LEARNING
A relaxed yet effective educational atmosphere, SIGGRAPH 2016 is jam-packed with informative courses, talks, sessions, panels, etc. This five-day event is above all else an incredible opportunity to gain a solid understanding of the techniques that are essential to any student or seasoned professional hoping to excel in this field. SIGGRAPH 2016 is the ideal venue to learn from the world’s leading experts.

“An opportunity to meet and explore the possibilities of technological advancements in the industry from around the world.”

INSPIRATION
SIGGRAPH 2016 is where creative blocks vanish. Be inspired by the palpable energy and imagination emanating from thousands of your colleagues. Experience first-hand the latest developments in emerging technologies and apply them to your projects! This is your chance to expand your horizons both professionally and creatively.

“The most inspirational thing you could do this year.”

EXPERTISE
Major companies and studios. Genius academics and engineers. Researchers and innovators. You will find plenty of astonishing work wherever you go at SIGGRAPH 2016. The Exhibition, Production Sessions, Technical Papers, and Courses are just a few examples of where you will encounter individuals who are eager to share their knowledge with YOU.

“Tons of expertise and enthusiasm under one roof.”

ENGAGEMENT
At SIGGRAPH 2016, you won’t be just a casual observer. You’ll have the chance to participate in real-time demonstrations presented by today’s most brilliant minds in computer graphics and interactive techniques. Jumping into a virtual reality experience or ingenious art project, you will walk away informed and entertained.

“Think of everything that has ever made you geek out and feel so passionate about something in your whole life and put it into one feeling... That, my friend, is the feeling you get when being at SIGGRAPH.”

EXCLUSIVE
The exclusivity is two-fold. Not only will you discover amazing content at SIGGRAPH 2016 that you won’t find anywhere else, but you can also make this conference uniquely your own by simply following your interests. Whether your curiosity is piqued by art or science, your time at SIGGRAPH will be unlike any other attendee’s.

“It will change you. Forever!”

COMMUNITY
Thousands of international researchers, educators, animators, students, and pioneers in computer graphics and interactive techniques congregate at this exciting event. As a SIGGRAPH 2016 attendee, you will become a part of something bigger: A close-knit network of individuals who share your interests and your passion. Get connected!

“Immersing yourself among such diversity, united by common ideas, is an experience that cannot be replicated or accurately quantified. Its key benefit is leaving thinking if they can, I can!”
Dear __________________________,

Maybe you know about the SIGGRAPH conference, the annual five-day extravaganza of computer graphics and interactive techniques. Many of the courses, talks, papers, panels, demos, and exhibitors are directly related to our work. And all of them are focused on the latest technology breakthroughs. Some of my friends in the industry have attended previous SIGGRAPH conferences, and they tell some very convincing stories about how it improved their skill set and led to new, productive collaborations.

I think attending this conference would be an invaluable investment of time and financial resources. It’s in Anaheim, California in late-July. There’s so much to see, do, and learn that I’d love to attend the full five days of content, but three days might be enough. Of course, I would be available via email, text, and phone during the conference, but I would not be available for full-time work (unless I give up sleeping for a few days). The cost of travel, hotel, and registration would be about $__________.

Here’s the SIGGRAPH 2016 web site: s2016.siggraph.org

What do you think? Is this a good addition to my professional-development plan? Please let me know. I’ll be happy to discuss the idea any time. What about lunch next week?

Thanks,

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SUPERVISOR’S NAME

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SENDER’S NAME