



# SIGGRAPH ASIA

## 2026 KUALA LUMPUR 1-4 DEC

### EXPERIENCE HALL PROGRAMS AT-A-GLANCE



#### Art Gallery

- A juried exhibition within the Experience Hall that showcases the latest innovations in digital art which may take inspiration from batik
- Submitted works should align with the theme “Starting with Spinning” which may be aesthetic, technological, social, and/or cultural
- Works usually focus on design and experiential art and have to be intended as art projects



#### Emerging Technologies

- A juried exhibition within the Experience Hall that showcases the latest emerging and innovative technologies which aims at improving our lives
- Submitted works may feature new hardware devices that cannot be purchased readily
- Works usually focus on novel interactive technologies that are functional yet experiential



#### XR

- A juried exhibition within the Experience Hall that showcases novel VR, AR, MR prototype systems and/or innovative content with off-the-shelf consumer products and software
- Submitted works must demonstrate a novel or substantially advanced XR techniques and experience
- Works usually focus on novelty of the technology with design or artistic intent