





































PT Los Angeles	ET New York	BST London	CEST Paris	AEST + 1 Day Sydney	NZST + 1 Day Wellington		
						Monday, June 8, 2020	Tuesday, June 9, 2020
						Session 1 Virtual Production Europe	Session 1 Immersive Storytelling - Part 1
5:30 > 5:35 AM	8:30 > 8:35 AM	13h30 > 13h35	14h30 > 14h35	8:30 > 8:35 PM	10:30 > 10:35 PM	<p>RealTime Conference 2020 Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p><i>Welcome to RTC 2020 - June 8 & 9 sessions</i></p>	<p>RealTime Conference 2020 Immersive Storytelling Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p><u>Hosts</u></p> <p>Alex Coulombe - Creative Director - Agile Lens Emma Buttin - TV, New Media & VR - Cultural Services of the French Embassy, USA</p> <p><i>Welcome to RTC 2020 - June 9 session Introduction to the Immersive Storytelling series of talks & panels</i></p>
5:40 > 6:00 AM	8:40 > 9:00 AM	13h40 > 14h00	14h40 > 15h00	8:40 > 9:00 PM	10:40 > 11:00 PM	<p>Man & Machine Interactions Talk</p> <p><u>Host</u></p> <p>René Schulte - Director of Global Innovation – Valorem Reply</p> <p><i>Spatial Computing with Azure Mixed Reality, Digital Twins and HoloLens 2</i></p>	<p>Immersive Storytelling Panelists Presentation</p> <p>Melodie Mousset - Artist Co-founder - Patch.XR</p> <p><i>Life inside a digital synthesizer</i></p>







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6:05 > 6:25 AM	9:05 > 9:25 AM	14h05 > 14h25	15h05 > 15h25	9:05 > 9:25 PM	11:05 > 11:25 PM	<p>Man & Machine Interactions Talk</p> <p>Dennys Kuhnert - Founder & COO - Holonautic Roger Küng - Founder & CEO - Holonautic</p> <p><i>How to prepare your Real Time Production Teams for a Controller-less VR era?</i></p>	<p>Immersive Storytelling Panelists Presentation</p> <p>Alexis Jolis-Desautels - Creative Director - RedPill VR</p> <p><i>Take the RedPill - Creating a new reality where people and art can meet</i></p>
6:30 > 6:55 AM	9:30 > 9:55 AM	14h30 > 14h55	15h30 > 15h55	9:30 > 9:55 PM	11:30 > 11:55 PM	<p>Virtual Production Region By Region: Europe</p> <p>Host</p> <p>Terrence Masson - Chair - SVA MFA Computer Arts</p> <p><u>Panelists Presentation</u></p> <p>Patrik Forsberg - Creative Director - Stiller Studios Fredrik Darum - Head of R&D - Stiller Studios</p> <p><i>12 years of virtual production at Stiller Studios</i></p>	<p>Immersive Storytelling Panelists Presentation</p> <p>David Gochfeld - XR Creator, Director, Experience Designer, Technical Producer - self-employed Anna Henson - Experience Designer and Researcher: Embodied and Social UX for Spatial Computing - Self-Employed</p> <p><i>Liveness in Virtual Reality</i></p>
7:00 > 7:25 AM	10:00 > 10:25 AM	15h00 > 15h25	16h00 > 16h25	10:00 > 10:25 PM	00:00 > 00:25 AM	<p>Virtual Production Region By Region: Europe Panelists Presentation</p> <p>Fred Volhuer - President - Atlas V</p>	<p>Immersive Storytelling Panelists Presentation</p> <p>Ken Perlin - Director & Professor - NYU Future of Reality Lab</p> <p><i>How to Build a Holodeck</i></p>







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7:30 > 7:55 AM	10:30 > 10:55 AM	15h30 > 15h55	16h30 > 16h55	10:30 > 10:55 PM	00:30 > 00:55 AM	<p>Virtual Production Region By Region: Europe ILM Keynote</p> <p>Matt Rank - Senior Virtual Production Supervisor - Industrial Light & Magic London</p>	<p>Immersive Storytelling Panel Discussion</p> <p><u>Hosts</u></p> <p>Alex Coulombe - Creative Director at Agile Lens Emma Buttin - TV, New Media & VR - Cultural Services of the French Embassy, USA</p> <p><u>Panelists</u></p> <p>Melodie Mousset - Artist Co-founder - Patch.XR David Gochfeld - XR Creator, Director, Experience Designer, Technical Producer - self-employed Anna Henson - Experience Designer and Researcher: Embodied and Social UX for Spatial Computing - Self-Employed Alexis Jolis-Desautels - Creative Director - RedPill VR Ken Perlin - Director & Professor - NYU Future of Reality Lab</p> <p><i>Social Interaction: How To Create A Sense Of Presence And Engage Our Bodies?</i></p> <p><i>The panelists will discuss how emerging realtime technology enables new methods of communication with each other. Audience Q&A is encouraged!</i></p>
8:00 > 8:25 AM	11:00 > 11:25 AM	16h00 > 16h25	17h00 > 17h25	11:00 > 11:25 PM	1:00 > 1:25 AM	<p>Virtual Production & Future Computing Fireside Chat</p> <p>Raja Koduri - Chief Architect, Senior Vice President and GM - Intel Architecture, Graphics and Software-Intel Corporation</p> <p><i>Fireside Chat Q&A between Raja Koduri and Jean-Michel Blottiere</i></p>	
8:30 > 8:45 AM	11:30 > 11:45 AM	16h30 > 16h45	17h30 > 17h45	11:30 > 11:45 PM	1:30 > 1:45 AM	Networking Break & Talks	Networking Break & Talks







PT Los Angeles	ET New York	BST London	CEST Paris	AEST + 1 Day Sydney	NZST + 1 Day Wellington		
						Monday, June 8, 2020	Tuesday, June 9, 2020
						Session 2 Virtual Production Europe Panel Discussion	Session 2 Immersive Storytelling Real-Time Live Demo
8:45 > 9:05 AM	11:45 > 12:05 AM	16h45 > 17h05	17h45 > 18h05	11:45 > 00:05 AM	1:45 > 2:05 AM	Virtual Production Region By Region: Europe Panel Discussion Host Terrence Masson - Chair - SVA MFA Computer Arts Panelists Patrik Forsberg - Creative Director - Stiller Studios Mohen Leo - VFX Supervisor - Industrial Light & Magic London Matt Rank - Senior Virtual Production Supervisor - Industrial Light & Magic London Fred Volhuer - President - Atlas V Per Karefelt - Realtime Character Architect - MPC Vince Baertsoen - Global Head of CG (IA) – Framestore Sebastian Sylwan - CTO - Film & Episodic VFX – Technicolor Kim Libreri - CTO - Epic games	Tools of Tomorrow Talk Ash Nehru - Founder & CiNO - Disguise Ed Plowman - CTO - Disguise <i>Virtual Production Workflows / disguise xR</i> Tools of Tomorrow Real-Time Live Demo Jean-Colas Prunier - Founder & CEO - PocketStudio Tom Schwarz - Product Manager - PocketStudio Fredrik Darum - Head of R&D - Stiller Studios Stephane Tayeb - Co-CTO - PocketStudio <i>Real-Time Collaborative Filmmaking: Walk the Talk with a Live Demo!</i> <i>Presented to the public for the first time in 2018 at the SIGGRAPH Real-Time Live! competition, PocketStudio is the first Digital Content Creation tool built from the ground up upon a real-time collaborative unified workflow specifically designed by filmmakers for filmmakers. A movie making engine allowing filmmakers to collaborate from anywhere, with any device and in real-time! In this demo, four users located in different countries will use PocketStudio to create a short movie together, live, in front of your very eyes. Want to try too? Join the demo and get an exclusive access to a pre- release version of PocketStudio as a special gift to the RTC community.</i>
9:10 > 9:55 AM	12:10 > 12:55 AM	17h10 > 17h55	18h10 > 18h55	00:10 > 00:55 AM	2:10 > 2:55 AM		
10:00 > 10:15 AM	1:00 > 1:15 PM	18h00 > 18h15	19h00 > 19h15	01:00 > 1:15 AM	3:00 > 3:15 AM	Networking Break & Talks	Networking Break & Talks







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						Monday, June 8, 2020	Tuesday, June 9, 2020
						Session 3 Virtual Production Europe Real-Time Live Demo	Session 3 Immersive Storytelling Keynote
						Virtual Production Tools of Tomorrow - Real-Time Live Demo Mariana Acuña Acosta - CPO & Co-founder - Glassbox Technologies Norman Wang - Co-founder & CEO - Glassbox Technologies Johannes Wilke - Executive Producer - Glassbox Technologies Evan Browning - Engineer - Glassbox Technologies <i>Collaborative, Cross-Continent Virtual Production Showcase with BeeHive & DragonFly from Glassbox Technologies</i> <i>In this real-time virtual production presentation and demo the team at Glassbox Technologies, located across 3 continents, will showcase how you can use Beehive & DragonFly alongside Unreal Engine and Maya to showcase a real-time, cross-application, multi-user workflow for virtual production, visualization and location scouting with a team located anywhere in the world.</i>	Immersive Storytelling Keynote Jan Pinkava - Creative Director <i>What am I looking at? Real Stories and Fake Realities</i> <i>Let's start with a closer look at three old, interrelated ideas in immersive storytelling - Interactivity, Reality, and Presence - and see if we can understand ourselves and ask some difficult questions. But can we do it without using words like Verisimilitude and Phenomenology? Find out for yourself!</i>
10:15 > 10:55 AM	1:15 > 1:55 PM	18h15 > 18h55	19h15 > 19h55	1:15 > 1:55 AM	3:15 > 3:55 AM		
11:00 > 11:15 AM	2:00 > 2:15 PM	19h00 > 19h15	20h00 > 20h15	2:00 > 2:15 AM	4:00 > 4:15 AM	Networking Break & Talks	Networking Break & Talks







PT Los Angeles	ET New York	BST London	CEST Paris	AEST + 1 Day Sydney	NZST + 1 Day Wellington		
						Monday, June 8, 2020	
						Tuesday, June 9, 2020	
						Session 4 Real-Time @ SIGGRAPH	
						Session 4 Immersive Storytelling - Part 2	
						Real-Time @ SIGGRAPH	
						Immersive Storytelling	
						<u>Host</u>	
						Adam Finkelstein - Professor, Computer Science Department - Princeton University	
						<u>Host</u>	
						Jan Pflueger - Founder & Advisor - v AdvisXR	
						<u>Speakers</u>	
						Solomon Rogers - Founder & CEO - REWIND	
						Nils Wollny - CEO & co-founder - holoride	
						<i>Vehicles and VR: An In-Car Entertainment Revolution Is Coming</i>	
						Real-Time @ SIGGRAPH	
						<u>Papers</u>	
						Oliver Glauser - Researcher - Capskin Sensors.	
						<i>Interactive Hand Pose Estimation using a Stretch-Sensing Soft Glove. Deformation Capture via Soft and Stretchable Sensor Arrays as well as subsequent work to commercialize such technology</i>	
11:15 > 11:30 AM	2:15 > 2:30 PM	19h15 > 19h30	20h15 > 20h30	2:15 > 2:30 AM	4:15 > 4:30 AM		
11:35 > 11:50 AM	2:35 > 2:50 PM	19h35 > 19h50	20h35 > 20h50	2:35 > 2:50 AM	4:35 > 4:50 AM		







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						Monday, June 8, 2020	Tuesday, June 9, 2020
11:55 > 12:10 AM	2:55 > 3:10 PM	19h55 > 20h10	20h55 > 21h10	2:55 > 3:10 AM	4:55 > 5:10 AM	<p>Real-Time @ SIGGRAPH Papers</p> <p>Chenfanfu Jiang - Assistant Professor of Computer and Information Science - University of Pennsylvania.</p> <p><i>Photorealistic and efficient simulation of natural phenomena</i></p>	<p>Immersive Storytelling Talks</p> <p>Eliza McNair - Software Engineer - The Walt Disney Company</p> <p>Christiaan Cokas - Associate Director - ESPN</p> <p><i>Real-Time Data Visualizations: K-Zone 3D, Hit Track, and the Virtual + Mixed Reality Batting Cage</i></p>
12:15 > 12:30 AM	3:15 > 3:30 PM	20h15 > 20h30	21h15 > 21h30	3:15 > 3:30 AM	5:15 > 5:30 AM	<p>Real-Time @ SIGGRAPH Papers</p> <p>David Bau - Ph.D. Candidate in Electrical Engineering and Computer Science - Massachusetts Institute of Technology</p> <p><i>Semantic Photo Manipulation With a Generative Image Prior</i></p>	
12:30 > 12:45 AM	3:30 > 3:45 PM	20h30 > 20h45	21h30 > 21h45	3:30 > 3:45 AM	5:30 > 5:45 AM	Networking Break & Talks	Networking Break & Talks

PT Los Angeles	ET New York	BST London	CEST Paris	AEST + 1 Day Sydney	NZST + 1 Day Wellington		
						Monday, June 8, 2020	Tuesday, June 9, 2020
						Session 5 XE 5G	Session 5 Immersive Storytelling - Part 3
12:45 > 1:10 PM	3:45 > 4:10 PM	20h45 > 21h10	21h45 > 22h10	3:45 > 4:10 AM	5:45 > 6:10 AM	<p>Enabling the Next Era of Computing - Volumetric Capture Keynote</p> <p><u>Host</u></p> <p>Neil Schneider - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Keynote Speaker</u></p> <p>Steve Sullivan - Partner, General Manager - Mixed Reality Capture Studios - Microsoft</p> <p><i>Volumetric video for Mixed Reality and beyond</i></p>	<p>Immersive Storytelling Keynote</p> <p>Jeff Gipson - Director - Walt Disney Animation Studios</p> <p>Jose Luis Gomez Diaz - Lead Software Engineer, AR/VR - Walt Disney Animation Studios</p> <p><i>The Collaboration Between Art & Technology: Making Disney Animation's Myth: A Frozen Tale</i></p>
1:15 > 1:35 PM	4:15 > 4:35 PM	21h15 > 21h40	22h15 > 22h35	4:15 > 4:35 AM	6:15 > 6:35 AM	<p>Enabling the Next Era of Computing - Location Based AR Visualization Keynote</p> <p>Luke Ritchie - Head of Interactive Arts - Nexus Studios</p> <p><i>Location Based AR Visualization / Enhanced Location</i></p>	<p>Immersive Storytelling Keynote</p> <p>Gary Marshall - Creative Technology Supervisor & VFX Designer - The Third Floor</p> <p><i>Tutankhamen: Enter the Tomb with The Third Floor</i></p>
1:40 > 2:05 PM	4:40 > 5:05 PM	21h40 > 22h05	22h40 > 23h05	4:40 > 5:05 AM	6:40 > 7:05 AM	<p>Enabling the Next Era of Computing - 5G Keynote</p> <p>Nigel Tierney - Head of Content - Verizon Media /Ryot</p>	<p>Immersive Storytelling Keynote</p> <p>Rachid El Guerrab - Founder - Haiba LLC</p> <p><i>The New Storytelling Craft - Nonlinear, Dynamic, and RealTime</i></p>

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2:10 > 2:55 PM	5:10 > 5:55 PM	22h10 > 22h55	23h10 > 23h55	5:10 > 5:55 AM	7:10 > 7:55 AM	<p>Enabling the Next Era of Computing Panel Discussion</p> <p><u>Host</u></p> <p>Neil Schneider - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Panelists</u></p> <p>Reuven Bakalash - CEO - Adshir Ryan McCall - Director Global Sales & Marketing - UL Benchmarks Steve Sullivan - Partner, General Manager : Mixed Reality Capture Studios - Microsoft Adam Glick - Technical Marketing Lead, Visual Cloud Technologies - Advanced Micro Devices Luke Ritchie - Head of Interactive Arts - Nexus Studios Nigel Tierney - Head of Content - Verizon Media /Ryot</p> <p><i>The Client-to-Cloud Revolution</i></p>	<p>Immersive Storytelling Panel Discussion</p> <p><u>Hosts</u></p> <p>Joanna Popper - Global Head of Virtual Reality for Location Based Entertainment - HP</p> <p><u>Panelists</u></p> <p>Jeff Gipson - Director - Walt Disney Animation Studios Jose Luis Gomez Diaz - Lead Software Engineer, AR/VR - Walt Disney Animation Studios Gary Marshall - Creative Technology Supervisor & VFX Designer - The Third Floor Rachid El Guerrab - Founder - Haiba LLC Jan Pinkava - Creative Director Eliza McNair - Software Engineer - The Walt Disney Company Christiaan Cokas - Associate Director - ESPN</p> <p><i>VR For Reinventing Linear Stories</i></p> <p><i>The panelists will discuss lessons learned in utilizing the unique affordances of virtual reality in crafting new forms of narrative. Audience Q&A is encouraged!</i></p>
3:00 > 3:15 PM	6:00 > 6:15 PM	23h00 > 23h15	00h00 > 00h15	6:00 > 6:15 AM	8:00 > 8:15 AM	Networking Break & Talks	Networking Break & Talks

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						Monday, June 8, 2020	Tuesday, June 9, 2020
						Session 6 XR 5G - Cinematics Virtual Production	Session 6 Digital Humans Arts and Education
3:15 > 3:50 PM	6:15 > 6:50 PM	23h15 > 23h50	00h15 > 00h50	6:15 > 6:50 AM	8:15 > 8:50 AM	<p>Enabling the Next Era of Computing - XR 5G Tools of Tomorrow - Real-Time Live Demo</p> <p><u>Host</u></p> <p>Neil Schneider - Executive Director - The International Future Computing Association (TIFCA)</p> <p><u>Presenter</u></p> <p>Gaspard Giroud - Founder - Garou</p> <p><i>The deployment and scalability of large XR worlds on Verizon's 5g Ultra Wideband.</i></p>	<p>Digital Humans Artificial Intelligence Machine Learning GANs Introduction & Opening Keynote</p> <p><u>Hosts</u></p> <p>Mike Seymour - Lecturer, Researcher Digital Humans & Writer - MOTUS Lab (DDGR) USYD co-founder - fxguide</p> <p>Christophe Héry - Research Scientist - Facebook Reality Labs</p> <p><u>Speaker</u></p> <p>Andrew Glassner - Senior Research Scientist - Weta Digital</p> <p><i>Making Digital Personalities From The Inside Out</i></p>
3:55 > 4:15 PM	6:55 > 7:15 PM	23h55 > 00h15	00h55 > 01h15	6:55 > 7:15 AM	8:55 > 9:15 AM	<p>Games Cinematics Keynote</p> <p><u>Host and Keynote Speaker</u></p> <p>Greg Mitchell - Cinematics Director - The Coalition Studio - Microsoft</p> <p><i>A Cinematic Challenge - Going Real-Time in Gears 5</i></p>	<p>Digital Humans Artificial Intelligence Machine Learning GANs Panelists Presentation</p> <p>Simon Yuen - Director of graphics AI - NVIDIA</p>
4:20 > 4:40 PM	7:20 > 7:40 PM	00h20 > 00h40	01h20 > 01h40	7:20 > 7:40 AM	9:20 > 9:40 AM		<p>Digital Humans Artificial Intelligence Machine Learning GANs Panelists Presentation</p> <p>Thiago Porto - VFX Supervisor / Senior Comp - MPC New York</p> <p><i>How we get ML tools into Pipelines for Artists</i></p>

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4:45 > 5:05 PM	7:45 > 8:05 PM	00h45 > 01h05	01h45 > 02h05	7:45 > 8:05 AM	9:45 > 10:05 AM	<p>Games Cinematics Panelists Presentation</p> <p>Michael Zaman - Head of Realtime - Axis Studios</p> <p><i>Embracing a real-time pipeline</i></p>	<p>Digital Humans Artificial Intelligence Machine Learning GANs Panelists Presentation</p> <p>Hao Li - CEO - Pinscreen</p> <p><i>Discussing latest PaGAN tech and face replacement</i></p>
5:10 > 5:30 PM	8:10 > 8:30 PM	01h10 > 01h30	02h10 > 02h30	8:10 > 8:30 AM	10:10 > 10:30 AM	<p>Games Cinematics Panelists Presentation</p> <p>Matt Workman - Owner - Cinematography Database</p> <p><i>Combining Live Action Cinematography Techniques and Real Time Graphics</i></p>	<p>Digital Humans Artificial Intelligence Machine Learning GANs Panelists Presentation</p> <p>Jonathan Heimann - Co-Founder - Canny AI</p> <p><i>The use of ML for video/audio replacement and revoicing.</i></p>
5:35 > 6:15 PM	8:35 > 9:15 PM	01h35 > 02h15	02h35 > 03h15	8:35 > 9:15 AM	10:35 > 11:15 AM	<p>Games Cinematics Panel Discussion</p> <p><u>Host</u></p> <p>Greg Mitchell - Cinematics Director - The Coalition Studio - Microsoft</p> <p><u>Panelists</u></p> <p>Marty Stoltz - Cinematic Development Director - Warner Brothers Games/ Netherrealm Studios</p> <p>Jerry O'Flaherty - Art Director - Riot Games</p> <p>Dori Arazi - Director of Photography / Cinematic Art Lead - Sony Santa Monica</p> <p>Matt Workman - Owner - Cinematography Database</p> <p>Kim Libreri - CTO - Epic games</p> <p><i>The Ever Evolving Real-Time Cinematic</i></p>	<p>Digital Humans Artificial Intelligence Machine Learning GANs</p> <p><u>Hosts</u></p> <p>Mike Seymour - Lecturer, Researcher Digital Humans & Writer - MOTUS Lab (DDGR) USYD co-founder - fxguide</p> <p>Christophe Héry - Research Scientist - Facebook Reality Labs</p> <p><u>Panelists</u></p> <p>Andrew Glassner - Senior Research Scientist - Weta Digital</p> <p>Hao Li - CEO - Pinscreen</p> <p>Jonathan Heimann - Co-Founder - Canny AI</p> <p>Simon Yuen - Director of graphics AI - NVIDIA</p>

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6:20 > 6:55 PM	9:20 > 9:55 PM	02h20 > 02h55	03h20 > 03h55	9:20 > 9:55 AM	11:20 > 11:55 AM	<p style="text-align: center;">Virtual Production Panel Discussion</p> <p style="text-align: center;">Host</p> <p>Karen Idelson - Entertainment, Technology & Pop Culture Writer Branded Content Developer Moderator/Speaker - Variety</p> <p style="text-align: center;">Panelists</p> <p>Mariana Acuña Acosta - CPO & Co-founder - Glassbox Technologies Ted Schilowitz - Futurist - Paramount Pictures Bjorne Larson - Director Writer Producer Founder - Deep Forest Films and Björne Larson Film</p> <p style="text-align: center;"><i>Democratizing Real-Time AI-Assisted Film Pipelines</i></p>	
						<p style="text-align: center;">Real-Time, Art & Education Panel Discussion</p> <p style="text-align: center;">Host</p> <p>Terrence Masson - M.F.A. Computer Arts Chair - School of Visual Arts</p> <p style="text-align: center;">Panelists</p> <p>Amber Bartosh - Assistant Professor - Syracuse University School of Architecture Ken Perlin - Director & Professor - NYU Future of Reality Lab</p> <p style="text-align: center;"><i>Future of Real-Time in Experimental Art & Education</i></p>	
7:00 PM	10:00 PM	03h00	04h00	10 AM	12 AM	End of RTC 2020 June 8	
						End of RTC 2020 June 9	