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The May 4th RealTime Conference will start soon!

And we can't wait to welcome you live for our online keynotes, presentations, and panel discussions! Together, we'll explore the most advanced Real-time tools, technologies and practices that are changing the way we live and do business. #Design #Manufacturing (Ideation, Engineering, Manufacturing, Visualization, Collaboration), #VolumetricCapture #LightFields #Holograms, Pixar's #USD in the context of real-time, #XRforEntertainment... and more!

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.

MAY THE 4TH BE WITH YOU!

DO NOT MISS OUR VISUAL EFFECTS SOCIETY SPECIAL EVENT



VFX Pros: Home Edition – #STARWARS Day with Dennis Muren, VES, ASC

11 am PST | 2 pm EST | 7 pm BST | 8 pm CST | 8 am NZT (Tue.)

Grab your lightsaber and join [Dennis Muren](#), legendary Visual Effects Artist and Supervisor, and Creative Director at Industrial Light & Magic, as he will talk about creating a galaxy, far, far away, the legacy of **STAR WARS**, and pioneering techniques that marked new benchmarks in visual effects. Other film juggernauts including the CG dinosaurs of JURASSIC, the flying bicycles in E.T, his storied career at ILM... and so much more!

TOP KEYNOTES



IKEA's progress in real time graphics #Design #Manufacturing

9:45 am PST | 12:45 pm EST | 17:45 pm BST | 18:45 pm CST | 4:45 am NZT (Tue.)

Join [Martin Entress](#), Digital Manager IKEA Digital Lab & DODI (DevOps IT) at Ikea Communications AS, and [Gunnar Lind](#), 3D Manager at IKEA, as they highlight how IKEA uses real-time graphics in consumer-facing interfaces, based upon more than 10 years 3D-production for stills and animations. Many things still need to be solved from a technical point of view with open standards. We'll deep dive into what IKEA does externally in open standards organizations as well as our main focus areas internally now and in the future.



The Convergence of #Photogrammetry #Light Fields #VolumetricCapture

12:45 am PST | 3:45 pm EST | 8:45 pm BST | 9:45 pm CST | 7:45 am NZT (Tue.)

Digitizing the real world using arrays of cameras has been a topic of research for decades, but only today are practical systems becoming available which allow dynamic performances to be recorded in ways they can later be seen from any viewpoint and any lighting. Join [Paul Debevec](#), Adjunct Research Professor at USC Institute for Creative Technology, and [Zeljko Marincic](#), CEO at Area4 Professional, who will show how techniques from photogrammetry, view-dependent texture mapping, light field imaging, and volumetric capture are producing the next generation of content creation tools which are equally well suited to linear and interactive content and will enable the next generation of virtual production.

REAL WORLD IN REAL TIME



Panelist Presentations #RealWorldInRealTime

2:15 pm PST | 5:15 pm EST | 10:15 pm BST | 11:15 pm CST | 9:15 am NZT (Tue.)

[Dylan Evans](#), CEO at Vistry | **How Realtime Engines Can Win the Video Game**
[Srinivasa Swaminath](#), Production Manager at Metastage | **Volumetric Capture: Capturing the Authentic Spirit of Real People**
[Gustavo Zampieri](#), CEO at Springbok Entertainment | **The Creative Process of Volumetric Capture & Photogrammetry**
[David Sheehan-Hicks](#), Founder at Territory Studio | **Storytelling with Holograms**
[David Schultz](#), Director of Global Innovation at Valorem Realty | **Beam me up, Scotty! Teleporting people and objects via 3D holographic livestreaming**

TOP PANEL DISCUSSIONS



USD in the context of real-time #Pixar #USD

4:30 pm PST | 7:30 pm EST | 0:30 am BST (Tue.) | 1:30 am CST (Tue.) | 11:30 am NZT (Tue.)

Universal Scene Description (USD) is an open standard developed by Pixar to facilitate large-scale collaborative workflows in creative fields. It has made large inroads in many of the world's leading visual effects and feature film production facilities, as well as in some real-time and gaming workflows. It has been used as both an interchange technology as well as in studios that use some of its features in delivered products. Join [George El-Khoury](#), Senior Software Engineering Lead at Pixar Animation Studios, and [Paul Jeremias-Vill](#), Lead Graphics Engineer at Pixar Animation Studios as they invite [Jason Anderson](#) 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.

[Discover our full program](#)

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#RTC_2020

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