

[View this email in your browser](#)



Day 2 of #RealTimeConference will start soon!

And we can't wait to welcome you live for our online keynotes, presentations, and panel discussions which will focus today on the advances in real-time technology applied to #Automotive, #Immersive, #Avatars, #IntelligentAgents, #DigitalHumans, and #VirtualProduction. Come meet our top-tier cross-industry speakers, and explore how real-time is transforming the way we live and do business.

If you haven't already, register [here](#). Remember: Registration is free but compulsory! **Once you have registered, check your email! All registrants receive an email from contact@realtimeconference.com with log in instructions.**

DO NOT MISS TODAY'S TOP LIVE CONTENT!



The new golden age of product creation | Presentation #Automotive

7:15 am PST | 10:15 am EST | 3:15 pm BST | 4:15 pm CST | 2:15 am NZT (Wed.)
Immersive realities have unleashed a new communication paradigm for industrial design and engineering. Join [Elizabeth Basso](#), Vice President, Immersive Solutions at Silverdraft Supercomputing, and discover how product creation can include the customer's viewpoint along with engineering and scientific considerations. Understand the potential for immersive realities to bring strategic, holistic business practices through a natural contextual method.

The Quantum Leap of Design – How former CERN scientists expanded car design to VR | Presentation #Automotive

8:30 am PST | 8:30 am EST | 1:30 pm BST | 2:30 pm CST | 8:30 am NZT (Wed.)
Transitioning from 2D sketching to designing 3D objects is easy and fun in virtual reality. Former CERN physicists Jonas Kunze and Dr. Johannes Matlmann developed a software that gives you the freedom to explore your creativity beyond the boundaries of a flat piece of paper. Learn how to easily add another dimension to your design ideas, how this new workflow will enhance your creative workflow and how this tool will upgrade design cycles as well as team communication in the automotive industry.



Virtual Teleportation | Keynote #DigitalHumans

1:30 pm PST | 4:30 pm EST | 9:30 pm BST | 10:30 pm CST | 8:30 am NZT (Wed.)
The concept of virtual teleportation is not new, we've all been dreaming about it since the holograms of Star Wars. However, with the advent of consumer AR/VR headsets, it is now tantalizingly close to becoming fact rather than just science fiction. At its core, however, there's a fundamental machine perception problem still to solve – the digitization of humans in 3D and in real time. In this talk, [Shahram Izadi](#) will cover the work that he has done at Microsoft, perceptioVR and now Google on this topic.

Likeness – What It Means To Be You | Presentation #DigitalHumans

3:00 pm PST | 6:00 pm EST | 11:00 pm BST | 00:00 am CST (Wed.) | 10:00 am NZT (Wed.)
Weta Digital VFX Supervisor [Guy Williams](#) will share insights from the year he spent creating a 23-year-old Will Smith for last year's Gemini Man. Ranging from the technical to the perceptual and emotional, the challenges of pursuing such a high standard of human representation are revealing for everyone engaged in this work. Guy's experiences are relevant not only for digital human performances in film, but for any digital avatar built for human connection.

TODAY'S TOP SPEAKERS

#Automotive

[Jonas Kunze](#)

Founder at FlyingShapes GmbH

[Elizabeth Basso](#)

Vice President, Immersive Solutions at Silverdraft

Supercomputing, former Immersive Realities

Technical Specialist at Ford Motor Company

[Laura Loggworth](#)

Innovation and Emerging Technology Lead

AR/VR at Daimler Trucks North America

[Jeff Meyers](#)

Former Head of Visualization & Technology

at Fiat Chrysler Automobile

[Shahram Izadi](#)

President at 209 Group

#TelePresence #Avatars #IntelligentAgents #DigitalHumans

[Sebastien Dery](#)

Vice President, 3D & Immersive at Adobe

[Paul Dr. Shyam Subramanian](#)

Director of Research, 3D & Immersive at Adobe

[Vladimir Mastulov](#)

Founder / Owner, CEO at 3Lateral Studio

[Doug Bobbe](#)

Senior Director of Software R&D at Digital

Domain

[Shahram Izadi](#)

AR/VR Director at Google

[Guy Williams](#)

VFX Supervisor at Weta Digital

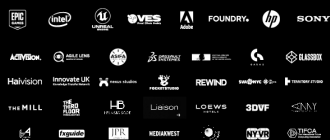
[Discover our full program](#)

Follow us on social media to stay up-to-date with our latest news:



#RTC_2020

OUR PROUD PARTNERS



Copyright © 2020 RealTime Conference. All rights reserved.

Want to change how you receive these emails? You can update your preferences or unsubscribe from this list.



