The first
#RealTimeConference
at a glance
A global community is born.
A Global Community Is Born

87 countries
4,150 registrants worldwide

Together we discovered the most advanced tools, applications and innovations in real-time communities.

#Architecture
#VirtualProduction
#Automotive
#Telepresence
#DigitalHumans
#Avatar
#IntelligentAgents
#Pipelines
#NewNormal
The 1st #RealTimeConference at a glance

Up to 1,021 attendees per session

Our Keynote Speakers

Inspiring Keynote
Paul Debevec
ICT
Future Directions in LED Lighting Reproduction

Virtual Production
David Morin
EPIC GAMES / UNREAL
RealTime for all Markets – and Virtual Production in Film & TV – with a special section on “The Mandalorian”

Virtual Production
Dan Ring
FOUNDRY
Bridging the Real & Imagined: Integrating real-time workflows into modern visual-effects and post-production pipelines

Inspiring Keynote
Sebastien Deguy & Tamy Boubekeur
ADOBE
The Future Present of 3D Digital Content Creation

Tele Presence / Avatars / Intelligent Agents / Digital Humans
Vladimir Mastilovic
3LATERAL / EPIC
Unreal Engine – Digital Humans Initiative

Tele Presence / Avatars / Intelligent Agents / Digital Humans
Shahram Izadi
GOOGLE
Virtual Teleportation

And it’s only the beginning!
Stay tuned as we come back on May 4th & June 8th with more exclusive live content.
Our Secret Formula

Unique Content
For the first time ever, the RealTime Conference brings together cross-industry pioneers from around the globe to explore and propel the transformative impact real-time technologies are having on Business, Art, Industry, and Society. With our speakers’ approval, we are gathering the recorded live sessions along with extended presentations, building a one-of-a-kind library of exclusive video content about the most advanced tools, applications, and innovations in real-time technology.

Daring
The RealTime Conference leapt full force into real-time, launching what is, as far as we know, the first fully virtual complete conference, featuring speakers in six time zones and attendees in twice that many, with 13+ hours of live, interactive, virtual convening per day. RTC offers an embracing, global, and inclusive venue for the broadest international, cross-industry, multi-faceted gathering of leaders, innovators, speakers and attendees who are forging the future of and with real-time.

Togetherness
At the RealTime Conference, we know that the need for a sense of community has rarely been so strong. Live panel discussions, Q&A and chat, and networking breaks and our Virtual Speakers Lounge offer our real-time community the opportunity to interact with each other in multiple ways, generating a unique sense of togetherness and camaraderie all over the world. Thank you to our community of speakers and attendees for their generosity in sharing knowledge and creating real-time conversations with such open-mind.

International program
with speakers from 6 time zones, 14 hours broadcast without interruption, so that we unite as a community from wherever in the world.

3 engaging formats
live chat
live Q&A
live Virtual Speakers Lounge.

Very active
chat conversations
between attendees and panelists, commenting, sharing tips and contacts, and making connexions.

12 networking breaks
in the Virtual Speakers Lounge.

55 questions per session
on average in the Q&A.

27 hours of programming
2 days of conference
100% live streamed broadcast
60 expert speakers

Togetherness
But don’t just take our word for it...

“...
You and the whole crew did an amazing job - fabulous conference, quality speakers - I can’t imagine attending a conference any other way again.

Doug Cooper
VP Themed Entertainment
DreamWorks Animation

“...
Bravo to the entire team for opening up the conversation across industries around real-time technologies these past two days.

Girish Balakrishnan
Director, Virtual Production at Netflix

490K
estimated media coverage views

loads of really inspirational insights from global leaders in the field. Thank you RealTime Conference and all involved! @chrisfollowsart
Emerging Technologies Lead at University of the Arts London

Congrats on hosting an awesome digital conference! I was really impressed with how quickly you pivoted and offered an outstanding conference.”
Josh Gonsalves
Co-Founder CEO
Contraverse

Bravo Jean-Michel Blottiere and team for leading a brilliant RealTime Conference exploring real-time for virtual production, gaming, animation and more.
Declan Keeney
Faculty at Ulster University

What a great conference to attend. Future is exciting.
@dimashkomek
Visual creator

A different kind of events is coming.

The live chat side of RealTime Conference is really great. Some real pros giving great practical answers.
Ian Failes
VFX journalist. Editor of ‘Before & Afters’.

Forbes
Five Can’t-Miss Events For VR, AR, And MR In 2020.

Vfxexpress

Unlike other annual events.

Yahoo!
finance

3DVF
The 1st #RealTimeConference by the numbers.

<table>
<thead>
<tr>
<th>Date</th>
<th>Scheduled Time Slot (ET)</th>
<th>Track</th>
<th>Unique Viewers</th>
<th>Q&amp;A</th>
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Registrants from all over the world.

United States  South Africa  Vietnam  Venezuela  Andorra  Costa Rica  Georgia  Isle of Man  Iraq  Jamaica  Luxembourg  Martinique  Malaysia  Nigeria  Uruguay  Zimbabwe  Cape Verde  Lebanon  Moldova  Montenegro  Malta  French Polynesia  Qatar  Slovenia  Venezuela  Andorra  Costa Rica  Georgia  Isle of Man  Iraq  Jamaica  Luxembourg  Martinique  Malaysia  Nigeria  Uruguay  Zimbabwe  Cape Verde  Lebanon  Moldova  Montenegro  Malta  French Polynesia  Qatar  Slovenia
The right time for real-time.

The first ever RealTime Conference was a phenomenal gathering of the field. Thank you for being such a fantastic part of it, we could not have done it without you. Our success is your success!

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www.realtimeconference.com