

Press release

SIGGRAPH 2026

Los Angeles - July 19-23, 2026

SIGGRAPH 2026: Cap Digital takes French digital creation to Los Angeles

Paris, July 1, 2026 - For the 17th edition, Cap Digital, with support from the CNC and in partnership with 3DVF, will travel to Los Angeles (USA) from July 19 to 23 to take part in **SIGGRAPH**, the world's leading event dedicated to computer graphics and interactive technologies. For this 2026 edition, Cap Digital will bring together seven innovative companies on the France Pavilion. Through their solutions, they embody several of the major transformations shaping the sector: artificial intelligence applied to 3D, volumetric capture, motion capture, virtual production, high-performance remote access, 3D reconstruction and new creative workflows.

This presence comes as part of a particularly remarkable edition for the French ecosystem: **192 French participants have been selected** for the official SIGGRAPH 2026 program, confirming the vitality of French research, studios, technical artists, technology companies and talents on the international stage.

The France Pavilion, a showcase for French expertise in 3D, AI and creative technologies

MocapLab: precision motion, from creation to research

With nearly twenty years of experience, MocapLab supports studios, research laboratories and industrial companies in their motion capture projects. The company works on fine motion capture, with particular attention to object manipulation, fingers, gaze and complex interactions.

Its expertise is now finding new applications through the production of motion datasets for training artificial intelligence models and for research. MocapLab thus sits at the crossroads of animation, performance capture, scientific research and new uses of AI.

Reemo: remote work without compromising performance

Reemo develops a French secure, high-performance remote access platform designed for animation, VFX and video game studios, as well as demanding graphics environments. Its solution provides remote access to workstations with an experience close to local use: low latency, images up to 4K at 120 FPS, Wacom tablet support and secure access.

In a sector where teams are increasingly distributed and hybrid infrastructures are becoming the norm, Reemo addresses a key need: enabling artists and studios to collaborate remotely without sacrificing fluidity, security or creative comfort.

4Dviews: bringing volume to reality

A specialist in volumetric video capture, 4Dviews develops studio systems that capture real performances in three dimensions. Its technologies make it possible to create life-size holograms that can be used in mobile augmented reality, virtual reality or WebXR applications.

At the crossroads of audiovisual production, XR, events and virtual production, 4Dviews supports the emergence of new immersive formats in which the body, movement and human presence become interactive 3D content.

Chat3D: accelerating 3D asset production with AI

Chat3D develops generative artificial intelligence technologies dedicated to the creation and production of 3D content. By combining machine learning, computer vision and production workflows, the company enables 3D assets to be produced and deployed at scale.

Its solutions are aimed in particular at those creating 3D content for video games, the creative industries, retail and digital twins, in a context where demand for 3D content is growing sharply and traditional pipelines need to evolve to become faster and more scalable.

Les Tontons Truqueurs: VFX, green screen and new production tools

A French studio specializing in visual effects, Les Tontons Truqueurs supports audiovisual productions on projects combining VFX, green-screen shooting, virtual production and new creation tools.

At SIGGRAPH 2026, the studio will notably highlight its work around virtual production and the integration of artificial intelligence into its workflows. This approach illustrates the rapid evolution of image-related professions, where artistic creativity increasingly relies on hybrid, real-time and AI-assisted tools.

OnTheFly: transforming smartphone video into a 3D model

OnTheFly develops a solution that makes photorealistic 3D reconstruction accessible using a simple smartphone. The user films a scene as they would a conventional video, then obtains a realistic 3D model with a real-time preview of the result.

This approach, based on Gaussian Splatting research carried out by Inria's GraphDeco team, opens up new prospects for architecture, construction, industry, entertainment and, more broadly, all players using or developing digital twins. OnTheFly addresses a central challenge: simplifying the creation of 3D content from the real world.

SOLAYA: generative 3D reconstruction for retail and industry

A deeptech startup, SOLAYA develops generative 3D reconstruction technologies for retail and industry. Using a smartphone, its solution makes it possible to quickly produce 3D models that can be used in various production environments.

By simplifying the creation of 3D assets, SOLAYA supports the evolution of visual workflows and the adoption of new tools powered by generative artificial intelligence. Its positioning responds to a growing demand: making 3D more accessible, faster to produce and easier to integrate into professional uses.

An expanded delegation with a new exploratory mission

New for this 2026 edition: Cap Digital is launching an exploratory mission alongside the France Pavilion. This format is intended for studios, companies and organizations wishing to discover SIGGRAPH, understand emerging trends, meet the international ecosystem and identify new opportunities, without necessarily exhibiting on a stand.

Designed as a supported immersion, this mission will offer a collective program before and during the event: upstream preparation, analysis of key highlights, targeted visits, professional meetings and networking opportunities.

For this first edition, the exploratory mission will bring together members of the teams from **Dwarf Animation, Mac Guff, Universcience and TeamTO**.

France also represented in the official program

Beyond the France Pavilion, the French presence stands out this year through its scale within the official SIGGRAPH 2026 program. With **192 French participants represented**, the national ecosystem confirms its place among the major players in digital creation, computer graphics research, animation, visual effects, real-time production and interactive technologies.

This representation reflects the richness of French expertise: researchers, technical artists, studios, engineers, teachers, creators and technology companies are helping to advance the practices and tools that will shape the next generations of digital images.

Beyond Words: French student creation awarded Best Student Project

Among the French successes of this 2026 edition, the short film ***Beyond Words*** received the ***Best Student Project*** award at the SIGGRAPH Computer Animation Festival.

Directed by **Antoine Barbannaud, Théo Merlet, Cyril Buisson, Damien Poncelet, Anthonin Haüy, Timothée Vergught, Mathis De Sauvecanne, Thémys Cheynel, Lilou Tiprez, Leandro Leijnen and Romain Gueusset**, with **Creative Seeds**, the film immerses viewers in a Viking world where a young girl sees her mother go to battle after the death of her father. The distance, grief and emotions stirred by this separation then take the form of mysterious wolves.

The film also stands out for the ambition of its production: developed with the proprietary **Hunter** pipeline, incorporating in-house motion capture, ***Beyond Words*** brings together more than **130 shots**, complex fur and cloth simulations, as well as substantial facial animation work on six fully hand-modeled characters.

Two Birds of a Feather to bring the French ecosystem's issues to the fore

For the first time, Cap Digital also submitted two Birds of a Feather sessions, both selected for the official SIGGRAPH 2026 program. These formats, highly valued by the SIGGRAPH community, allow professionals to gather around concrete topics in an open, collaborative and non-commercial setting.

Developed with the help of **3DVF**, these two sessions will give the floor to several French and international players around two particularly structuring topics for the creative industries.

The first session, “**New 3D Creation Workflows and International Collaboration in the Real-Time 3D and GenAI Era**”, will focus on the evolution of 3D pipelines under the influence of real-time technologies and generative artificial intelligence. With the participation of **Dwarf Animation and TeamTO**, this session will open a dialogue on new production practices, collaborations between European and North American studios, and the balance to be struck between industrialization, automation and creative identity.

The second session, **“Remote Production in 2026: What actually works?”**, will address new remote production models in animation and VFX studios. It will provide an opportunity to share feedback on cloud and hybrid infrastructures, remote workstation access, cybersecurity, latency, artist comfort and the organization of distributed teams. **Reemo** will take part in this discussion alongside Cap Digital, 3DVF and technical studio stakeholders.

With these two Birds of a Feather, Cap Digital strengthens its role as a facilitator of the French cultural and creative industries ecosystem, helping to bring its topics to the heart of a leading international event.

A shared ambition: promoting French digital creation worldwide

Through the France Pavilion, the exploratory mission and the two Birds of a Feather sessions, Cap Digital continues its commitment to the international visibility and business development of French companies and talents in the cultural and creative industries.

SIGGRAPH 2026 will be an opportunity to present in Los Angeles an expanded French delegation that reflects the transformations currently shaping the image, 3D, animation, visual effects and digital creation sectors.

Meet these French talents and innovations on the France Pavilion, stand 845 at SIGGRAPH 2026.



Conference — 19-23 JUL 2026
Exhibition — 21-23 JUL 2026





A program proposed by Cap Digital — with the support of the CNC





About SIGGRAPH

SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques) is the world's largest gathering dedicated to digital imaging technologies, animation, special effects, scientific visualization, virtual reality and artificial intelligence applied to visual creation.

<https://s2026.siggraph.org/>

About Cap Digital

Cap Digital, the factory for impactful digital innovation. Cap Digital is a non-profit organization that brings together one of the largest communities of innovators in Europe, with more than 800 member organizations: startups, SMEs, mid-sized companies, large corporations, universities, grandes écoles and public research centers, investors and local authorities.

At the crossroads of the public and private sectors, certified as a competitiveness cluster and rooted in Île-de-France and Hauts-de-France, Cap Digital supports the emergence, development and experimentation of innovative digital technologies and solutions with strong economic, social and environmental impact.

www.capdigital.com

About 3DVF

Created in 2000, **3DVF is the leading major French-language website dedicated to digital creation, animation, visual effects, virtual and augmented reality, video games and more.** It has established itself as a central platform for information, sharing and resources for artists, whether professionals, students or enthusiasts. 3DVF has built a loyal community and covers the sector's leading events, including the Annecy Festival, SIGGRAPH and FMX. It also works with schools to highlight young talent. In the face of technological shifts (real-time 3D, AI, XR) and industry upheavals, 3DVF remains constantly on the lookout. Now bilingual, it continues to inform, connect and support the entire digital creation community, in France and internationally.

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