

Press Release

SIGGRAPH 2025

Vancouver – August 10-14 2025

France takes center stage at SIGGRAPH 2025, the global showcase for computer graphics and interactive technologies

Paris, July 28, 2025 – For the 16th edition, Cap Digital, with the support of the CNC and in partnership with 3DVF, is heading to Vancouver (Canada) from August 10 to 14 to take part in SIGGRAPH, the world's foremost event dedicated to computer graphics and interactive technologies. For this 2025 edition, five innovative French companies will be showcased at the "France Pavilion". Selected by Cap Digital for the excellence of their products and services in the fields of artificial intelligence, 3D, and computer graphics—as well as their potential to grow international markets—these companies represent the very best of French digital innovation.

A shared pavilion for a leading innovation ecosystem

Alongside 3DVF, the reference media outlet for professional information in the fields of 3D technologies for animation, VFX, and video games, French companies will present their cutting-edge technological solutions to international visitors and partners.

Mercenaries Engineering: Rumba – Professional Animation Reinvented

Founded in 2008, Mercenaries Engineering pioneers high-end, innovative software for the animation and VFX industries.

First known for Guerilla Station/Guerilla Render—its production-proven look development, lighting, assembly and rendering software—the company recently launched Rumba, a cutting-edge 3D animation and rigging software. Mercenaries has become a trusted partner for film and audiovisual productions, contributing to acclaimed projects such as Arcane, Indiana Jones and the Dial of Destiny, Miraculous the Movie, Fireheart, Playmobil the Movie, Leap!, and 10 Lives.

Its engineering excellence and top-tier support have been key to the visual and technical success of these productions.

<https://rumba-animation.com/>

Persistent Studios: PopcornFX – VFX Simulation and Beyond

Persistent Studios is an innovative tech company aiming to provide a high-performance, open, and interoperable real-time digital visual effects creation platform—with a dedicated marketplace for creators of immersive and interactive content.

Alongside its software offering, Persistent Studios delivers creative services and co-development solutions to help democratize real-time visual effects across multiple Creative

and Cultural Industries (Video Games, Virtual Production, XR, Virtual Concerts, Interactive Installations, and more).

<https://www.persistant.fr/>

Chat3D: Accelerating 3D Modeling with Generative AI

Chat3D is an advanced AI-powered 3D modeling software that converts text prompts or 2D imagery into 3D assets using cutting-edge diffusion models and VAE architectures (artificial neural networks based on probabilistic graphical models and variational Bayesian methods). Designed especially for industrial workflows, Chat3D combines machine learning with intuitive asset-generation pipelines—where state-of-the-art AI meets applied 3D design.

<https://chat3d.ai/>

Reemo: The Benchmark for Powerful and Secure Remote Access in Digital Production

Reemo is a remote access and administration platform that enables companies to securely connect to physical and/or virtual machines, as well as to web or industry-specific applications, thanks to containerization. Everything runs directly through a web browser, offering unmatched responsiveness and smoothness with no local installation required. Reemo is ideal for companies seeking to secure all remote access without compromising productivity—offering real-time control, user session tracking, and access to critical resources, all through a seamless web-based experience. Reemo is the preferred choice of many companies using 3D for their most demanding productions (TV broadcasters, post-production, animation, video games, engineering).

<https://reemo.io/>

Panoptix AI: Spatial AI for 3D World Creation and Scene Analysis

Panoptix AI is a French deeptech startup building Spatial AI to automate the creation of cinematic 3D worlds from a single text prompt or image.

Spun out of french research at INRIA, and rooted in cutting-edge research on Generative AI and 3D Gaussian Splatting, Panoptix is reimagining the creative pipelines for Film, XR, and Gaming studios – turning creative ideas into photorealistic 3D environments in minutes, not months.

<https://www.panoptix.ai/>

A Strong French Presence Beyond the Official Pavilion

France's participation in SIGGRAPH 2025 goes far beyond its exhibition space. Once again this year, it stands out across multiple components of SIGGRAPH's official program. For the 2025 edition, more than 50 French professionals—researchers, technical artists, educators, and creatives—will contribute to the event through Technical Papers, panels and conferences, and the prestigious Computer Animation Festival.

TRASH: Award-Winning French Short Film "Best in Show," Headed for the Oscars

The "Best in Show" award at the SIGGRAPH 2025 Computer Animation Festival was announced on July 14, 2025. The top honor went to *TRASH*, a short film created by a team of students from École Supérieure des Métiers Artistiques (ESMA): Maxime Crançon, Fanny Vecchie, Margaux Lutz, Romain Fleischer, Alexis Le Ral, Grégory Bouzid, Robin Delaporte, and Mattéo Durant.

Celebrated for its frenetic pace and unique visual style, *TRASH* joins a prestigious line of ESMA creations, continuing a tradition of excellence that saw three of the school's films selected for the *Electronic Theater* back in 2023 and two in 2024.

As the SIGGRAPH Computer Animation Festival is an Academy Award® Qualifying Festival, *TRASH* will be automatically eligible for consideration at the 2026 Oscars, provided it meets the Academy's other eligibility requirements.

<https://www.esma-artistique.com/en/>

Meet these French talents and innovations at booth 529 of the France Pavilion at SIGGRAPH 2025.



About SIGGRAPH

SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques) is the world's premier conference and exhibition on computer graphics. It covers fields ranging from digital imagery and animation to special effects, scientific visualization, virtual and augmented reality, and AI-powered visual creativity.

<https://s2025.siggraph.org/>

About Cap Digital

Cap Digital – The Digital Innovation Hub for Impact.

Cap Digital is a non-profit organization and one of the largest innovation collectives in Europe, bringing together more than 800 member organizations: startups, SMEs, mid-sized

and large companies, universities, top-tier schools and public research centers, investors, and local authorities.

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

<https://www.capdigital.com/en/>

About 3DVF

Founded in 2000, 3DVF is the leading French-language platform dedicated to digital creation—covering animation, visual effects, virtual and augmented reality, video games, and more. It has established itself as a central hub for news, sharing, and resources for artists, whether professionals, students, or passionate amateurs.

3DVF has built a loyal community and provides coverage of the industry's major events such as the Annecy Festival, SIGGRAPH, and FMX. The platform also collaborates with schools to highlight emerging talent. In a context of rapid technological change—real-time 3D, AI, XR—and profound industry transformation, 3DVF remains constantly at the forefront. Now bilingual, it continues to inform, connect, and support the entire digital creation community, in France and internationally.

<https://3dvf.com/en/>

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