

## Schedule

- Intro. and Summary - Prof. Kim (5 min)
- Dr. Sellan (10 min)
- Dr. Petikam (10 min)
- Next Steps – Prof. Kim (5 min)
- Open Discussion

Thanks to both our speakers for their great talks.

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Let's talk next steps

Goal for SIGGRAPH 2023:

Have a discussion of technical bias  
*within the **Technical Papers** program.*

Here's the stated goal of the last Birds of a Feather in 2022, two years ago: Have a discussion of technical bias within the technical papers program.

There was no Birds of a Feather in 2023. What happened in 2023?

### **Lifted Curls: A Model for Tightly Coiled Hair Simulation**

ALVIN SHI\*, HAOMIAO WU\*, and JARRED PARR, Yale University, USA  
A.M. DARKE, University of California, Santa Cruz, USA  
THEODORE KIM, Yale University, USA



For one, our group at Yale tried to submit a paper on kinky hair to SIGGRAPH

**Lifted Curls: A Model for Tightly Coiled Hair Simulation**

ALVIN SHI\*, HAOMIAO WU\*, and JARRED PARR, Yale University, USA  
A.M. DARKE, University of California, Santa Cruz, USA  
THEODORE KIM, Yale University, USA



it was rejected with terrible scores.



“Look[s] like an  
agglomeration of cylinders  
rather than hair”

One of the reviewers said that it didn't even look like hair. “Looks like an agglomeration of cylinders rather than hair.”



Symposium on Computer  
Animation 2023, *Best Paper*

It did get into SCA, the Symposium on Computer Animation, and it won Best Paper Award. But, SCA is not SIGGRAPH. It does not have the same epistemic power.



**SIGGRAPH 2023**  
LOS ANGELES+ 6-10 AUG

What else happened at SIGGRAPH last year?

We DID see hair papers that finally included kinky hair, though again, embedded in a table of other examples.

I want to be crystal clear, this *is* progress.



## Sag-Free Initialization for Strand-Based Hybrid Hair Simulation

JERRY HSU<sup>\*</sup>, University of Utah & LightSpeed Studios, USA

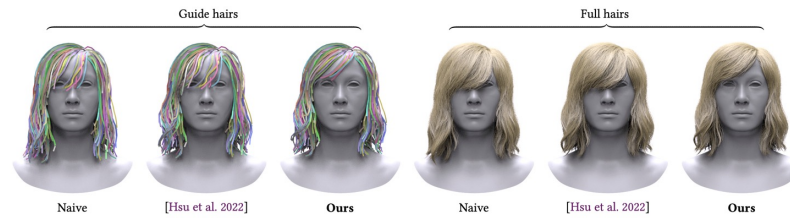
TONGTONG WANG, LightSpeed Studios, China

ZHERONG PAN, LightSpeed Studios, USA

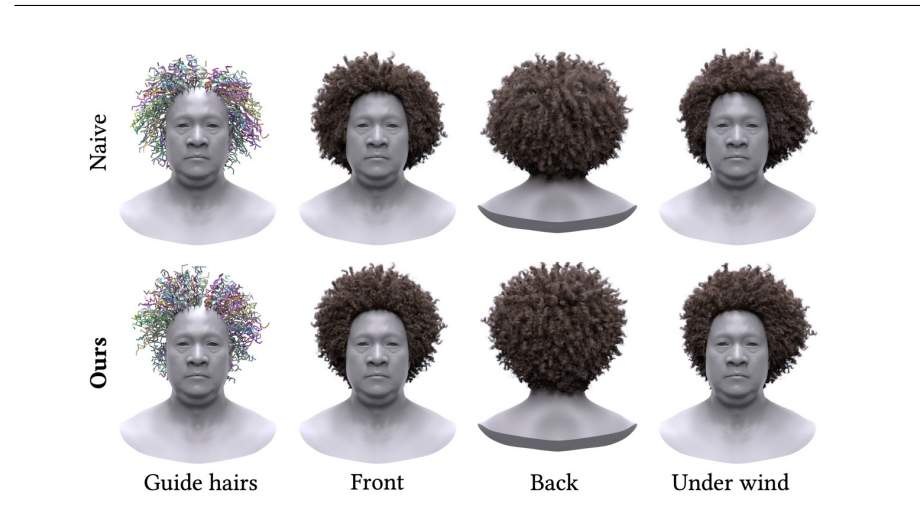
XIFENG GAO, LightSpeed Studios, USA

CEM YUKSEL, University of Utah & Roblox, USA

KUI WU, LightSpeed Studios, USA



Here's a paper from Lightspeed Studios last year



They expanded the table of human hair to juuuust barely include kinky hair. Some of the authors of these papers are in the room right now. This is a big step forward. Thank you Kui for this work.

But, we cannot stand still. Straight hair has seen 20 years of research under the guise of being the universal ideal of hair. Kinky hair deserves this level of research attention too.

### Lighting and Look Dev for Skin Tones in Disney's "Strange World"

Mason Khoo  
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DigiPro 2023

On the skin side, Disney had this great paper at DigiPro. Again, not SIGGRAPH, not the same epistemic legitimacy. But, it was something.

Expanding the table of humans to include very dark skin is progress, but it cannot be the end goal. Unique visual features emerge in very dark skin that are not present in light skin, and these have never been investigated in a SIGGRAPH paper.

## White Skin First

Right now, the only valid way to include dark skin in a paper is in a big table next to light skin.

This further entrenches white skin as the universal baseline.

It says that if you want a skin paper at SIGGRAPH, you must show results in the following order: white skin first

White Skin First  
Dark Skin Second

Dark Skin second

White Skin First  
Dark Skin Second

Straight Hair First

Same thing with hair. Straight hair first

White Skin First  
Dark Skin Second

Straight Hair First  
Curly Hair Second

Curly hair second. This is a direct statement of a racial hierarchy.

We cannot allow this to be the future. We have to push back.

The Disney and Lightspeed papers are progress. They cannot be the ending.

Goals for SIGGRAPH 2025:

Have a discussion of technical bias  
*within the Technical Papers program.*

The goals for SIGGRAPH 2025 remain the same from two years ago.

Let's see the Black skin paper. Let's see the kinky hair paper.



Goals for SIGGRAPH 2025:

Have a discussion of technical bias  
*within the Technical Papers program.*

*Expand the problem space of  
the technical program.*

Not everyone has the resources to submit a full technical paper.

So, we need to keep submitting short papers that critically examine the assumptions embedded in our algorithms.

If we lose momentum on this, we'll fall back into same story: graphics algorithms are universal, and already apply equally to everybody. We know this story is false.

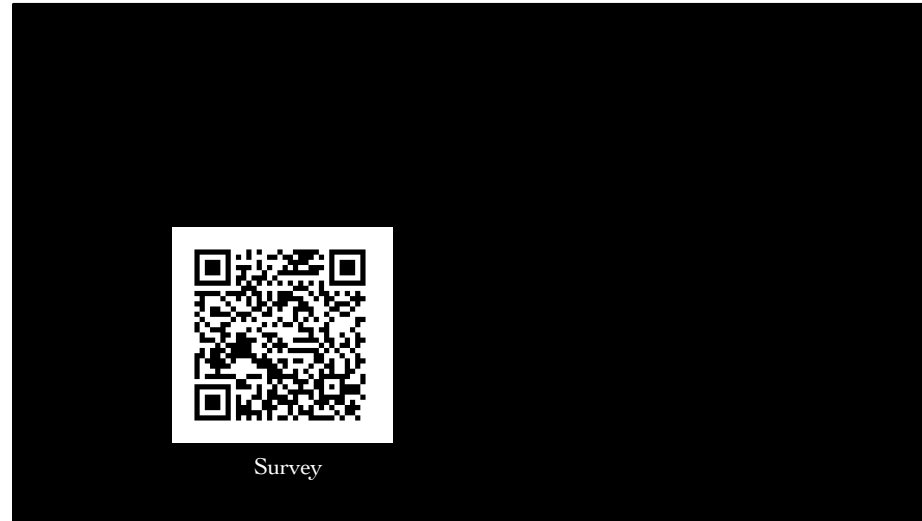
Doesn't have to be about race! Anything that intersects the social and the technical. There was a great BOF from this morning about the environmental impact of graphics research. That falls within this goal.

I am proposing these goals as a starting point for debate.

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One last piece before I open things up to discussion.  
I've been asked if we're going to keep doing Birds of a Feather each year, or expand to an actual conference?  
My main question here is: would you come?



I've put together a survey. Follow the QR code, and it'll ask you: would you come to a conference? I'll leave this up during the discussion, so please go fill this out.



Now, let's open up to discussion.

Just to structure things, let's do the following. If you want to raise a new topic raise your hand

If you have a comment on the current topic, raise your hand in a Peace sign.

Raise New Topic 🖐️  
Comment on Current Topic 🙌



Survey



<http://counter.graphics>

And finally, like I promised at the top, here's the website of resources from the last 4 years.

Okay, that's all for prepared remarks. What's on everybody's mind?