































NZT + 1 Day	PT	ET	BST	CEST	
					Monday, May 4, 2020
00:00 > 0:10 AM	5:00 > 5:10 AM	8:00 > 8:10 AM	13h00 > 13h10	14h00 > 14h10	<p>RealTime Conference 2020 Opening Address - Design & Manufacturing Track</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p><i>Welcome to RTC 2020 - May 4th session</i></p>
0:15 > 0:25	5:15 > 5:25	8:15 > 8:25	13h15 > 13h25	14h15 > 14h25	<p>Design & Manufacturing - Ideation Welcome</p> <p>Jan Pflueger - Founder & Advisor - AdvisXR</p> <p>David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p><i>Immersive Technologies Value Proposition in the Product Lifecycle</i> <i>Introduction to the "Ideation" panel and panelists</i></p>
0:30 > 0:40	5:30 > 5:40	8:30 > 8:40	13h30 > 13h40	14h30 > 14h40	<p>Design & Manufacturing - Ideation Panelists Presentation</p> <p>David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes</p> <p><i>Lessons learnt from collective ideation in VR public installations</i></p>






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0:45 > 0:55	5:45 > 5:55	8:45 > 8:55	13h45 > 13h55	14h45 > 14h55	<p>Design & Manufacturing - Ideation Panelists Presentation</p> <p>Mike Jelinek - Senior Product Manager - Wacom Technology Corp</p> <p><i>Metasketching</i></p>
1:00 > 1:10	6:00 > 6:10	9:00 > 9:10	14h00 > 14h10	15h00 > 15h10	<p>Design & Manufacturing - Ideation Panelists Presentation</p> <p>Heiko Wenczel - Head of Detroit Lab - Epic Games</p> <p><i>Building a RealTime platform and connecting to the Multiverse</i></p>
1:15 > 1:40	6:15 > 6:40	9:15 > 9:40	14h15 > 14h40	15h15 > 15h40	<p>Design & Manufacturing - Ideation Panel Discussion</p> <p><u>Hosts</u></p> <p>Jan Pflueger - Founder & Advisor - AdvisXR</p> <p>David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes</p> <p>Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p><u>Panelists</u></p> <p>David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes</p> <p>Mike Jelinek - Senior Product Manager - Wacom Technology Corp</p> <p>Heiko Wenczel - Head of Detroit Lab - Epic Games</p> <p>Joe Connolly - Product - Sketchbox</p> <p><i>How immersive and digital technologies are going to disrupt the way products and services are invented.</i></p>
1:45 > 2:00	6:45 > 7:00	9:45 > 10:00	14h45 > 15h00	15h45 > 16h00	Networking Break & Chat






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					Monday, May 4, 2020
2:00 > 2:10	7:00 > 7:10	10:00 > 10:10	15h00 > 15h10	16h00 > 16h10	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Welcome</p> <p style="text-align: center;">Jan Pflueger - Founder & Advisor - AdvisXR David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p style="text-align: center;"><i>Introduction to the “Engineering for Product & Manufacturing” panel and panelists</i></p>
2:15 > 2:25	7:15 > 7:25	10:15 > 10:25	15h15 > 15h25	16h15 > 16h25	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Panelists Presentation</p> <p style="text-align: center;">Ryan Oberholzer - VR/AR Developer and Component Prototyping Engineer - Ford Motor Company</p> <p style="text-align: center;"><i>Using real-time visualization for progressing prototypes from the virtual world to the physical</i></p>
2:30 > 2:40	7:30 > 7:40	10:30 > 10:40	15h30 > 15h40	16h30 > 16h40	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Panelists Presentation</p> <p style="text-align: center;">Jérôme Perret - CEO - Haption</p> <p style="text-align: center;"><i>Haptics as the ultimate user in the loop technology</i></p>






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2:45 > 2:55	7:45 > 7:55	10:45 > 10:55	15h45 > 15h55	16h45 > 16h55	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Panelists Presentation</p> <p>Hadrien Szigeti - Director of Corporate Development, Manufacturing & Supply Chain - Dassault Systèmes</p> <p style="text-align: center;"><i>Real-Time Production Systems : where do we want to go ?</i></p>
3:00 > 3:10	8:00 > 8:10	11:00 > 10:10	16h00 > 16h10	17h00 > 17h10	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Panelists Presentation</p> <p style="text-align: center;">Sebastian Knödel - CEO - Diota GmbH</p>
3:15 > 3:40	8:15 > 8:40	11:15 > 11:40	16h15 > 16h40	17h15 > 17h40	<p style="text-align: center;">Design & Manufacturing - Engineering for Product & Manufacturing Panel Discussion</p> <p style="text-align: center;">Hosts</p> <p style="text-align: center;">Jan Pflueger - Founder & Advisor - AdvisXR</p> <p>David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes</p> <p>Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p style="text-align: center;">Panelists</p> <p style="text-align: center;">Jérôme Perret - CEO - Haption</p> <p style="text-align: center;">Sebastian Knödel - CEO - Diota GmbH</p> <p>Ryan Oberholzer - VR/AR Developer and Component Prototyping Engineer - Ford Motor Company</p> <p>Hadrien Szigeti - Director of Corporate Development, Manufacturing & Supply Chain - Dassault Systèmes</p> <p style="text-align: center;"><i>How augmented Humans will boost industry efficiency</i></p>
3:45 > 4:00	08:45 > 9:00	11:45 > 12:00	16h45 > 17h00	17h45 > 18h00	Networking Break & Chat






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					Monday, May 4, 2020
4:00 > 4:10	9:00 > 9:10 AM	12:00 > 12:10	17h00 > 17h10	18h00 > 18h10	<p>“Design & Manufacturing - Visualization and Collaboration Welcome</p> <p>Jan Pflueger - Founder & Advisor - AdvisXR David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p><i>Introduction to the “Visualization & Collaboration” panel and panelists</i></p>
4:15 > 4:25	9:15 > 9:25	12:15 > 12:25	17h15 > 17h25	18h15 > 18h25	<p>Design & Manufacturing - Visualization and Collaboration Panelists Presentation</p> <p>Mathias Wochnig - CEO & Founder - VR-On</p> <p><i>Remote Immersive Collaboration</i></p>
4:30 > 4:40	9:30 > 9:40	12:30 > 12:40	17h30 > 17h40	18h30 > 18h40	<p>Design & Manufacturing - Visualization and Collaboration Panelists Presentation</p> <p>Stephen Phillips - CTO - Theia Interactive</p>



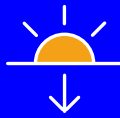


NZT + 1 Day	PT	ET	BST	CEST	
					Monday, May 4, 2020
4:45 > 5:15	9:45 > 10:15	12:45 > 1:15 PM	17h45 > 18h15	18h45 > 19h15	<p>Design & Manufacturing Closing Keynote</p> <p>Martin Enthed - Digital Manager IKEA Digital Lab & DOIT (DevOps IT) - Ikea Communication AB Dan Frith - 3D Manager - Ikea</p> <p><i>IKEA's progress in real time graphics</i></p>
5:20 > 5:30	10:20 > 10:30	1:20 > 1:30	18h20 > 18h30	19h20 > 19h30	<p>Design & Manufacturing Closing Address</p> <p>Jan Pflueger - Founder & Advisor - AdvisXR David Nahon - 3DEXPERIENCE Lab, Immersive Experience Director - Dassault Systèmes Elizabeth Baron - Vice President, Immersive Solutions - Silverdraft Former Immersive Realities Technical Specialist - Ford Motor Company</p> <p><i>Design & Manufacturing session Closing Words</i></p>
5:30 AM	10:30 AM	01:30 PM	18h30	19h30	End of Design & Manufacturing Session
5:30 > 6:00	10:30 > 11:00	1:30 > 2:00	18h30 > 19h00	19h30 > 20h00	Networking Break & Chat

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6:00 > 7:25	11:00 > 12:25 AM	2:00 < 3:25 PM	19h00 > 20h25	20h00 > 21h25	<p style="text-align: center;">Special Event Visual Effects Society Keynote</p> <p style="text-align: center;"><u>Host</u> Naomi Goldman - Communications Director - VES</p> <p style="text-align: center;"><u>Keynote speaker</u> Dennis Muren - VES, ASC, legendary visual effects artist and supervisor and Creative Director at Industrial Light & Magic.</p> <p style="text-align: center;">May the 4th be with you!</p> <p style="text-align: center;"><i>VFX Pros: Home Edition – Dennis Muren, ASC, VES on STAR WARS Day</i></p> <p style="text-align: center;"><i>We'll talk about creating a galaxy, far, far away, the legacy of STAR WARS and how he got this life-changing gig...pioneering techniques that marked new benchmarks in visual effects...other film juggernauts including the CG dinosaurs of JURASSIC PARK...the flying bicycles in E.T....his storied career at ILM...and so much more!</i></p>

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7:30 > 7:40	12:30 > 12:40	3:30 > 3:40	20h30 > 20h40	21h30 > 21h40	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Introduction</p> <p><u>Hosts</u></p> <p>Alex Hornstein - Co-Founder & CTO - Looking Glass Factory Paul Debevec - Adjunct Research Professor - USC Institute for Creative Technologies</p> <p><i>Presentation of the whole Volumetric Capture, Light Fields & Holograms Track</i></p>
7:45 > 8:10	12:45 > 1:10 PM	3:45 > 4:10	20h45 > 21h10	21h45 > 22h10	<p>Inspiring Keynote Keynote</p> <p>Tim Macmillan - CEO - Area4 Professional Paul Debevec - Adjunct Research Professor - USC Institute for Creative Technologies</p>
8:15 > 8:25	1:15 > 1:25	4:15 > 4:25	21h15 > 21h25	22h15 > 22h25	<p>Inspiring Keynote Keynote</p> <p>Tim Macmillan - CEO - Area4 Professional Paul Debevec - Adjunct Research Professor - USC Institute for Creative Technologies</p> <p><i>Q&A with Tim Macmillan & Paul Debevec</i></p>
8:30 > 8:55	1:30 > 1:55	4:30 > 4:55	21h30 > 21h55	22h30 > 22h55	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Opening Keynote</p> <p>Alex Hornstein - Co-Founder & CTO - Looking Glass Factory</p> <p><i>Real World in Real-Time</i></p>
9:00 > 9:15	2:00 > 2:15	5:00 > 5:15	22h00 > 22h15	23h00 > 23h15	Networking Break & Chat

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					Monday, May 4, 2020
9:15 > 9:25	2:15 > 2:25	5:15 > 5:25	22h15 > 22h25	23h15 > 23h25	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panelists Presentation</p> <p>Ryan Damm - CEO - Visby</p> <p><i>How Realtime Engines Can Kill the Video Gods</i></p>
9:30 > 9:40	2:30 > 2:40	5:30 > 5:40	22h30 > 22h40	23h30 > 23h40	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panelists Presentation</p> <p>Skylar Sweetman - Production Manager - Metastage</p> <p><i>Volumetric Capture: Capturing the Authentic Spirit of Real People</i></p>
9:45 > 9:55	2:45 > 2:55	5:45 > 5:55	22h45 > 22h55	23h45 > 23h55	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panelists Presentation</p> <p>Brandon Zamel - CEO - Springbok Entertainment</p> <p><i>The Creative Process of Volumetric Capture & Photogrammetry</i></p>
10:00 > 10:10	3:00 > 3:10	6:00 > 6:10	23h00 > 23h10	00h00 > 00h10	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panelists Presentation</p> <p>David Sheldon-Hicks - Founder - Territory Studios</p> <p><i>Storytelling with Holograms</i></p>

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10:15 > 10:25	3:15 > 3:25	6:15 > 6:25	23h15 > 23h25	00:15 > 00:25	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panelists Presentation</p> <p>René Schulte - Director of Global Innovation - Valorem Reply</p> <p><i>Beam me up, Scotty! Teleporting people and objects via 3D holographic livestreaming</i></p>
10:30 > 11:10	3:30 > 4:10	6:30 > 7:10	23h30 > 00:10	00:30 > 1:10	<p>Real World in Real-Time Volumetric Capture Light Fields Holograms Panel Discussion</p> <p><u>Hosts</u></p> <p>Alex Hornstein - Co-Founder & CTO - Looking Glass Factory Paul Debevec - Adjunct Research Professor - USC Institute for Creative Technologies</p> <p><u>Panelists</u></p> <p>Ryan Damm - CEO - Visb Skylar Sweetman - Production Manager - Metastage Brandon Zamel - CEO - Springbok Entertainment David Sheldon-Hicks - Founder - Territory Studios René Schulte - Director of Global Innovation - Valorem Reply Dave Smiddy - Head of Product - Intel Studios</p> <p><i>How do you draw the line between real and virtual worlds?</i></p>
11:15 > 11:30	4:15 > 4:30	7:15 > 7:30	00h15 > 00h30	1:15 > 1h30	Networking Break & Chat

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					Monday, May 4, 2020
11:30 > 12:10	4:30 > 5:10	7:30 > 8:10	00h30 > 1h10	1h30 > 2h10	<p style="text-align: center;">USD in the context of real-time Panel Discussion</p> <p style="text-align: center;"><u>Hosts</u> George Elkoura - Senior Software Engineering Lead - Pixar Animation Studios Pol Jeremias-Vila - Lead Graphics Engineer - Pixar Animation Studios SIGGRAPH 2021 Chair</p> <p style="text-align: center;"><u>Panelists</u> Mark Tucker - Senior Software Developer - Side Effects Software Shawn Dunn - Senior Product Manager - Epic Games Davide Pesare - Head of 3D & Immersive Labs - Adobe Michael Kass - Distinguished Engineer - NVIDIA</p> <p style="text-align: center;"><i>This panel invites leaders and innovators from a wide spectrum of experiences to discuss USD's applicability to real-time focused pipelines, what benefits it can already bring, and what benefits it could bring in the future.</i></p>
12:30 > 1:15 PM	5:30 > 6:15	8:30 > 9:15	1h30 > 2h15	2h30 > 3h15	<p style="text-align: center;">XR for Entertainment Panel Discussion</p> <p style="text-align: center;"><u>Host</u> Frank Gallego - Co-Founder - Chanclazo Studios</p> <p style="text-align: center;"><u>Panelists</u> Kelsey Wong - Producer - Magnopus Colleen O'Hagan - Head Of Engineering - RYOT Verizon Media Luke Ritchie - Head of XR & Interactive Arts - Nexus Studios Kaki Navarre - Director, Content Technology - Walt Disney Direct-to-Consumer & International</p> <p style="text-align: center;"><i>XR for Entertainment: Technical Uses and Artistic Insights</i></p>
1:20 > 1:25	6:20 > 6:25	9:20 > 9:25	2:20 > 2:25	3:20 > 3:25	<p style="text-align: center;">RealTime Conference 2020 Closing Address May 4 session</p> <p style="text-align: center;">Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p style="text-align: center;"><i>Closing words RTC 2020 May 4</i></p>
1:30 PM + 1 day	06:30 PM	09:30 PM	2:30 AM	3:30 AM	End of RTC 2020 May 4