenderHub
- Roblox
- ROTOMAKER
- Savannah College of Art and Design
- Simon Fraser University
- SKY ENGINE AI
- Sony / Sony Group Corporation
- SVA MFA Computer Arts
- Texas A&M University — CPVFA
- Think Tank Training Centre
- Toloka AI
- Tripo AI
- Valka.AI s.r.o.
- VFXnow
- Vicon
- Wacom Technology
- The Walt Disney Studios
- World Wide Technology
- Xencilabs / XOOT
- XGRIDS
- XIMEA
- Xsens | Movella



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