



**Related Panels:**

**Visualization, Semantics, and Aesthetics**  
 Wednesday, 16 August, 4:15AM -6:00 PM, Petrie Hall D

**The CAVE and Beyond: VR Art in Museums and Galleries**  
 Thursday, 16 August, 10:30-12:15 AM, Petrie Hall C

**Immersed in Anxiety or a Process to Healing? VR Meets Mental Health**  
 Thursday, 16 August, 4:15PM -6:00 PM, Petrie Hall D

**Web 3D RoundUP**  
 Special Session

*The interactive event for interactive content. Web3D content developers and toolmakers demonstrate the latest technology and applications in a fast-paced shootout. The audience selects the best of the best from over 25 pre-selected presenters.*

**Sensapoloosa: A Guided Tour of the New Silicon Senses**  
 Special Session

*Sensory explorers describe a future where computing strategies and digital devices enhance, heighten and repair the human sensorium.*

**2001 in 2001:  
 How a Film Inspired our Future**  
 Special Session

*Industry veterans and historians discuss and assess Stanley Kubrick's masterpiece "2001", its influence on today's films, and how its influence will extend into the 21<sup>st</sup> century.*

**ACM SIGGRAPH Forum**

*"Come to the ACM SIGGRAPH Forum to learn about and get involved with year-round activities ...chapters, education, public policy, symposia, publications, traveling art show..."*

**Audience Interactivity**

Ask questions or share your comments online during Virtual Stars, Masters of the Game, Sensapoloosa, and 2001 in 2001. You can use your own laptop (you'll need a wireless networking card), or use the computer stations at the back of West Hall B.

<http://www.siggraph.org/s2001/panels/questions.html>



**SIGGRAPH**  
2001 EXPLORE INTERACTION  
AND DIGITAL IMAGES

