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### We are going LIVE NOW!

Welcome to our second edition of RealTime Conference, a day of virtual learning, networking, and uniting as a global Real-time cross-industry family.

[Discover our full program](#)



Join the conversation!

#RTC\_2020

[How do I log in? Check your email! All registrants receive an email from contact@realtimconference.com with log in instructions. If you haven't already, register \[here\]\(#\).](#)

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 | 6 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 Enthed](#), Digital Manager IKEA Digital Lab & DOIT (DevOps IT) at Ikea Communication AB, and [Dan Frith](#) 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 [Tim Macmillan](#), 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.)

[Evan Damm](#), CEO at Visby | [How Realtime Engines Can Kill the Video Gods](#)

[Skyler Sweetman](#), Production Manager at Metastage | [Volumetric Capture: Capturing the Authentic Spirit of Real People](#)

[Brandon Zamel](#), CEO at Springbok Entertainment | [The Creative Process of Volumetric Capture & Photogrammetry](#)

[David Sheldon-Hicks](#), Founder at Territory Studios | [Storytelling with Holograms](#)

[René Schulte](#), Director of Global Innovation at Valorem Reply | [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 runtimes that use some of its features in delivered products. Join [George EKoura](#), Senior Software Engineering Lead at Pixar Animation Studios, and [Pat Jeremias-Vila](#), Lead Graphics Engineer at Pixar Animation Studios as they invite [leaders and innovators](#) 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.

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