

A New Paradigm for SIGGRAPH Paper Creation

Tom Buehler

Abstract

And what is it all good for? To what end does our research serve? What exactly are we after? What understanding are we pursuing? Why do we bother with this research? Why does anyone bother with any research? Does there exist such a thing as truth? This work will answer these and other universal questions of human existence: Why? What? Who? When? Where? Which? Whither? Howzat? And yes, truth does exist. Here it is.

Keywords: arrogance, obfuscation, jabberwocky

1 Introduction

The numbers of papers submitted to SIGGRAPH has increased dramatically over the past five years, yet the number accepted for publication has remained fairly constant. In 2003, almost 500 papers were submitted and less than 20 percent were accepted. Obviously, this means that it is getting harder and harder for good work to stand out from the crowd. But this also means that it is even more difficult for shoddy, half-assed research to slip through the cracks. Our paper presents a new method for the writing of SIGGRAPH papers intended to help these poor, confused researchers who are in over their heads.

Many researchers find paper writing to be a difficult process. Often times their research consists of complex mathematical and technical information that cannot easily be rendered into clear and concise prose. Writing scientific papers is almost like translating from one language to another, and the inevitable problems of translation, (such as not being able to express some concepts adequately in the new language, altered meanings, loss of nuance and detail, etc.) apply as well.

Our new method for writing SIGGRAPH papers seizes on these writing difficulties and uses them to the advantage of the researcher. What once served to only cloud meaning and hinder the acceptance of a paper can be utilized to artfully confuse the reviewer and conceal deficiencies in the research. This new paradigm consists of three components: obfuscation, diversion, and illustration.

2 Previous Work

There is no previous work in this field. Nowhere in the 5,000 years of human civilization is there precedent for this work. Perhaps we could cite the constructing of the pyramids or man walking on the moon as examples of previous work that, while on the surface are not explicitly related to our work, nonetheless share a metaphorical connection in their epic boldness and sheer ingenuity. Work like this has simply never been done by another human being. Ever.

3 Method

Our method consists of three major techniques: obfuscation, diversion, and illustration. Originally there was a fourth (referral), but this section was dropped due to the fact that it was taking too long to write. For tips on referral, we refer you elsewhere.

3.1 Obfuscation

Obfuscation is the ultimate tool for the researcher. It is one's Virgil through the landscape of our post-postmodern world and the semiotic crisis that has wrenched the signifiers from their signifieds. Obfuscation is an imperative component is the process of paradigmaticalization, which is necessary for any modern research paper. By calculating a paper's obfuscation quotient (see below), one can know how best to parameterize the results for maximum non-conformable efficiency. Ideal quantization can be achieved by proactively maximizing the internal coefficients (but never, for the love of God, never the external coefficients). Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

The obfuscation quotient of a paper can be calculated using the following equation:

$$O = \int \frac{((WS) + P) \frac{X}{C}}{BZ}$$

The integral is purely ornamental.

O (not a zero) = Obfuscation quotient

W = Average word length

S = Average sentence length

P = Average paragraph length

X = Turgidity index

C = Speed of light

Z = Buzzwordiness

B = Buehler's constant

The higher the obfuscation, the more intelligent a paper will appear to the reader. This fact is commonly referred to as "Buehler's First Law."

3.2 Diversion

We, along with the rest of the English-speaking world, define diversion as the act of directing the audience's attention elsewhere. In SIGGRAPH papers, diversion can be used to gloss over weak points in one's research. One begins by addressing the relevant weak area, yet subtly changes the subject before the major flaws can be introduced. The power of diversion is that, when done well, the shift is so subtle that the reviewer does not even realize that his attention has been diverted. Mankind has found diversion to be a successful tactic in myriad situations for thousands of years. Perhaps the most famous and large-scale example of diversion is the lead-up to the D-Day invasion. When the allies were preparing for the invasion of Europe, Adolf Hitler believed that the allies would both prefer to cross the English Channel at its narrowest point, which was at Calais. The allies did everything they could to confirm this view to Hitler, going as far as constructing dummy airfields and placing inflatable tanks in England directly across the channel from Calais. The Nazis' attention was so focused on Calais that they paid little attention to Normandy, the real target for the allies' invasion. The diversion worked so well that even as the D-Day invasion was in progress, Hitler continued to refuse to move resources to Normandy, still believing that the invasion of Calais was imminent. The Allies use of diversion was critical to their victory in World War II.

This is just one of the numerous tactical blunders that Hitler made during World War II. He had fallen for a similar diversionary tactic in 1943, when false intelligence led him to believe that the allies would invade Greece in order to seize the Balkan oil fields when in reality the Allies invaded Sicily. His mistakes stretched back to even before the war started in his mistaken estimations of his opponents. He believed that he could form an alliance with Great Britain and that Great Britain would subsequently turn a blind eye

to his conquest, and even continued to hold out hope for a British alliance all the way up to the Battle of Britain. He also misjudged the United States, thinking that its isolationist wing would keep the U.S. out of the war. Of course, his most disastrous mistake was thinking the war on the western front was won and invading Soviet Union, a move that essentially sealed Germany's fate.

Could Germany have won the war if it had had a more competent military commander? No one can answer this question, but it appears obvious that even if a few of these blunders had been prevented, World War II would have dragged on even longer and claimed countless more lives.

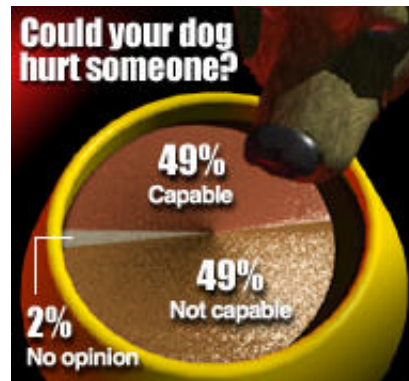


Figure 1

3.3 Illustration

Illustrations, such as figures, charts, and graphs, are a welcome addition to any SIGGRAPH paper. They have two primary strengths. Firstly, they draw the reader's attention away from the actual content of the paper, numbing his mind with colors and pretty pictures. Their second advantage is that they take up space, making one's paper appear longer and therefore better (this is known as "Buehler's Second Law"). The charts and graphs need not actually relate to the paper's subject, and ones that do can be dangerous since they can lead to the reader actually reading the paper.



Figure 2

A simple table of figures may seem a bit boring, but it is good to have a least one in every paper. However, the table must be large enough to overwhelm the reader, causing his eyes to glaze over and simply skim over the figures. Small type and closely spaced columns can help facilitate this. A table is not meant to be read, but rather to impress with its size and seeming exhaustiveness.

Charts and graphs are a great way to add both eye-pleasing color and filler to one's paper, yet much consideration must be put into the type of graphs utilized. Line graphs should be avoided if at all possible. They are a bit dowdy and unexciting, plus they tend to remind one of the illustrations used to show the stock market's gyrations of the recent years. It is likely that the person reviewing one's paper lost a great deal of money in the tech boom and now is forced to molder away in academia rather than their plans of retiring at 35 and sailing around the world in a private yacht, so line graphs may arouse unpleasant memories that can hurt a paper's chances of acceptance.

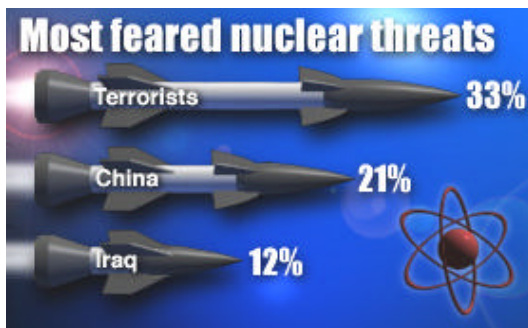


Figure 3

Bar graphs are good, but are also a little boring. If one uses a bar graph, it is best to jazz it up a little; use a background image, or make the bars look like rockets or palm trees or some other crap like that (see figure 3, above). Pie charts, truly the most delicious of the charts, are the best choice. They are vague, colorful, and don't require any reading of axes. The three-dimensional pie chart is the most effective of all. The road to SIGGRAPH is paved with three-dimensional pie charts.



Figure 4

4 Conclusion

What is to conclude? Is it not obvious? I won't insult your intelligence by merely regurgitating what you have just read. And if you do need a conclusion then you obviously weren't reading carefully enough. Perhaps you should read the paper again.

References

All figures shamelessly pilfered from USA Today.

No other sources were used or needed, since every thought in this paper burst forth Athena-like from our heads fully formed. And besides, bibliographies are for losers.