Dear RealTime Families,

As you may know, over the last couple of years, we have been working hard to put together a one-of-a-kind event that would gather cross-industry pioneers from around the globe, and bring to you the most advanced real-time tools, technologies and practices that are changing the way we live and do business.

By this time, we should have been polishing the last details with our venues, preparing signs, printing out programs and badges, sending you directions... But 2020, it seems, has decided otherwise.

Still, we know that this community has the power, even - or maybe especially - in this disruptive time, to transform our practices and maintain communication across industries - *together and in real-time*. After all, digital agility is part of our DNA here at RealTime Conference, as we have been working with a 100% remote community from day 1. Since the COVID-19 pandemic thwarted our original plans for trans-Atlantic convenings, connected in real-time, we have been working relentlessly to pivot to bring you a 100% virtual RealTime Conference, without sacrificing the richness of our program, and remaining as engaged and interactive as possible. And we are grateful to have been blessed with such a supportive community of partners, speakers, and collaborators that is the RealTime family.

In the spirit of fellowship, community, solidarity, and faith in the future, we are waiving all registration fees, and invite you to join us, at no cost, at the RealTime Conference in real-time online.

SAVE THE DATE

April 6 & 7

Join us and explore the transformative impact real-time technologies are having on Business, Art, Industry, and Society.

This is your opportunity to connect, learn, and share with leaders and cutting-edge innovators who are forging the future of real-time engagement. You may be under the impression that real-time technology only impacts a few industries, but our incredible RealTime family, featuring top-tier speakers from companies such as *Intel, Epic Games, Google, Facebook, Adobe, Activision, Foundry, Weta Digital, Magnopus, Spatial, Daimler, 3Lateral, Oculus VR, Digital Domain, Pixar,* and more… will be sharing with you extraordinary real-time's enabling technologies and present-day applications on their own infrastructure, business, and resources. Topics will touch on everything from "*Crafting Real and Virtual Architecture in Real-Time*" and "*Fostering Customers Engagement Though Real-Time Interactive Experiences*" to "*Bringing Real-Time Pipelines to Movie Making*" and "*The Real in Real-Time Photoreal Digital Humans*".

Last, but not least, a panel will address a sensitive topic as of today: "*How to address the current climate and what studios, producers and companies could do to combat this in the future by making the most of real time technology*".

While we are still tweaking the hows & abouts of this online conferencing, please bear with us, save the date and check our website for updates!! We'll be back soon with more details as to how to register and a full program of keynotes and panel discussion.

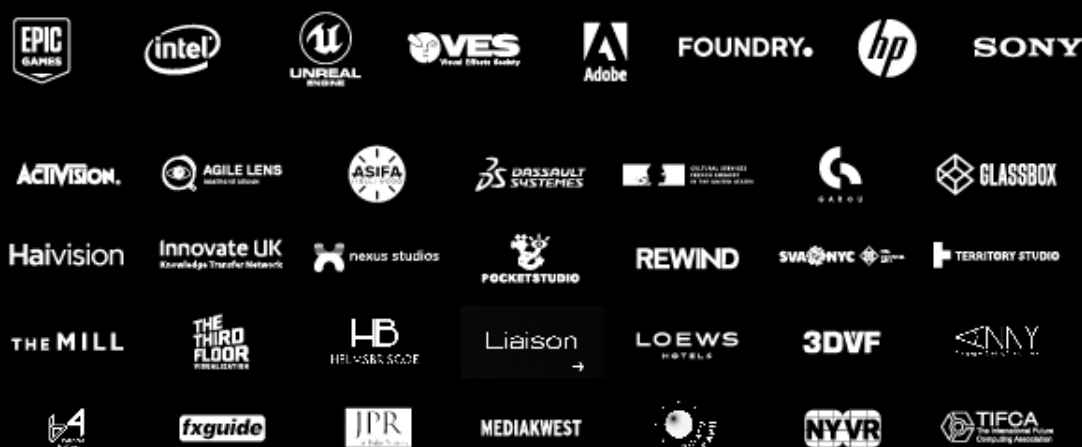With deep gratitude for our RealTime families,

Onward!

Jean-Michel Blottière