



“新的历史因你的参加而开始.”

“あなたの参加で新しい歴史が始まります.”

“당신의 참여로 새로운 역사가 시작됩니다.”

2008 ASIAGRAPH Conference Chair  
河口洋一郎

ASIAGRAPH President  
金鍾琪



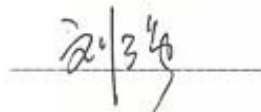
## 会議備忘録

平等・互恵の原則に沿って、政府レベルと産学研レベルにおけるアジアアニメ漫画デジタルコンテンツ産業コミュニティの健全な発展を促進するため、日中韓三国の政府関係者が2008年3月6日に上海に開催された課長クラス会議に下記の事項について広域にわたり深く検討をした。

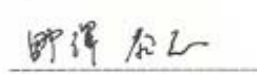
1. 三国はアジアアニメ漫画デジタルコンテンツ産業のコミュニティの構築に対し、政府レベルからの支援の可能性について討論した。
2. 三国は「産学研」レベルにおけるアジアアニメ漫画デジタルコンテンツ産業のコミュニティの連携を深めることを合意した。
3. 三国はアジアアニメ漫画デジタルコンテンツ産業コミュニティの発展を促進するため、ASIAGRAPHを定期的な年会として開催させることを合意した。

2008年3月6日

中国  
中国文化部  
文化市場司動漫遊戲処  
処長

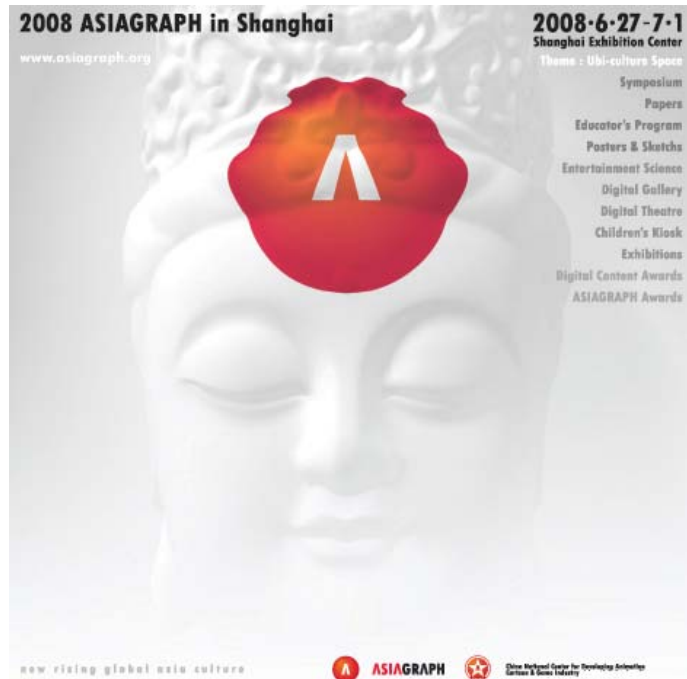


日本  
日本経済産業省  
商務情報政策局  
文化情報関連産業課  
課長補佐



韓国  
韓国文化スポーツ観光部  
文化産業本部文化産業振興団  
文化人力技術組  
組長





## 2008 ASIAGRAPH in Shanghai

June 27 ~ July 1, 2008

Shanghai Exhibition Center, Shanghai, China

### 行事組織・機構

中華人民共和国文化部  
韓国文化観光部  
日本経済産業省  
上海市人民政府

### 主催

ASIAGRAPH2008 組織委員会  
中国国家動漫遊戲産業振興基地, 上海市文化広報映像管理局

### 協力

(財)日本デジタルコンテンツ協会  
韓国文化コンテンツ進興院

### ASIAGRAPH Committee

Homepage: <http://www.asiagraph.org>

E-mail : [asiagraph@asiagraph.org](mailto:asiagraph@asiagraph.org)

Address : 1001 Zhaofeng plaza, 1027 Chang Ning Rd. Changning district, Shanghai, China



# 2008 ASIAGRAPH In Shanghai

## 001 Theme

Intelligent Space/Ubiquitous Culture Space 新しい文化芸術と科学技術空間

## 002 Scope

当博覧会はIT産業と文化コンテンツ産業の活性化のために、韓中日の民官産学の連携を通じ、文化芸術と科学技術の融合を柱とした交流の場で、教育、研究、産業、娯楽が一堂に会した展示行事です。

また、次世代のデジタル技術とIT技術が文化と結合し、人間の豊かな生活環境を実現するために、企業に対し新商品開発を奨励し、大学と研究所に対しては新技術開発を奨励して、一般の方々に対して技術の美しさと使いやすさを紹介する事と、それらの新技術が人類の生活を豊かにさせ、調和のとれた社会が実現される事を確認する目的もございます。

主題展及び、企業商品や公募による作品の展示、児童体験館、国際シンポジウム、学術発表大会等の盛りだくさんの行事で、文化コンテンツの多岐にわたる分野をご紹介します。

ASIAGRAPH はアメリカの SIGGRAPH とはまた異なった文化コンテンツを中心とし、毎年韓中日の3国の代表が順に開催しながら、アジア各国及び中国地域を巡回展示いたします。

## CONFERENCE AREA

ASIAGRAPH is a multimedia exhibition for industrial, governmental and academic projects in information technology, digital design and Asian culture.

ASIAGRAPH 2008 presents a unique focus on the intelligent home, a living space emphasizing the harmony of culture, art, science and technology.

## 003 Symposiums 国際論壇

ASIAGRAPH is an academic forum exploring the convergence of digital technology, industrial and cultural trends. The academic council of Asiagraph includes a regional congress of distinguished scholars, the core committee of an expanding international think tank.

Symposium 1: 日中韓の政府論壇

- 中国文化部, 日本経済産業省, 韓国文化體育部

Symposium 2: 日中韓の産業論壇

- 中国 NCACG, 日本 JETRO, 韓国 KOTRA,

Symposium 3: 国際論壇

- 美国 SIGGRAPH 会長, EUROGRAPH 会長, ASIAGRAPH 会長

## 004 Key Note Speech 主題講演

Speeches of the winners, who achieved a prize for distinguished service of the ASIAGRAPH award.

## 005 Papers 論文発表

アジアグラフは芸術コンテンツとデジタルコンテンツ及び、産業発展を核心とした組織です。現在、中国、日本、韓国の三カ国とその他9学会の会員たちによるデジタルコンテンツに関する企業内での研究成果、及び大学内での研究成果をメディア大会で発表致しており、これはデジタルコンテンツを研究する学者の規模が日々拡大していることを示唆しております。

### 1. Topics

Papers should address one or more of the listed topics, although authors should not feel limited by them. Unlisted but related topics are also allowed.

- Computer Graphics- Animation- Game- VR- Robotics- Information Design-Architecture- Cartoon- Illustration- Mobile Contents- Digital Movie- Electronic Music- Media Art- Performing Art- Digital Contents- Culture Contents

### 2. Schedule

Full paper: April 30, 2008

Announcement: May 10, 2008(<http://www.asiagraph.org>)

Camera Ready: May 20, 2008

### 3. Submission

Authors should submit an extend abstract of up to 1 page on A4 in their own language or English.

Authors should submit a Full paper in English of up to 6 pages on A4.

Who wants to use their own language should submit a paper up to 6 pages on A4 and must add abstracted paper in English up to 2 pages on A4.

The submission format is available in our web site (<http://www.asiagraph.org>).

**4. Conference fee: 2,600 CNY (360 USD)**

**006 Educators Program** —————  
**教育工房**

デジタルコンテンツ教育者の教育 Program の研究発表です

**1. Topics**

– Computer Graphics– Animation– Game– VR– Robotics– Information Design–Architecture–  
Cartoon– Illustration– Mobile Contents– Digital Movie– Electronic Music– Media Art– Performing  
Art– Digital Contents– Culture Contents

**2. Schedule**

Full paper of Program: April 30, 2008

Announcement: May 20, 2008(<http://www.asiagraph.org>)

**3. Submission**

Authors should submit a Summary of Program in English of up to 1 A4 Pages.

The submission format of Summary is available in our web site (<http://www.asiagraph.org>).

Authors should submit a Full paper of Program in English of up to 6 A4 pages The submission  
format of Summary is available in our web site (<http://www.asiagraph.org>).

**4. Conference fee: 2,600 CNY (360 USD)**

**007 Sketch & Poster** —————  
**感性工房**

アジアグラフの感性工房はただ大学院生達の論文発表の能力を高めるだけではなく、各国大学の研究院  
生達の研究の成果を実現するため、彼らに更にアイデアの構想力と創造性を発揮してもらい研究発表大  
会です。

**1. Topics**

– Computer Graphics– Animation– Game– VR– Robotics– Information Design–Architecture–  
Cartoon– Illustration– Mobile Contents– Digital Movie– Electronic Music– Media Art– Performing  
Art– Digital Contents– Culture Contents

**2. Schedule**

Final Work Data Submission: April 30, 2008

Announcement: May 20, 2008(<http://www.asiagraph.org>)

**3. Submission**

Participator should submit a summary of work in English of up to 1page on A4.

The submission format of Summary is available in our web site (<http://www.asiagraph.org>).

Selected Participator should submit full Data of the work via our web site  
(<http://www.asiagraph.org>).

The submission format (B1 size) is available in our web site (<http://www.asiagraph.org>).

**4. Conference fee: 700 CNY (100 USD).**

**EXHIBITION AREA**

**008 Entertainment Science** ———  
**ゲーム科学館**

ゲーム科学館は、アジアグラフと世界各国の大学、企業及び研究センターが研究開発している技術を相  
互に持ち合い、共有する形式で展示します。また、教育、娯楽に対して興味のある方と共に、技術開発を  
行う予定です。

**1. Topics**

– VR– Hap tic interface– Ubiquitous Contents– Robotics– HDTV

**2. Schedule**

Submission of Specific Exhibition Plan: April 30, 2008

**3. Submission**

Participator should submit a summary of exhibition in English of up to 1 page on A4.

The submission format of summary is available in our web site (<http://www.asiagraph.org>).

Selected participator should submit specific plan of exhibition via our web site  
(<http://www.asiagraph.org>).

\* Please let us know the area you would be occupied in.

**009 Digital Gallery** —————  
**デジタル画廊**

アジアグラフは世界各地のメディアを招待し、参加画廊者達の作品をデジタル画廊で発表する予定です。

**1. Topics**

– 2D Image– 3D Image– Digital Design– Digital Contents– Electronic Sound– Hybrid Art– Culture  
Contents– Installation– Interactive Arts

**2. Schedule**

Full Data Submission: April 30, 2008

Announcement: May 20, 2008(<http://www.asiagraph.org>)

**3. Submission**

Participator should submit a summary of exhibition in English of up to 1 page on A4.

The submission format of summary is available in our web site (<http://www.asiagraph.org>).

Selected participator should submit specific plan of exhibition via our web site  
(<http://www.asiagraph.org>)

- 010 Digital Theatre** —————  
**デジタル映画館**
- アジアグラフに参加する世界各国の大学、企業、研究所、生産機関、パフォーマンス・グループが、自己開発編集した映像、映画、詩、公演された映像などを紹介し、その後各地で上映する予定です。
- 1. Topics**  
- CG Animation- Game Animation- Digital Movie- Electronic Music- TV CF- Performing Art- Culture Contents
- 2. Schedule**  
Full Data Submission: April 30, 2008  
Announcement: May 20, 2008(<http://www.asiagraph.org>)
- 3. Submission**  
Participant should submit a summary of exhibition in English of up to 1 page on A4.  
The submission format of summary is available in our web site (<http://www.asiagraph.org>).  
Selected participant should submit specific plan of exhibition via our web site (<http://www.asiagraph.org>)
- 011 Children's Kiosk** —————  
**児童体験館**
- 児童の知力を育成する商品を開発した企業あるいはその研究所に展示場所を提供し、児童たちがそれらの科学技術と娯楽を体験できる空間です。  
アジア各国の企業と研究所は参加申込書を提出し、展示企業は最終審査で選定します。
- 1. Topics**  
- Game- Cartoon- Toys- Education Tools- e-Book- Software
- 2. Schedule**  
Full Data Submission: April 30, 2008  
Announcement: May 20, 2008(<http://www.asiagraph.org>)
- 3. Submission**  
Participant should submit a summary of exhibition in English of up to 1 page on A4.  
The submission format of summary is available in our web site (<http://www.asiagraph.org>).  
Selected participant should submit specific plan of exhibition via our web site (<http://www.asiagraph.org>)
- 012 Enterprise Exhibition** ———  
**企業の商品展**
- 世界のソフトウェア、ハードウェア会社、デジタルコンテンツ開発会社、デジタル映像会社、モバイルコンテンツ開発会社、デジタルコンテンツ関連大学 及び 研究センターなどによる開発商品を展示する。
- 1. Participation requirement**  
Enterprise related with digital contents, such as game, animation, digital movie, etc
- 2. Standard Booth (3 m<sup>2</sup> × 3 m<sup>2</sup>)**  
• Rental Fee: 16,000RMB (including standard facilities)  
• Standard facilities:  
Fascia Board : 340 (H) × 3000(W)  
Partition Wall : 950 (W) × 2480(H)  
- Square table for interviews × 1/ Pipe chairs × 2/ 10Amp-220V (Max:500W) × 1  
Spot lights (100W) × 2/ Business table × 1/ Trash box × 1
- 3. Free size Booth (more than 27 m<sup>2</sup>)**  
Rental Fee (without facilities) : 1,600RMB/m<sup>2</sup> (27 m<sup>2</sup> Minimum)
- 4. Schedule**  
Submit application form: April 30, 2008  
Announcement: May 20, 2008(<http://www.asiagraph.org>)
- 5. Submission**  
Participant should submit an application form via our web site (<http://www.asiagraph.org>).  
The application form is available in our web site (<http://www.asiagraph.org>)  
Selected participant should be receiving specific application information of the exhibition.  
Participant should be offered 10% discount if attended past events of ASIAGRAPH or NCACG.

#### 1st ASIAGRAPH International Digital Contents Awards

パート1: 募集範囲 企業の商品 — 企業が開発した優秀作品にAマークを授与します。  
パート2: 専門家と作家の公募作品、学生の公募作品。

- 013 "A Mark"** —————  
**Certification Competition**  
**Aマーク商品選考**
- PART 1: Corporation developed goods field – "A Mark" Certification Competition**
- It raises the world wide competitive power of the Asia culture contents.
  - It gives "A Mark" to best digital contents which is developed by enterprise
  - Only commercialized product which is completed is available.
- It raises the world wide competitive power of the Asia culture contents.
  - It gives "A Mark" to best digital contents which is developed by enterprise
  - Only commercialized product which is completed is available.

### 1. Call for participation

Digital Contents Area(Animation, Game, VR, Mobile contents, Digital movie, Cartoon, On-line Contents, Robotics & All Products related with Digital Contents)

### 2. Schedule

Deadline: April 30, 2008/ Judgment: May 11 – 25, 2008/ Result of Judging: May 26, 2008/  
Exhibition and AWARD: June 27 – July 1, 2008

### 3. Submission

– Entries should submit promote movie file less than 5 minutes via our web site.  
(<http://www.asiagraph.org>)

### 4. Judging Criteria

The judging committee is composed with experts from China, Korea, and Japan in culture contents area.

The standards of screening are as following

– Creativity (20%)/ Marketability (20%)/ Aesthetics (20%)/ Cultural Value (20%)/ Originality of Theme (20%)

### 5. Entry fee: 200 USD

## 014 General & Student competition 一般と学生作品選考

### PART 2: General & Student competition

#### 1. Participate requirement

Interest to digital contents field the student & public

#### 2. Categories

AREA 1: Computer Graphics / 2D Graphics, 3D Graphics, Digital Illustration, Conceptual Image

AREA 2: Digital Animation / Animation, 2D Animation, 3D Animation, Visual Effects

AREA 3: Game / Game Planning, Game Scenario

AREA 4: Design / Identity, Publications, Illustrations, Packaging, Illustration

AREA 5: Cartoon / 1cut, 4 cut cartoon, On-line cartoon

AREA 6: Virtual Reality / Web VR, Immersive VR, Argument Reality

AREA 7: Mobile Contents / Mobile Game, Mobile Music, Mobile TV & Video, Mobile Commerce

AREA 8: Digital Movie / Digital Film, Special Effect,

AREA 9: Electronic Music / Music Performance, Interactive Music

Mixed type Performance

AREA 10: Media Art / Interactive Art, Installation

AREA 11: Performing Art / Performance, Mixed Performance

AREA 12: Culture Contents / All type which is focused on Culture

#### 3. Schedule

Deadline: May 10, 2008

Judgment: May 11 – 25, 2008

Result of screening: May 26, 2008

Exhibition and AWARD: June 27 – July 1, 2008

#### 4. File Format for Entries

| Categories                            | Submission Form                     | Reference           |
|---------------------------------------|-------------------------------------|---------------------|
| Animation                             | Movie files (mov, avi)              | Less than 5 minutes |
| Game                                  | Demonstrated Movie files (mov, avi) | Less than 5 minutes |
| Design & Illustration, Cartoon Edited | A1, Jpeg file                       |                     |
| Virtual Reality                       | Demonstrated Movie files (mov, avi) | Less than 5 minutes |
| Mobile Contents                       | Demonstrated Movie file flash (swf) | Less than 5 minutes |
| Digital Movie                         | Movie files (mov, avi)              | Less than 5 minutes |
| Electronic Music                      | Sound files (.wav, .aif)            | Less than 5 minutes |
| Media Art/Performing Art              | Demonstrated Movie files (mov, avi) | Less than 5 minutes |
| Culture Contents                      | Demonstrated Movie file (mov, avi)  | Less than 5 minutes |

– Participator should submit the file via our web site (<http://www.asiagraph.org>)

– Recommended file format is .avi & .mov

– Participator should submit the codec file if using Special Codec which is not available in windows operating system.

#### 5. Judging Criteria

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The standards of screening is as following

– Creativity (20%)/ Marketability (20%)/ Aesthetics (20%)/Cultural Value (20%)/Originality of Theme (20%)

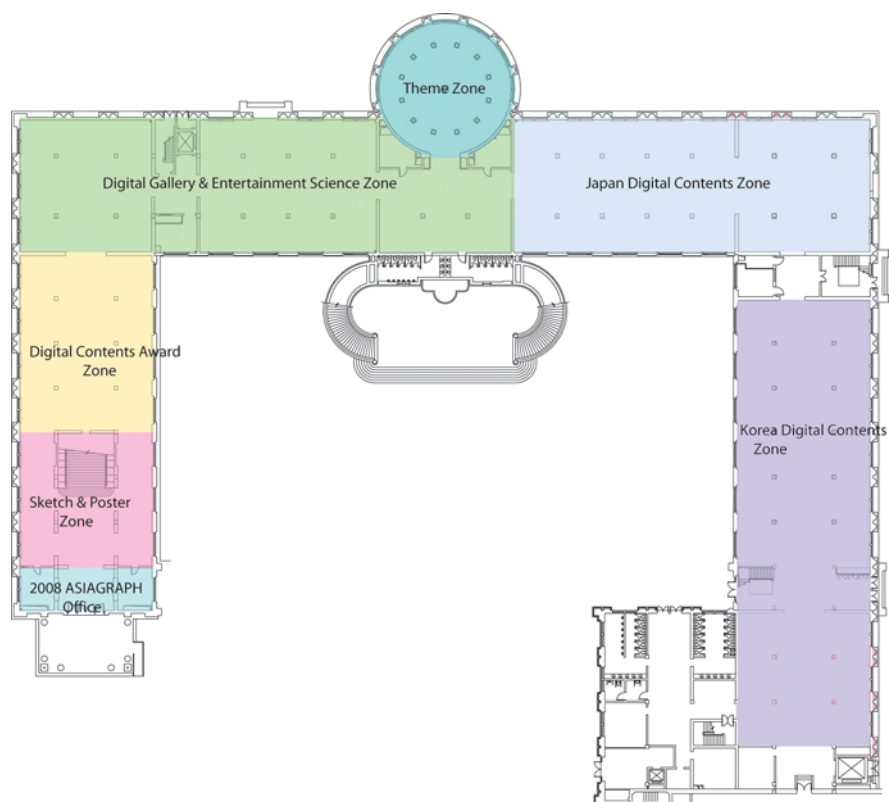
#### 6. Awards & Prizes

|       |             |   |
|-------|-------------|---|
| Total | Grand prize | 1 |
|-------|-------------|---|

|                                   |              |   |
|-----------------------------------|--------------|---|
| Same each section<br>(12 section) | Gold Prize   | 1 |
|                                   | Silver Prize | 2 |
|                                   | Bronze Prize | 3 |

015 ASIAGRAPH Awards  
アジアグラフ賞授賞式

Exhibition Area



Contact Us

Homepage: <http://www.asiagraph.org>

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