

Attendee Guide

Introduction

Welcome to Pacific Graphics 20+21! We will hold the conference online. All presentations and Q&A will be in Zoom, and the socialization and discussions will be in Gathertown.

Zoom provides a familiar presentation and Q&A interface for all the sessions.

Gather provides a virtual conference space that will allow attendees to interact and engage with each other while keeping themselves and those around them safe.

Please refer to the following guides, as necessary: Presenters Guide, Session Chair Guide, Giving a Talk Guide, and Student Volunteer Guide.

Link to all guides <https://www.pg2021.org/participate/templates-guides/>

Zoom Webinar Registration Page

At any time before or during the conference, **attendees** may pre-register for conference sessions you wish to see, if you have paid for a conference ticket. The Zoom Webinar links are available in the [online program](#) (link) and in the Gather.Town environment (see How to Use Gather and Attending Presentation Sessions (below)).

Step 1. Once you've selected a Webinar session from the online program or via Gather, you will see a Webinar Registration page. For example, we've chosen J1. Animation. (See Figure 1)

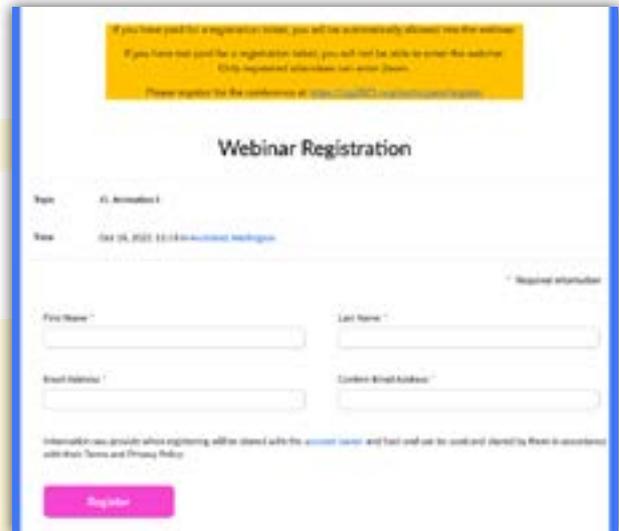


Figure 1 Webinar Registration Exemplar

Step 2. Fill in your registered name and email address.

You will see one of the two following notifications. Figure 2 shows an automatic approval. Figure 2 shows someone who has not been approved.

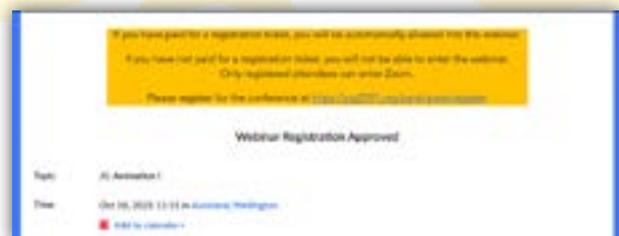


Figure 2 Automatic Approval of Confirmed Registration

If you have bought a conference ticket and used the same email address to register for a Zoom Webinar, then you will be automatically approved to enter the room. You can save the event to your calendar (see Figure 2).



Figure 3 Notification if you have not yet registered for the conference

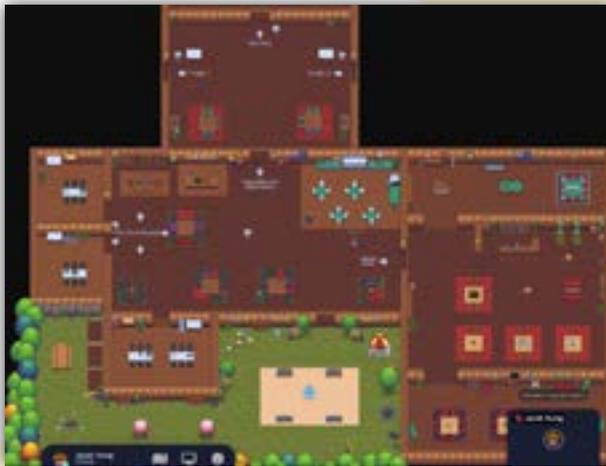


Figure 4 Snapshot of the Pacific Graphics 20+21 Virtual Space



Figure 5 Login notification

If you have not registered for the conference, then you will not be allowed to enter any sessions.

If your registered email address is not working, please contact localcommittee@pg2021.org to fix this immediately.

If you wish to register, please go to <https://pg2021.org/participate/register>

Gather.Town

The rest of this guide will focus on the Gathertown environment for Pacific Graphics 20+21.

Access and Login

At any time before or during the conference, you can access the virtual socialisation space, Gather.Town:

- <https://gather.town/app/GEJPI5vneJ2DLgqn/Pacific%20Graphics%202021>

Click “Join the Gathering”, after adjusting your avatar (see How to Use Gather below).

Important: You must use the same email address that you used to pay for a conference ticket.

If this is your first-time using Gather, you will see a message like in Figure 5 (left).

If you would prefer to use a different email address, or you have trouble accessing the space, please contact localcommittee@pg2021.org.

How to Use Gather

Once you have signed in, you will be prompted to make your own avatar. Feel to customize your avatar.

Gather also has simple user interface with keyboard control. Please see the [Gather Guide](#) (link) for more information. In short:

- **Move Avatar:** Use the arrow keys to move your avatar
- **Interact with Objects:** Press the 'x' key to interact with glowing objects.

Also, feel free to ask one of our student volunteers at the information booth in the main foyer (see Figure 6). Student Volunteers have names that begin with "SV". (see Figure 6).



Figure 6 Information Desk in the Main Foyer

Attending Presentation Sessions

You can attend presentations (keynotes, featured sessions, opening and closing ceremony, and talks) by either 1) accessing the Zoom link directly (through the pg2021.org website) or 2) via the Gathertown presentation rooms (see Figure 8).

Check the [online program](#) (link) to determine which Track you wish to attend, Track A or Track B. Please go to the digital seating area in the applicable Gathertown presentation room (Track A or Track B), and press "X" to join the associated Zoom session, or go to the [Pacific Graphics website](#) (link) and click the Zoom link directly.

All presentations and Q&A will be on Zoom. There will be a chance for informal discussions after each session in Gathertown in a dedicated area to the side of the stage (left for Track A, right for track B) (see figure 9 for details). All socialization and subsequent discussions will be on Gathertown.

Q&A

After all speakers have presented during their session, there will be a 15-minute joint Q&A session on Zoom followed by a discussion period in Gather (see Post-Presentation).

There are two options if you have a question for an author:

1. you can type it into the Zoom Q&A box to have the Session Chair read
2. you can raise your hand and ask your question yourself.

Remember to say which author you're addressing your question.

The presentation rooms are located at the north end of the conference venue (see Figure 4).

There are three rooms: Presentation Room (Track A), Presentation Room (Track B), and Reception Room. Each room will have a noticeboard (see Figure 9) that contains the programme for its associated track. Press "X" when standing next to the noticeboard to view the programme.

Post-Presentation

After you close Zoom, you will be instructed to return to the Gather virtual space.

If you had closed your browser during the Zoom presentation session, then your browser will open to Gather.

If you had closed the Gather tab in your browser, another tab will appear with Gather.

If you left Gather open, please return to that tab in your browser.

Please go to Gather in between sessions to interact with presenters and meet other attendees. After each session, authors will be available to talk with in the lounge area to the side of the stage in the relevant presentation theatre. Socialising is an important part of conference attendance.

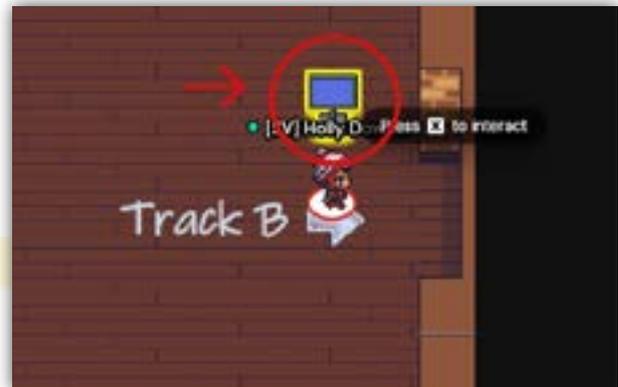


Figure 7 Digital Noticeboard for Track B



Figure 8 PG20+21 Presentation room. Press X to join Zoom



Figure 9 The lounge area used for informal discussions after each presentation session. This is to the side of the relevant presentation theatre.



Figure 10 To talk to someone, just walk up to them!



Figure 11 Where you can disable your camera and microphone

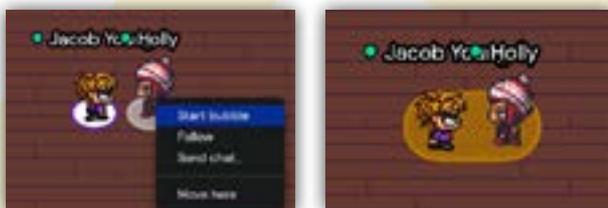


Figure 12 How to have a private conversation with your friends



Figure 13 Find one of the private spaces for conversations with larger groups

Recreation and Socialisation

Text BoxGather is a fully-featured videoconferencing tool. You'll need to give your browser permission to access your microphone and camera. Please see the [Gather Guide](#) (link) for more information.

If you'd like to turn off your camera or microphone at any time, simply click the respective icons in the lower right corner of the screen (see Figure 10 and 11). If the icons are red with a line through them, that means they're disabled.

Everyone near you will be able to hear your conversation. For a private conversation, right click on your friend's avatar and select "Start Bubble" (see Figure 12).

For private conversations in larger groups, try a private space. These have been placed around the venue for your convenience. To find one, just look for areas with brighter floorboards or a rug (see Figure 13). While in a private space, nobody outside of it will be able to hear you, but everyone inside will hear you.

Games

We've prepared a games room for you to enjoy between sessions. This is located on the eastern side of the venue. To play a game, simply approach a table and press the 'x' key. You'll be able to see and talk to everyone else in the same game session.



Figure 14 You can play games! Walk up to a table and press X