The World’s Premiere Event for Real-Time Technologies

With real-time technologies growing at an unprecedented pace and shaping countless industries in its wake, the need for a unifying event to bring together the pioneers of today with the leaders of tomorrow has never been more important.

In 2020, 6,740 unique registrants from 103 countries, hundreds of keynotes speakers and visionaries, and insightful Tech Giants made RTC the pioneering conference of the future, opening up the conversation across industries too often siloed – from Architecture to Automotive, Design & Manufacturing, Virtual Production, Digital Humans, and more...

Following this great success in extremely challenging times, The RealTime Conference returns on April 26 & 27, 2021 and November 15 & 16, 2021, and grows into a powerful ecosystem!
2021

Two Fully Virtual Events

The RealTime Conference returns on April 26 & 27, 2021 and November 15 & 16, 2021, expanding to India and China!

2021 - 2023

RTC Grows Into a Powerful Ecosystem

“One way to keep momentum going is to have constantly greater goals!” Michael Korda

Building on its success, RTC grows into a powerful ecosystem and proudly announces the creation of:

- **RTC Innovation Awards**: A prestigious ceremony to celebrate innovation in the space.
- **RTC Institute**: A training Program aligned with the Conference
- **RTC Research Lab**: A lab to develop the next-generation conference platforms
- **RTC Society**: A space for discussion about training, democratization, pain points, insights, breakthrough and more...

Ready to come on board?

Don’t miss the opportunity, read further, and join the select club of our prestigious partners. It’s definitely the Right Time for Real-Time!
Real-time technology has become fundamental to many industries, each with a sophisticated set of custom real-time tools and applications that play a critical role in business. They enable creativity, deliver growth and create competitive disruptions, opening up new markets across the globe.

Understanding this transformative process leads to better business decisions.
Reach the Right People at the Right Time

6,740 Unique Registrants
North America 50%
Europe 33%
Asia 11%
150+ expert speakers

Multiple Industries
Advertising, Architecture, Automotive, Construction, Education, Art, Engineering, Design & Manufacturing, Media & Entertainment, Immersive Storytelling, and more...

Technology Driven
Cloud Computing, CPU & GPU, Game Engines, ML/AI, GANs, Pipelines & Workflows, Volumetric Capture, Light Fields, Holograms, 5G, XR, Location Based AR Visualization, and more...

Business Aware
Impact of Real-Time on Strategy, Business Models, and Production Models

Decision Makers
73% of attendees who participated in our survey said they are likely or very likely to participate in making decisions about purchasing new equipment (software, hardware, infrastructures, etc)

Executives
35% of respondents are Executive/Management

Experienced
68% are over 34 years old and 53% have been in their industry over 15 years

Ready to Invest
92% said their companies are likely or very likely to increase its investments and/or include real-time solutions in its processes, products or services in the next 2-3 years

103 countries
6,740 registrants worldwide
1.1 M media coverage views

Varied Audience, Shared Interest

Art & Education: 1%
Immersive Storytelling: 12%
Games Cinematics: 4%
Design & Manufacturing: 11%
Digital Humans, Artificial Intelligence, Machine Learning, GANs: 13%
Next era of Computing: Volumetric Capture, Light Fields, Location Based AR Visualization, Holograms, 5G, XR: 11%
Virtual Production: 22%
Architecture: 11%
Automotive: 11%
Man & Machine Interactions: 2%
Research: 2%
A “Community Driven” Approach
Sponsorship is a key component of RealTime Conference, and our approach is community driven. We approach the design of the conference collaboratively, working with a group of highly motivated sponsors to address specific marketing objectives which also serve the greater good of the real-time community and strengthen the conference itself.

Real-Time Live Collaborative Demos
We believe significant, high profile demonstrations of the power of real-time technology are important at this maturation stage of the industry. We invite partners to shape and participate in these showcases to guarantee maximum attention in the technology and business communities.

Reach The Right People...
73% of our attendees who participated in our survey said they are likely or very likely to participate in making decisions about purchasing new equipment (software, hardware, infrastructures, etc)
35% of respondents are Executive/Management
68% are over 34 years old and 53% have been in their industry over 15 years

... At the Right Time
92% said their companies are likely or very likely to increase its investments and/or include real-time solutions in its processes, products or services in the next 2-3 years

A Few Testimonials

You and the whole crew did an amazing job - fabulous conference, quality speakers - I can’t imagine attending a conference any other way again.
- Dave Cooper
VP Themed Entertainment
DreamWorks Animation

RealTime Conference has been做梦 together so many of the world's leading graphics professionals to build a truly pioneering conference of the future.
- Georges El Koura
Software Engineer, Pixar Animation Studios

What a great conference to attend. Future is exciting.
- Tania Chen
Visual creator

Fantastic demo today. The first time I see the true understanding of real-time collaborative creation in action.
- Ian Failes
VFX journalist. Editor of ‘Before & Afters’

Loads of really inspirational insights from global leaders in the field. Thank you RealTime Conference and all involved !
- Georges El Koura
Emerging Technologies Lead at University of the Arts London

RTC is one of the best virtual conferences. Content-wise but even more so the format and the professional execution.
- Girish Balakrishnan
Director, Virtual Production at Netflix

RealTime Conference has an absolutely CRACKING line up. Loving these topics!!
- Declan Keeney
Faculty at Ulster University

Bravo Jean-Michel Blottiere and team for leading a brilliant RealTime Conference exploring real-time for virtual production, gaming, animation and more.
- Georges El Koura
Software Engineer, Pixar Animation Studios

Damn, RealTime Conference Digital Human session has some powerhouse speakers.
- Josh Gonsalves
Co-Founder CEO
Contraverse

There is some serious fantastic things being shared in RealTime Conference. Blew my mind!
- Ian Failes

RealTime Conference has brought together so many of the world's leading graphics professionals to build a truly pioneering conference of the future.
- Georges El Koura
Software Engineer, Pixar Animation Studios

When a variety of thought leaders and experts around the globe sharing their perspectives and one interesting lecture is followed by the next exciting discussion, it is RealTime Conference. RealTime Conference has managed to create a common place for the community and to encourage an exchange that lasts even after the event finished.
- Jan Pflueger
Founder & Advisor, AdvisXR

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

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

A different kind of event is coming.

Forbes

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

fxguide

Five Can’t-Miss Events For VR, AR, And MR In 2020.
The right to secure category marketing exclusivity. In this instance and per Partner guidance, direct competitors of Partner will not be allowed to engage with the RealTime Conference in a sponsorship capacity. However, there are likely to be talks that include mention of direct competitors of Partner, depending on the current state of the market.

Presence on Advisory Board
Partner is invited to provide a representative to join the select group of Senior Advisors who offer their guidance to RTC 2021.

Presence on Curators Board
Partner is invited to provide a representative to join the team that creates, hosts, and curates specific parts of the conference.

High Profile Keynote Presentation
Partner will provide a 25-minute keynote presentation by Partner representative online.

High Profile Panel Discussion
Partner will provide a 45-minute panel discussion, hosted by Sponsor representative online.

High Profile Lecture Presentation
Partner will provide a 15-minute lecture presentation by Partner representative online.

Technology Event
Partner will provide a 45-minute RealTime Live Demo hosted by Partner representative online.

Access to "Opt-in" registration participants information
Partner will have access to "Opt-in" registration participants information.

Virtual Booth Presence
Partner will be given a virtual booth space for the duration of the conference and enjoy premium visibility on RTC Website to promote this virtual booth.

Demo reel or Promotional Video
Partner demo reel or promotional video will be screened before and after each networking break.

Online Branding
Partner Logo will be prominently displayed on screen before and after each networking break.

Banner
Partner's banner ad on RTC’s Website (home page, speakers page, program page, registration page).

Mention of Partner in all RTC Marketing Activities
Partner will be featured in email blasts, press releases and signature promotional events throughout the conference year.

Company Logo
Company Logo in the Partner Section of the RTC website – with link to Partner's website.

<table>
<thead>
<tr>
<th>Sponsorship Level</th>
<th>Founding Partner</th>
<th>Associate Partner</th>
<th>Premier Partner</th>
<th>Leader Partner</th>
<th>Supporter Partner</th>
<th>Entry Partner</th>
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<td>RTC 2021 Spring - April 26 &amp; 27, 2021</td>
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</table>

Ready to become an official partner?
partner@realtimeconference.com
Additional enquiries: jean-michel.blottiere@realtimeconference.com +1 347 987 7594 | +33 6 61 77 61 83
A glimpse into our recent past
RealTime Conference 2020 by the numbers

<table>
<thead>
<tr>
<th>Date</th>
<th>Scheduled Time Slot (ET)</th>
<th>Track</th>
<th>Unique Viewers</th>
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<tbody>
<tr>
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<td>8:00 am - 10:00 am</td>
<td>Architecture Europe</td>
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<td>10:00 am - 12:00 pm</td>
<td>Architecture East Coast</td>
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<td>Inspiring Keynotes</td>
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<td>Virtual Production Keynotes</td>
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<td>Virtual Production Talks</td>
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<td>Virtual Production “Lion King” &amp; “New Normal” Panels</td>
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<td>8:00 am - 10:00 am</td>
<td>Automotive Europe</td>
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<td>Digital Humans Keynotes</td>
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<td>Virtual Production Pipelines Panel</td>
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<td>Monday, May 4</td>
<td>8:00 am - 10:00 am</td>
<td>Design &amp; Manufacturing - Ideation</td>
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<td>Monday, May 4</td>
<td>10:00 am - 12:00 pm</td>
<td>Design &amp; Manufacturing - Engineering &amp; Manufacturing</td>
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<td>Monday, May 4</td>
<td>12:00 pm - 2:00 pm</td>
<td>Design &amp; Manufacturing - Visualization &amp; Collaboration</td>
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<td>Visual Effects Society Special Event</td>
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<td>Monday, May 4</td>
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<td>Volumetric Capture, Light Fields &amp; Holograms - Keynotes</td>
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<td>Monday, May 4</td>
<td>5:15 pm - 7:30 pm</td>
<td>Volumetric Capture, Light Fields &amp; Holograms - Talks</td>
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<td>5:15 pm - 7:30 pm</td>
<td>USD In The Context of Real-Time &amp; XR for Entertainment Panels</td>
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<td>Monday, June 8</td>
<td>8:30 am - 11:00 am</td>
<td>Virtual Production Europe</td>
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<td>Monday, June 8</td>
<td>11:00 am - 11:25 am</td>
<td>Fireside with Raja Koduri</td>
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<td>11:45 am - 1:00 pm</td>
<td>Virtual Production Europe – Panel Discussion</td>
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<td>Glassbox Technologies Real-Time Live Demo</td>
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<td>Real-Time @SIGGRAPH</td>
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<td>Monday, June 8</td>
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<td>Enabling The Next Era of Computing</td>
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<td>6:15 pm - 6:55 pm</td>
<td>Garou Real-Time Live Demo</td>
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<td>Monday, June 8</td>
<td>7:00 pm - 9:15 pm</td>
<td>The Ever Evolving Real-Time Cinematics</td>
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<td>Monday, June 8</td>
<td>9:20 pm - 9:55 pm</td>
<td>Democratizing Real-Time AI-Assisted Film Pipelines</td>
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<td>Tuesday, June 9</td>
<td>8:30 pm - 11:30 pm</td>
<td>Immersive Storytelling – Part 1</td>
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<td>Tuesday, June 9</td>
<td>11:45 am - 1:00 pm</td>
<td>PocketStudio Real-Time Live Demo</td>
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<td>Immersive Storytelling – Jan Pinkava Keynote</td>
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<td>Digital Humans</td>
<td>Artificial Intelligence</td>
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<td>Tuesday, June 9</td>
<td>9:20 pm - 10:00 pm</td>
<td>Real-Time, Art &amp; Education Panel</td>
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</table>

Registrants from all over the world.

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<tr>
<th>United States</th>
<th>Mexico</th>
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<th>Chile</th>
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<td>Venezuela</td>
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<td>Madagascar</td>
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<td>Fiji</td>
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<td>Albania</td>
<td>Bangladesh</td>
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RTC Grows Into a Powerful Ecosystem

2021 → 2023

An Ambitious Road Map
RTC INSTITUTE

A training program aligned with the conference

Training has never been more needed. Although it’s relatively easy to find excellent classes to learn how to master real-time tools, it is much more difficult to find:
• Masterclasses which teach what creative possibilities real-time tools enable (what can we do with real-time tools that other tools don’t allow)
• Vertical training devoted to micro-communities (Virtual Production, Car Configurators, etc.)

In the course of the next three years, we will establish the RealTime Institute. RTC Institute includes thematic training in cross-industry real-time tools and applications. We aim to train hundreds of students and professionals per year within 3 to 5 years.

RTC Institute allows a sustainable business model while extending our service to the real-time community. It’s similar to the strategy RTC co-founders Thomas Haegle and Jean-Michel Blottière developed while creating The Institute of Animation, Visual Effects and Digital Post-Production within Filmakademie, and FMX. A training program aligned with the conference; two entities supporting each other - and the field.

RTC INNOVATION AWARDS

A prestigious ceremony

The RealTime Innovation Awards will be one of the highlights of our 2021 Fall events on November 15 & 16, 2021.

With RTC solidly established, we believe we can provide a neutral/agnostic platform to bring together the whole real-time community, celebrate innovations in the space and, more importantly, honor the people behind them!

A preselection committee will review the latest developments in real-time, and the teams we want to honor. Our 6,500 + members will then vote. Results will be unveiled during a prestigious ceremony, held on November 18, 2021.
Developing the best in-person experience

Real-time platforms are not satisfying today’s need. Mainly, their failure to create social interaction has left participants wanting more.

We commit to developing the best in-person experience during our events. Significant players are exploring this area, and we aim to partner with them in developing the next-generation tools for collaboration and communication.

We’ve initiated discussions with some potential partners and hope to work hand in hand, bringing our considerable experience in both conventional and virtual convening to develop more satisfying conference platforms.

The real-time community, together

We are working on the creation of the RealTime Society. We all know how vital the Visual Effects Society or the Academy Software Foundation are in the development of their communities.

While many of us are proudly bearing the flag of real-time within our companies, there is still a lot to do to convince top management to transition from traditional workflows to real-time ones. And community, collegiality, and communication serve the field and everyone in it.

We believe it’s the right time for us to build the foundation of a real-time society which will bring together the different stakeholders, regardless of company size or industry. RTC Society offers a common roof to all the members of the real-time community and a space for discussions about standards, training, democratization, pain points, insights, breakthroughs, and more...

We have received tremendous feed-back from the community regarding the creation of the RTC Society. It’s obviously fulfilling a need here. More very soon!
The Right Time for Real-Time

Thank you to our Partners, Advisors, Curators, Speakers, and, more importantly, to our 6,740 registered participants, for making the RealTime Conference the World’s Premiere Event for Real-Time Technologies. We couldn’t have done it without you. Our success is your success!

Our Supporters

Academy Software Foundation • ACM SIGGRAPH • Activision • Adobe • AMD • Daimler Trucks • Dassault Systèmes • EA Create • Epic Games • ESPN • Facebook Reality Lab • Fiat Chrysler Automobile • Ford Motor Company • Foundry • GlassBox Technologies • Google • HP • IKEA • ILM • Intel • KPF • Microsoft • MIT • Morphosis Architects • NVIDIA - NYU Future of Reality Lab • Paramount Pictures • SHoP Architects • Sony • Spatial • Technicolor • The Walt Disney Company • Unity Technologies • Unreal Engine • USC Institute for Creative Technologies • Variety • Verizon Media/Ryot • Visual Effects Society • Wacom • Warner Bros • Weta Digital • And much, much more…