ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2008
Student Stipend Program – *Deadline Dec. 21, 2007*

The ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D) is the leading-edge conference for real-time 3D computer graphics and human interaction. 2008 marks the 22nd year since the first conference gathering. Symposium topics include, but are not limited to, 3D rendering, 3D gaming techniques, interactive modeling, level-of-detail methods, real-time lighting and shading algorithms, visibility computations, impostors and image-based techniques, visualization, virtual and augmented reality, and interactive techniques and applications.

The conference is to be held February 15-17, 2008 on the campus of Electronic Arts (EA) in Redwood City, California. Founded in 1982, EA is one of the leading interactive entertainment software companies developing, publishing, and distributing interactive software worldwide for videogame systems, personal computers, cellular handsets and the Internet.

This year we are offering a Student Stipend Program for sponsoring students to attend I3D 2008. The program, financed by our generous corporate sponsors and by the ACM, is open to students worldwide (at the undergraduate or graduate level, or equivalent) who have not previously attended I3D. The awarded stipend per individual will not exceed **$1000 US dollars** and may go to reimburse travel, meal, and hotel. Free student registration to the conference and most meals are included with the stipend. Stipends will not be given to students who are the author or co-author of accepted papers or posters. The size of the requested stipend will not affect your chance of being selected. If there are more qualified applicants than stipends available, the committee will select with a subset of awards reserved for women and undergraduates.

To apply for the stipend, please send an application packet to i3dstipend@gmail.com by no later than **Friday December 21st, 11:59PM EST, 2007**. The applications will be reviewed by committee and the recipients of the stipends will be notified via email on **Monday January 7th, 2008**. Your application packet should be a single PDF file (e.g., print using PDFCreator: http://www.pdfforge.org/products/pdfcreator) containing the following three parts:

1. **Cover page**: on a one-page cover sheet, please include:
    a. Contact information: your name, mailing address, and an email address.
    b. Faculty contact: please include the name and email address of your advisor or a professor who supports your application to the Student Stipend Program.
2. **Resume**: please include an up-to-date resume or CV.
3. **Budget**: please estimate your expenses, itemized into categories including travel, meals, and hotel. Students must document all expenses with receipts as they are actually incurred. Details about the budget:
    a. **Travel**: indicate your total travel estimate (e.g., airline ticket, to/from airport transportation – note that Sofitel provides this transportation for free from SFO)
    b. **Hotel**: if you do not live in the area you may stay in the conference hotel (Sofitel San Francisco Bay) or a hotel of your choosing. Budget $80/night for Sofitel and we will then match you with a (same gender) roommate.
    c. **Meals**: indicate your meal expenses -- please note that I3D provides all meals except lunch on Friday Feb 15th and breakfast on Saturday Feb 16th and Sunday Feb 17th.

If you have further questions regarding the I3D Student Stipend Program, please send an email to i3dstipend@gmail.com before the deadline. See the I3D website, http://i3dsymposium.org for more details about the conference. I look forward to your application and to seeing you at I3D 2008!

Sincerely,

Daniel Aliaga, Purdue University
I3D 2008 Student Stipend Program Chair