RealTime Conference will go live soon!

And we can't wait to welcome you live for our online keynotes, presentations, panel discussions, and live demos! Virtual Production Region By Region: Europe, Future Computing, Real-Time @SIGGRAPH, Volumetric Capture, Location Based AR Visualization, XR | 5G, Games Cinematics... Here's a sneak peak of today's top sessions!

Register Now

If you haven't already, register now! **We invite the community to contribute according to their means, still offering a free option for those who can't support us financially at the moment.**

Once you have registered, check your email! All registrants receive an email from contact@realtimeconference.com with log in instructions.

TOP KEYNOTES

Volumetric video for Mixed Reality and beyond #VolumetricCapture

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

Steve Sullivan, Partner, General Manager - **Mixed Reality Capture Studios at Microsoft** will discuss Volumetric Video as a new and powerful type of content that brings holographic human performances to Mixed Reality experiences. Microsoft's capture studio in San Francisco and partners in London, Los Angeles, Berlin, and Seoul commercially produce sophisticated multi-actor volumetric performances, while compressing for streaming to mobile devices like HoloLens, VR headsets, or even common cellphones. As we evolve the technology forward, we'll increasingly require the power of 5G to bring consumers these rich immersive experiences.

Combining Live Action Cinematography Techniques and Real Time Graphics #GamesCinematic

5:10 pm PST | 8:10 pm EST | 1:10 pm BST (Tue.) | 2:10 am CST (Tue.) | 8:10 am AEST (Tue.)

Learn how Matt Workman, Virtual Production Cinematographer, combines live action cinematography techniques with real time graphics to make Virtual Production operate like a traditional live action shoot. Matt is a live action cinematographer and developer, he is the creator of "Cine Tracer" a real time game/app that allows filmmakers to visualize camerawork and lighting utilizing the power of Unreal Engine. He is currently developing workflows and tools for live action cinematographers and directors to use Unreal Engine for Virtual Production.

REAL TIME LIVE DEMOS!!

TOP PANEL DISCUSSION

Glassbox Technologies #VirtualProduction

10:15 am PST | 1:15 pm EST | 6:15 pm BST | 7:15 pm CST | 1:15 am AEST (Tue.)

In this real-time virtual production presentation and demo the team at Glassbox Technologies, located across 3 continents, will showcase how you can use Beehive & DragonFly alongside Unreal Engine and Maya to showcase a real-time, cross-application, multi-user workflow for virtual production, visualization and location scouting with a team located anywhere in the world.

Garou #XR #5G

3:15 pm PST | 5:15 pm EST | 11:15 pm BST | 0:15 am CST (Tue.) | 6:15 am AEST (Tue.)

Learn about the deployment and scalability of large XR worlds on Verizon's 5g Ultra Wideband with a live demo of Garou's high fidelity, multi-user platform built on Epic Games' Unreal Engine.

Region by Region: Europe #VirtualProduction

8:45 am PST | 11:45 am EST | 4:45 pm BST | 5:45 pm CST | 11:45 am AEST

Join our host Terrence Masson, Chair at **SVA MFA Computer Arts** and explore Virtual Production innovations region by region beginning with a European focus as he welcomes Patrik Forsberg, Creative Director at **Stiller Studios**, Mohen Leo, VFX Supervisor and Matt Rank, Senior Virtual Production Supervisor at **Industrial Light & Magic London**, Fred Volhuer, President at **Atlas V**, Per Karefelt, Realtime Architect at **MPC**, Vince Baertsoen, Global Head of CG (IA) at **Framestore**, Sebastian Sylwan, CTO - Film & Episodic VFX at **Technicolor**, and Kim Libreri, CTO at Epic Games.

FIRESIDE CHAT

PAPERS

Future Computing #VirtualProduction

8:00 am PT | 11:00 am ET | 4:00 pm BST | 5:00 pm CEST | 11:00 pm AEST

Raja Koduri, Chief Architect, Senior Vice President and GM - Intel Architecture, Graphics and Software at Intel Corporation, will join our Founder Jean-Michel Blottiere for an exclusive fireside chat where they'll answer questions from our keynote speakers and share a vision where petaflops of compute and petabytes of data are a few single digit milliseconds away from every person on the planet!

Real-Time at SIGGRAPH

11:15 am PST | 2:15 pm EST | 7:15 pm BST | 8:15 pm CST | 2:15 am AEST (Tues.)

Our host Adam Finkelstein, Professor, Computer Science Department at Princeton University has curated a series of papers providing a preview of the upcoming SIGGRAPH 2020 conference as well as recaps from three amazing technical papers shown at SIGGRAPH 2019: "Stretch Sensor Arrays for Deformation and Motion Capture with Capskin Sensors", "Photorealistic and efficient simulation of natural phenomena", "Semantic Photo Manipulation With a Generative Image Prior".

Discover our full program

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

#RTC_2020

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