



"Now, here, you see, it takes all the running you can do, to keep in the same place. If you want to get somewhere else, you must run at least twice as fast as that!"

The Red Queen

Lewis Carroll, "Through the Looking Glass"

In his tales of Alice's adventures, Lewis Carroll uniquely captured a world of wonder as seen through the eyes of a child. Even as adults, we can relate to Alice and the nonsensical creatures and situations of Wonderland. Perhaps we more than half believe that there are truths to be found there. But too often the rest of our "grown up" perception sees the world as all too ordinary, which may point to nothing more than a suspension of wonder. It's all too easy to lose our ability to ask Alice-like questions, to wonder: "why?"

We hope that your walk through the contributed wonderland of fresh ideas that created Enhanced Realities will rekindle your sense of childlike wonder, the essence that is SIGGRAPH. Our program is devoted to those who continue to ask why, and to those in whom inspiration and wonder has been renewed in their asking.

Of the more than 50 proposals submitted to Enhanced Realities, we chose this year to accept just the top layer, the 17 most impressive and groundbreaking innovations, for presentation at SIGGRAPH 98. This work envisions our augmented future with clever multimodal interfaces that challenge our ideas about computing in the physical world and question this dubious concept called "reality." The goal of Enhanced Realities is to make us

return to that childlike wonder of discovery, to inspire us with technological innovations that immerse us in a new, enhanced reality.

I am very grateful to all the wonderful world of potential contributors - the whole of the SIGGRAPH community and beyond – whose work points the way to our most creative emerging achievements on the horizon of technology. Many valuable lessons and insights arose in our Enhanced Realities jury meeting, including several outstanding inspirations for new projects based on the work our contributors submitted!

In the following pages, we share some "insider information" on how the selection process works, what a jury looks for when reviewing proposals, and how you can best present your vision and achievements to your busy but excited peers.

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Enhanced Realities Review Jury

Chair

Janet McAndless

Sony Pictures Imageworks

Jury Bruce M. Blumberg

MIT Media Lab

Andrew Glassner

Microsoft Research

Jacqueline Ford Morie

Blue Sky | VIFX

Ken Perlin

Alex Whang

New York University

Kathryn Saunders

Royal Ontario Museum

Enhanced Realities Committee **Bruce Dobrin** Janet McAndless Preston J. Smith Michael Trujillo

Enhanced Realities is dedicated with heartfelt thanks to:

All those who took the time to submit an emerging technologies proposal, our contributors who undertook the time and expense required to show us their visions of the future, and our jury participants whose careful review efforts greatly enhanced our program.

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The Enhanced Realities Committee for their vision, dedication, and labor

The SIGGRAPH 98 Conference Committee whose indispensable help and feedback formed our enhanced reality.