

# Computer Graphic Arts Society

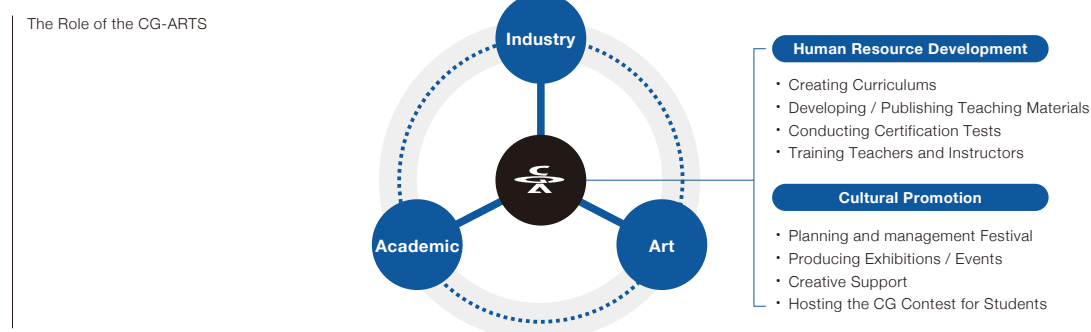


# People create culture, and culture touches hearts.

Since its establishment in 1991, The Computer Graphic Arts Society (CG-ARTS), a Japanese public interest incorporated foundation has played a role in human resource development and cultural promotion for the image information field using computers, and has been committed to the advancement of these areas.

Now more than 29 years after its establishment, many who have studied under the curriculum, or who have won awards in the contest of the CG-ARTS are at the forefront of the academic, art and industry sectors. The use of image information has spread into a variety of industries, and has become indispensable in the daily lives of people.

The CG-ARTS is engaged in a variety of activities that support the birth and growth of the attractive culture and industries of Japan related to image information.



One of the main pillars of these activities is "Human Resource Development". In an increasingly changing era, the enhancement of this foundation is essential. For the purpose of strengthening the basic abilities of people involved in the image information field, we conduct educational promotion activities including the creation of education curriculums, the development of teaching materials, the training of teachers and instructors, and the implementation of certification tests. By doing so, we are nurturing personnel with systematic knowledge and skills. In addition, we provide a platform to learn the latest technology and expressions and also a place for academic-industrial exchanges, thereby connecting excellent personnel into society.

Our another pillar is "Cultural Promotion". We have been holding the Student CG Contest (now the Campus Genius Contest) since 1995 in order to evaluate the cultural value of various works created with the evolution of technology. We have also been involved in the "Japan Media Arts Festival" organized by the Agency for Cultural Affairs, Government of Japan since its establishment. While taking advantage of the valuable know-how and network that we have accumulated over the years, we are not afraid to make ceaseless innovations, with our goal of seeing more fascinating culture created in Japan.

The role of image information is increasing in a variety of fields, and the importance of human resource development and cultural promotion has been rising. The CG-ARTS will maintain the governance structure that is required as a public interest corporation, and will move forward with the activities of our two main pillars, therefore contributing to society.



Chairman  
Computer Graphic Arts Society

**Minoru Mizoguchi**

# Fostering Outstanding Talent.

## [ Human Resource Development ]

Our educational promotion activities, which includes the creation of educational curriculums, the development and publishing of teaching materials, training of teachers and instructors, holding seminars and Certification Test, and research studies. When implementing these activities, we believe the circulation of the demands of society and educational practice is important in fostering talent, and for that reason we are quick to incorporate the changing trends of the times to develop people that are truly needed.

Education

### 1

## Certification Tests

In order to develop people with practical skills required in the real world, Certification Tests are conducted as learning goals. Certification Tests are divided into five categories such as creators and engineers, depending on the profession that is sought after. In about 30 years, about 800,000 people have taken these tests and about 350,000 have passed. 900 organizations have taken the tests. In order to encourage learning and educational activities, individuals and groups that have achieved excellent results are presented with the Minister of Education, Culture, Sports, Science and Technology Award and the CG-ARTS Award.



#### CG Creator Certification Test

Certification test for designers and creators who express themselves using CG.

Fields of application : Movies, animation, CM, games, music videos, and applications, etc.

#### CG Engineer Certification Test

Certification test for engineers and programmers involved in development and design in the CG field.

Fields of application : Animation, movies, games, virtual reality, augmented reality, and applications, etc.

#### Image Processing Engineer Certification Test

Certification test for engineers and programmers involved in development and design in the image processing field.

Fields of application : Video telecommunication, computer peripherals, robot vision, product inspection, medical applications, and printing, etc.

#### Web Designer Certification Test

Certification test for those involved in web production from concept to management.

Fields of application : Web production, web management, and Information Architecture, etc.

#### Multimedia Certification Test

Certification test to evaluate ICT knowledge used in business.

Fields of application : ICT, content production, and overall business, etc.

Education

### 2

## Support for Teachers and Instructors and the “Accredited Educational Institutions” System

The CG-ARTS conducts workshops and seminars for teachers and instructors. These teach the maintenance of teaching materials for teachers and instructors that corresponds with textbooks, and instruction methods of new educational content. We also support educational activities of “accredited educational institutions” which implement the curriculum of the CG-ARTS, as well as provide information to all learners, so they can learn with confidence at these educational institutions. In April 2019, about 180 educational institutions were accredited.



Workshop



Seminar for educator

Education

### 3

## Educational Promotion Activities

The CG-ARTS is engaged in a variety of activities to promote industry-academia collaboration with human resource development partner-companies and educational institutions that concur with our human resource development activities. We are working to promote education of the image information field through a variety of activities including the hosting the industry-academia exchange meeting, the implementation of special lectures for students by active creators and engineers with the purpose of increasing students' desire to learn, the support of company visits by students, and facilitating the participation and collaboration of companies into academic conferences. In addition, on our website we regularly release “CG-ARTS Education Reports”, which includes among other topics such as current affairs and the type of human resource that is sought within the industry sector, the forefront of education, and messages from those already in the workforce.



Special lecture for students



Industry-academia exchange meeting

Education

### 4

## Publication

For people who aim to be creators or engineers in the field of image information, we have developed an educational curriculum that allows them to learn about this area systematically from the basics. Also, the 20 types of books we have published based on our curriculum, including textbooks, hands-on books, and workbooks for Certification Test are currently used in numerous educational institutions including high schools, vocational technical schools, and universities.



## Members / Committees

- Approx. 300 members including creators, developers, researchers, business people
- CG creators education promotion committee
- CG engineers education promotion committee
- Image Processing engineers education promotion committee
- Web designers education promotion committee
- Multimedia education promotion committee
- CG Contests for Students Jury Committee

# Fostering a New Culture.

## [ Cultural Promotion ]

This includes the planning, operation and consultant of festivals, and producing and coordinating exhibitions and events, creative support, CG Contest for Students, and research studies. In cultural promotion activities, we believe that it is important to appraise new talent and link them to society, in order to foster a new culture, and are therefore engaged in various activities mainly in the field of media art.

Culture

## 1

### CG Contest for Students —Campus Genius Contest—

The “CG Contest for Students” is now established as a gateway to success in the digital field, with winners from the contest having seen much success in their careers. Since its establishment in 1995, the contest has expanded its target areas along with the evolution of the creative environment. The contest was transformed into a new format in 2011, taking the word CG with a wider understanding to include “Campus Genius”, in response to the significant change of the relationship between the viewer and creator, as well as the mechanism of the evaluation of the works. The contest will continue to introduce new talent into society.



CG Contest for Students



Culture

## 2

### Creative Consultant

By planning and managing various festivals such as the Japan Media Arts Festival, which will celebrate its 24th anniversary in 2020 and is growing into a major international festival, and by acting as a consultant for contests to honor new expressions centered on the field of media arts, we will implement new expressions in society.



Japan Media Arts Festival



Culture

## 3

### Creative Support

We are also engaged in support activities to foster a new culture. The “Project to support the nurturing of media arts creators” was commissioned by the Agency for Cultural Affairs, and offers production support for new works by young winners at the Japan Media Arts Festival. We also operate the website “DEPARTURE”, which introduces new creativities to the world, and acts as a coordinator matching artists and creators from new fields with festivals, museums, and corporations.



Exhibition to Present Results for Project to support for the nurturing of media arts creators



DEPARTURE [dep-art-ure.jp/](http://dep-art-ure.jp/)

Culture

## 4

### Producing Exhibitions and Events

For new talent to be widely recognized by society and expand their field of activity, it is necessary to hold exhibitions, screenings, symposiums, and events in a variety of forms. However, in displaying works for new genres for example, there is no set formula, and this has sometimes become a hurdle for the propagation of such genres. The CG-ARTS produces exhibitions and events of various genres utilizing its expertise and networks it has accumulated over the years.



Japan Media Arts Festival (1997 - 10, 12 - 18); “Robot-ism 1950 - 2000, From Astro-boy to AIBO” (2000); Japan Media Arts Festival Overseas Exhibition (2002, 2007 - 2010); Japan ASEAN Exchange Year “International Animation and Comic Forum” (2003); Japan Media Arts Festival 10th anniversary exhibition, “The Power of Expression, Japan” (2007); Japan Media Arts Festival Domestic Traveling Exhibitions (2011); MEDIA GEIJUTSU (2012); MAT (2013 - ); DOGO ONSENART (2013 - 14); Manga \* Anime \* Games from Japan (2015); Japan Media Arts Festival 20th anniversary exhibition, “Power to Change” (2016); Japan Media Arts Festival in Xiamen, China “CHARACTOR” (2018)



## External partnership organizations

**Academic institutions:** ACM SIGGRAPH, Asia Digital Art and Design Association, The Institute of Image Information and Television Engineers, The Visualization Society of Japan, Society of Academic Study on Sensing via Image Information, The Institute of Image Electronics Engineers of Japan, The Society for Art and Science, Contents Gakkai, IPSJ SIG on Computer Graphics and Visual Informatics, IEICE Technical Group on Multimedia and Virtual Environment, Japan Society for Graphics Science, Japanese Society for the Science of Design, The Virtual Reality Society of Japan

**Festivals:** ARS ELECTRONICA (Linz, Austria), Sapporo International Art Festival (Sapporo, Japan), Tokyo Anime Award Festival (Tokyo, Japan)



# Our Supporters

Various professionals and companies from a variety of fields, including academic, art and industry, share our philosophy and support our activities.



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# History

In 1985, the "CG Curriculum Study Group" was started within the JCGL (Japan Computer Graphics Lab.). And in 1988 the "Study Group on the development of Computer Graphics and Image Processing engineers", which would later become the basis of the CG-ARTS, was established, along with researchers from eleven universities in Japan. In 1990, with the support of Canon Marketing Japan and IT companies, preparation was started to establish a judicial foundation, and in 1991 a systematic CG education curriculum was completed, together with the establishment of the CG-ARTS.



## History of CG-ARTS

'91	"Computer Graphic Arts Society" established. "CG Certification Test" starts.
'92	The establishment of the juridical foundation "Computer Graphic Arts Society" is approved by the Ministry of Education.
'93	"CG Certification Test" certified by the Ministry of Education.
'94	"Ministry of Education-approved CG Certification Test" starts.
'95	The "CG Contest for Students" starts. The Computer Graphic Arts Society website is launched.
'96	Publication of the Computer Graphics standard textbook. "Image Processing Certification Test"and the "Multimedia Certification Test" starts.
'97	"Japan Media Arts Festival" starts (sponsored / planning / production / management).
'99	"Japan Media Arts Plaza" launched (planning / production / management).
'00	Hosts Japan Media Arts Festival Exhibition "Robot-ism 1950-2000, From Astro-boy to AIBO". Launches Internet Distance Learning CG Standard Course [Technical Edition].
'02	"Japan Media Arts Festival in Beijing 2002" is held.
'04	New curriculum is completed.Text published for Digital Moving Image, Web Design, Visual Information Expression, Computer Graphics, Digital Image Processing, and Visual Information Processing.
'05	The new Certification Tests starts for CG Creator Certification Test, CG Engineer Certification Test, Web Designer Certification Test, Image Processing Engineer Certification Test, and Multimedia Certification Test.
'07	Japan Media Arts Festival 10th anniversary exhibition, "The Power of Expression, Japan" is held.
'10	Implementation of "S3DCG Anime Human Resources Development Curriculum Formula", a contents industry personnel scout & development program by METI. Development of electronic textbooks, visual study materials, and 3DCG data study materials.
'11	Implementation of "Project to support for the nurturing of media arts creators". (planning and operation) Hosts the "Workshop for Educators on the Stereoscopic CG Animation", a Project to Support the Nurturing of Human Resource in Media Arts by the Agency for Cultural Affairs.
'12	Certified as a public interest incorporated foundation by Prime Minister. The "CG-ARTS Human Resources Development Symposium" starts (later renamed to the CG-ARTS Human Resources Development Forum). Hosts the "Workshop for Educators on the Foundation Education of 3DCG Animation and Games", a Project to Support the Nurturing of Human Resource in Media Arts by the Agency for Cultural Affairs.
'13	Hosts the "Workshop for Educators on the Development of 3DCG Animators", a Project to Support the Nurturing of Human Resource in Media Arts by the Agency for Cultural Affairs. "MEDIA AMBITION TOKYO" starts. (organizing committee member)
'15	New revised edition of textbooks published for Digital Moving Image, Introduction to Computer Graphics Design, Computer Graphics, and Digital Image Processing. "MANGA * ANIME * GAMES FROM JAPAN" is held. (planning and production) "CG-ARTS Meister Certification Systm" Starts.
'16	Japan Media Arts Festival 20th anniversary exhibition, "Power to Change" is held. (planning and operation) New revised edition of textbooks published for Web Design and Introduction to Web Design.
'17	New revised edition of Textbook published for Visual Information Processing.
'18	Japan Media Arts Festival in Xiamen, China 2018 "CHARACTOR" is held. New revised edition of textbooks published for Multimedia Practice and Introduction to Multimedia. Received the Commendation in commemoration of the 50th Anniversary of the Agency for Cultural Affairs ,Government of Japan.
'19	"Animation Skills Test" Starts.

