

The RTC December 13-15, 2021 program is a work in progress!
 Please note that sessions marked as "TBA" will soon be populated, make sure to check back often for updates.
 Time zones currently reflect only Pacific & Eastern Time; however, all displayed time zones will be available shortly.

PST	EST	GMT	CET	IST	JST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan	Australia + 1 Day	New Zealand + 1 Day	Sessions	
5:00 AM	8:00 > 8:05 AM	01:00 PM	02:00 PM	06:30 PM	10:00 PM	12:00 Midn	2:00 AM		RealTime Conference 2021 Welcome & Opening Address Jean-Michel Blottiere - Founder & CEO - RealTime Conference Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 1)
	8:10 > 8:30 AM								Populating the Metaverse Opening Keynote Solomon Rogers - Global Director of Innovation - Magnopus (UK) Connected Spaces: The Building Blocks of the Metaverse
	8:35 > 8:40 AM								Digital Fashion - Dressing the Metaverse Session Opening - Meet The Curators Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference Co-Curators Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK) Introduction to the Digital Fashion series of talks
	8:45 > 9:00 AM								Digital Fashion - Dressing the Metaverse Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK)
	9:05 > 9:20 AM								Digital Fashion - Dressing the Metaverse Karina Grant - Co-Founder - THE DEMATERIALIZED (Spain) Monetizing the Metaverse
	9:25 > 9:40 AM								Digital Fashion - Dressing the Metaverse Aron Versteeg - MetaVerse Tailor Virtual Fashion Unreal Engine FreeLance Blockchain - (The Netherlands) Dressing a MetaHuman - My Journey
	9:45 > 10:00 AM								Digital Fashion - Dressing the Metaverse Pierre Maheut - Head of Strategic Initiatives and Partnerships, 3D & Immersive - Adobe (France) Why are 3D Materials Key for Digital Fashion?
	10:05 > 10:30 AM								Digital Fashion - Dressing the Metaverse Panel Discussion Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK) Panelists Damara Inglês - Creative Director of Fashion Media and Interactive Virtual Experiences (UK) Lauren Koza - CEO - Pandorabots, Inc. (CA) Jade McSorley - Sustainability & Innovation in Fashion Co-Founder of LOANHOOD PhD Student in Fashion-Tech & Sustainability (UK) Niall Thompson - Managing Director & Founder - dandelion + burdock (CA) Modeling in the Metaverse
	10:35 > 10:55 AM								Digital Fashion - Dressing the Metaverse Panel Discussion Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK) Panelists Natalia Modenova - Founder - DressX (CA) Moin Roberts-Islam - Technology Development Manager at Fashion Innovation Agency at LCF Fashion Tech and Sustainability Innovation (UK) Amber Jae Stooten - Co-Founder / Creative Director - The Fabricant (The Netherlands) Maghan McDowell - Senior Innovation Editor - Vogue Business (FL) Bringing Digital Fashion to Life in the Metaverse
8:00 > 8:30 AM	11:00 > 11:30								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
8:30 > 9:10 AM	11:30 > 12:10 PM	4:30 > 5:10 PM	5:30 > 6:10 PM	10:00 > 10:40 PM	1:30 > 2:10 AM	3:30 > 4:10 AM	5:30 > 6:10 AM		Populating the Metaverse Opening Keynote Host Cathy Hackl - CEO/Founder - Futures Intelligence Group (Washington D.C.) Keynote Speaker John Riccitiello - CEO - Unity (CA)
9:15 > 9:55 AM									Populating the Metaverse Intel Keynote Keynote Speakers Raja M. Koduri - Senior Vice President / General Manager, Accelerated Computing Systems and Graphics Group (AXG) - Intel Corporation (CA) Makarand Dharmapurikar - General Manager of Cloud Services - Intel Anton Kaplanyan - VP, Graphics Research - Intel (CA)
10:00 > 10:40 AM									Populating the Metaverse Adobe Special Event Keynote Speaker Sebastien Deguy - VP 3D & Immersive - Adobe (CA or France) Panelists Dalia Lasaitė - Co-founder & CEO - CGTrader (Lithuania) David McGavran - CEO - Maxon Computer Diana Colella - SVP, Entertainment & Media Solutions - Autodesk Asset Creation at Scale to Populate the Metaverse
10:45 > 11:00									Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
11:00 > 11:40 AM	2:00 > 2:40 PM	7:00 > 7:40 PM	8:00 > 8:40 PM	12:30 > 1:10 AM	4:00 > 4:40 AM	6:00 > 6:40 AM	8:00 > 8:40 AM		Populating the Metaverse - Virtual Production Keynote Host Ian Failes - Founder - Before and Afters Keynote Speakers Tba
11:45 > 12:25 PM									Populating the Metaverse - Virtual Production DELL Special Event Keynote Speaker Matthew Allard - Director of Strategic Alliances - Dell Technologies (NH) Panelists Andrew MacDonald - Executive Producer - Cream (Canada) Deepak Chetty - Producer - Unreal Online Learning - Virtual Production/Film/Television - Epic Games (TX) Kathryn Brillhart - Cinematographer / Virtual Production Supervisor - Filmmaker (CA) Vashi Nedomansky ACE - Co-Founder - VashVisuals (CA) The Accessibility of Virtual Production Techniques
12:30 > 12:55 PM									Populating the Metaverse - Virtual Production DNEG Keynote Keynote Speaker Paul Franklin - Creative Director - DNEG Film maker (UK) FIREWORKS, The Making of a Virtual Production
1:00 > 1:25 PM									Populating the Metaverse - Virtual Production DNEG Special Event Host Karen Dufilho - Executive Producer - The House of K (CA) Panelists Shelley Smith - Producer - DNEG (UK) Gabriele Pellegrini - CG Supervisor - DNEG (UK) Taylor Moll - Visual Effects Supervisor - Feature Animation - DNEG (UK) Alison Wortman - CG Lighting Supervisor - DNEG (UK) The Making of an Epic Short: Moving the Traditional Animation Pipeline into Unreal
1:30 > 1:45 PM									Populating the Metaverse - Virtual Production Speaker tba
1:50 > 2:05 PM									Populating the Metaverse - Virtual Production Speaker tba
2:10 > 2:35 PM									Populating the Metaverse - Virtual Production Speaker tba
2:40 > 2:55 PM									Populating the Metaverse - Virtual Production Speaker tba
3:00 > 3:15 PM									Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
3:15 > 3:25 PM	6:15 > 6:25 PM	11:15 > 11:25 PM	12:15 > 12:25 AM	4:45 > 4:55 AM	8:15 > 8:25 AM	10:15 > 10:25 AM	12:15 > 12:25 PM		Real-Time Narrative - Independent Filmmaking Session Opening - Meet The Curators Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference Co-Curators Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC) Introduction to the "Real-Time Narrative - Independent Filmmaking" series of talks
3:30 > 3:45 PM									Real-Time Narrative - Independent Filmmaking Hosts Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC) Speaker HaZ Dulull - Director / Producer of HaZimation (UK) The Power of Automation and Machine Learning Tools in an Animated Feature Film Pipeline
3:50 > 4:05 PM									Real-Time Narrative - Independent Filmmaking Alvaro Garcia Martinez - Director - Mayhem Mirror Studios Biopunk Storyteller Videogame and Film Creator (UK) From Game Development to Filmmaking and Vice Versa
4:10 > 4:25 PM									Real-Time Narrative - Independent Filmmaking Alex Popescu - Generalist Supervisor - Industrial Light & Magic (Sydney - Australia) The Making of Cassini Logs
4:30 > 4:55 PM									Real-Time Narrative - Independent Filmmaking Panel Discussion Hosts Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC) Panelists HaZ Dulull - Director / Producer (Film, TV & Video Games) (UK) Alvaro Garcia Martinez - Director - Mayhem Mirror Studios Biopunk Storyteller Videogame and Film Creator (UK) Alex Popescu - Generalist Supervisor - Industrial Light & Magic (Sydney - Australia) Democratization of the Virtual Production Toolset
5:00 > 5:30 PM									Networking Break
USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
5:30 > 5:35 PM	8:30 > 8:35 PM	1:30 > 1:35 AM	2:30 > 2:35 AM	7:00 > 7:05 AM	10:30 > 10:35 AM	12:30 > 12:35 PM	2:30 > 2:35 PM		Populating the Metaverse - Direction of Metaverse Infrastructure Session Opening - Meet The Curators Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference Co-Curators Wanda Meloni - CEO / President - M2 Insights (CA) Andrew Schmiel - COO - M2 Insights (Ontario, Canada) Introduction to the Infrastructure series of talks
5:40 > 6:15 PM									Populating the Metaverse - Direction of Metaverse Infrastructure HP & NVIDIA Special Event Speakers Rick Hohmann - M&E Technical Specialist - Z by HP Workstations (MA) Chad Smith - Technical Alliance Architect - HP Inc. Teradici (CA) Accelerate Workflows for Remote Creators, Designers, and Engineers
6:20 > 6:40 PM									Populating the Metaverse - Direction of Metaverse Infrastructure Opening Keynote Hosts Wanda Meloni - CEO / President - M2 Insights (CA) Andrew Schmiel - COO - M2 Insights (Ontario, Canada) Keynote Speaker Tony Parisi - Global Head of AR/VR Ads and E-Commerce - Unity Technologies (CA) Accelerating Solutions in Training
6:45 > 7:00 PM									Tba
7:05 > 7:20 PM									Populating the Metaverse - Direction of Metaverse Infrastructure Jacob Navok - CEO - Genviv Holdings (NY) Metaverse Infrastructure & Massively Interactive Live Events
7:25 > 7:40 PM									Populating the Metaverse - Direction of Metaverse Infrastructure Tina VanBrunt - Director - Mythical Games (WA) Asset Security in an Open World
7:45 > 8:00 PM									Populating the Metaverse - Direction of Metaverse Infrastructure Eli Lubitch - President - Beamr (CA) Beamr - Photorealistic & Syntactic Streams in the Metaverse
8:05 > 8:20 PM									Tba
8:25 > 8:55 PM									Populating the Metaverse - Direction of Metaverse Infrastructure Panel Discussion Hosts Wanda Meloni - CEO / President - M2 Insights (CA) Andrew Schmiel - COO - M2 Insights (Ontario, Canada) Panelists Eli Lubitch - President - Beamr (CA) Jacob Navok - CEO - Genviv Holdings (NY) Tina VanBrunt - Director - Mythical Games (WA) Scalable Engagement for the Metaverse
09:00 PM									End of RTC December 2021 - 1st Day

PST	EST	GMT	CET	IST	JST	AEDT	NZDT	Sessions
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan	Australia + 1 Day	New Zealand + 1 Day	Sessions
5:00 AM	8:00 > 8:05 AM	1:00 PM	2:00 PM	6:30 PM	10:00 PM	12:00 Midn	2:00 AM	<p>RealTime Conference 2021 Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 2)</p>
	8:05 > 8:20 AM							<p>Populating the Metaverse - Flying Cars Opening Keynote</p> <p>Keynote Speaker Stephen Sidlo - Head of Media - Airspeeder (UK)</p> <p>Creating a New Sport in the Metaverse</p>
	8:25 > 8:30 AM							<p>Training & Simulation Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Introduction to the Training & Simulation series of talks</p>
	8:35 > 8:50 AM							<p>Training</p> <p>Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Keynote Speaker Tba</p>
	8:55 > 9:10 AM							<p>Training</p> <p>Wolfgang Stelzle - CEO & Founder - RE'FLEKT Chairman of Federal Working Group 'Startups' in the Economic Council Germany (Germany)</p> <p>How to Bridge the Skills Gap with Technology?</p>
	9:15 > 9:30 AM							<p>Training</p> <p>Dr. Björn Schwerdtfeger - CEO & AR Training Specialist - Giri AR Expert (Germany)</p>
	9:35 > 9:50 AM							<p>Training</p> <p>Cortney Harding - Founder - Friends With Holograms (NY)</p> <p>Best Practices for Creating Virtual Reality Training for Social Impact</p>
	9:55 > 10:10 AM							<p>Training</p> <p>Emily Smits - COO - Modest Tree (Canada)</p> <p>Tba</p>
	10:15 > 10:30 AM							<p>Simulation</p> <p>Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Speaker Lukas Stranger - CEO - NXRT (Austria)</p> <p>Mixed Reality Real Time Driving Simulation</p>
	10:35 > 10:50 AM							<p>Simulation</p> <p>Speaker Tba</p>
	10:55 > 11:30 AM							<p>Training & Simulation Panel Discussion</p> <p>Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Panelists Cortney Harding - Founder - Friends With Holograms (NY) Dr. Björn Schwerdtfeger - CEO & AR Training Specialist - Giri AR Expert (Germany) Emily Smits - COO - Modest Tree (Canada) Wolfgang Stelzle - CEO & Founder - RE'FLEKT Chairman of Federal Working Group 'Startups' in the Economic Council Germany (Germany) Lukas Stranger - CEO - NXRT (Austria)</p> <p>Are We Ready to Deliver? Current State and Perspectives for Training and Simulation</p>
	11:30 > 11:45 AM							Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions
8:45 > 9:25 AM	11:45 > 12:25 PM	4:45 > 5:25 PM	5:45 > 6:25 PM	10:15 > 10:55 PM	1:45 > 2:25 AM	3:45 > 4:25 AM	5:45 > 6:25 AM	<p>Populating the Metaverse Special Event / Keynote</p> <p>Tba</p>
9:30 > 9:40 AM								<p>Retail & 3D Commerce Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany)</p> <p>Introduction to the Retail & 3D Commerce series of talks</p>
9:45 > 10:10 AM								<p>Retail & 3D Commerce</p> <p>Hosts Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany)</p> <p>Keynote Speaker Martin Enthed - Innovation Manager - IKEA Vice President - Khronos (Sweden)</p> <p>The Human Brain and Real-Time 3D</p>
10:15 > 10:30 AM								<p>Retail & 3D Commerce</p> <p>Alexis Khouri - Head of Sales and Business Strategy, 3D & Immersive - Adobe (CA)</p> <p>Standardizing 3D Content Production Workflows for Retail</p>
10:35 > 10:50 AM								<p>Retail & 3D Commerce</p> <p>Sascha Rybarczyk - Board of Management - botspot AG (Germany)</p> <p>3D Scanning Technologies in E-commerce and Retail</p>
10:55 > 11:10 AM								<p>Retail & 3D Commerce</p> <p>Brent Scannell, P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec)</p>
11:15 > 11:30 AM								<p>Retail & 3D Commerce</p> <p>Leonard Daly - Consultant - Daly Realism (CA)</p>
11:35 > 12:15 PM								<p>Retail & 3D Commerce Panel Discussion</p> <p>Hosts Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany)</p> <p>Panelists Leonard Daly - Consultant - Daly Realism (CA) Martin Enthed - Innovation Manager - IKEA Khronos Vice President Keynote Speaker on 3D and Spatial Computing (Sweden) Alexis Khouri - Head of Sales and Business Strategy, 3D & Immersive - Adobe (CA) Sascha Rybarczyk - Board of Management - botspot AG (Germany) Brent Scannell, P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec)</p> <p>Spatial Computing for 3D Commerce - State of the Art and Open Challenges</p>
12:20 > 12:55 PM								<p>Standards USD Open Source Keynote + Panel Discussion</p> <p>Host Rachel Bradshaw - Vice President of Account Services - Caster Communications (Virginia)</p> <p>Keynote Speaker Oliver Meiseberg - Vice President Renderman - Pixar Animation Studios (CA)</p> <p>Panelists Martin Enthed - Innovation Manager - IKEA Khronos Vice President Keynote Speaker on 3D and Spatial Computing (Sweden) David Morin - Executive Director - Academy Software Foundation Industry Manager - Epic Games (LA) Guido Quaroni - Senior Director of Engineering - Adobe 3D&I (CA) Brent Scannell, P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec) Neil Trevett - VP Developer Ecosystems at NVIDIA Khronos President (CA)</p> <p>Populating the Metaverse One Standard at a Time</p>
1:00 > 1:15 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions
1:15 > 1:35 PM	4:15 > 4:35 PM	9:15 > 9:35 PM	10:15 > 10:35 PM	2:45 > 3:05 AM	6:15 > 6:35 AM	8:15 > 8:35 AM	10:15 > 10:35 AM	<p>Populating the Metaverse - Innovators in Real-Time</p> <p>Tba</p>
1:40 > 1:55 PM								<p>Populating the Metaverse - Innovators in Real-Time</p> <p>Tba</p>
2:00 > 2:15 PM								<p>Populating the Metaverse - Innovators in Real-Time</p> <p>Tba</p>
2:15 > 2:30 PM								Networking Break
2:30 > 2:50 PM	5:30 > 5:50 PM	10:30 > 10:50 PM	11:30 > 11:50 PM	4:00 > 4:20 AM	7:30 > 7:50 AM	9:30 > 9:50 AM	11:30 > 11:50 AM	<p>NFTs Opening Keynote</p> <p>Host Christopher Nichols - Director - Chaos Group Labs Host - CG Garage Podcast (CA)</p> <p>Keynote Speaker Jack A. Cohen, MPhys DPhil (Oxon) - CEO - Massless (CA)</p>
2:55 > 3:30 PM								<p>NFTs Panel Discussion</p> <p>Host Christopher Nichols - Director - Chaos Group Labs Host - CG Garage Podcast (CA)</p> <p>Panelists Jackson Vaughan - Managing Partner - Konvoy (MA) Samuel Arsenaux-Brassard - Artist, curator and collector Jack A. Cohen, MPhys DPhil (Oxon) - CEO - Massless (CA)</p> <p>How Will NFTs Play a Significant Role in the Decentralized Metaverse</p>
3:30 > 4:00 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions
4:00 > 4:20 PM	7:00 > 7:20 PM	12:00 > 12:20 AM	1:00 > 1:20 AM	5:30 > 6:00 AM	9:00 > 9:20 AM	11:00 > 11:20 AM	1:00 > 1:20 PM	<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU)</p>
4:25 > 4:55 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture NVIDIA Special Event</p> <p>Host Jeffrey Kember - Creative Technologist - Developer Relations - NVIDIA (CA)</p> <p>Speakers Tba</p>
5:00 > 5:20 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Hosts Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU)</p> <p>Keynote Speaker Tba</p>
5:25 > 5:40 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Tba</p>
5:45 > 6:00 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Tba</p>
6:05 > 6:30 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion</p> <p>Panelists Tba</p>
6:35 > 6:50 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Tba</p>
6:55 > 7:10 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Tba</p>
7:15 > 7:30 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Tba</p>
7:35 > 8:00 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion</p> <p>Panelists Tba</p>
8:05 > 8:30 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture</p> <p>Keynote Tba</p>
8:30 > 8:55 PM								<p>Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion</p> <p>Panelists Tba</p>
09:00 PM								End of RTC December 2021 - 2nd Day

PST	EST	GMT	CET	IST	JST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan	Australia + 1 Day	New Zealand + 1 Day	Sessions	
5:00 AM	8:00 > 8:05 AM	1:00 PM	2:00 PM	6:30 PM	10:00 PM	12:00 Midn	2:00 AM		<p>RealTime Conference 2021 Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p><i>Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 3)</i></p>
	8:05 > 8:10 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artneering (Germany)</p> <p><i>Introduction to the Stylization series of talks</i></p>
	8:10 > 8:25 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Hosts Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artneering (Germany)</p> <p>Speaker Santiago Montesdeoca, Ph.D. - CEO and Founder - Artneering (Germany)</p> <p><i>3D Art-Direction and Happy Accidents</i></p>
	8:30 > 8:45 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Kareem Ettouney - Co-Founder & Art Director - Mediamolecule (UK)</p> <p><i>Real - time(less) Style</i></p>
	8:50 > 9:05 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Sebastian Pasewaldt - CEO - Digital Masterpieces GmbH (Germany)</p> <p><i>The Digital Canvas in Your Pocket: Artistic Image Stylization on Mobile Devices</i></p>
	9:10 > 9:25 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Miguel Pozo - Artist and Software Developer (Spain)</p> <p><i>Molt, Stylized Rendering in the Age of PBR</i></p>
	9:30 > 9:55 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Hosts Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artneering (Germany)</p> <p>Panelists Kareem Ettouney - Co-Founder & Art Director - Mediamolecule (UK) Christos Obretenov - CEO/Shading Architect - Lollipop Shaders (Vancouver, Canada) Sebastian Pasewaldt - CEO - Digital Masterpieces GmbH (Germany) Miguel Pozo - Artist and Software Developer (Spain)</p> <p><i>Stylized Content Production - Pushing the Envelope</i></p>
	10:00 > 10:30 AM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
7:30 > 7:35 AM	10:30 > 10:35 AM	3:30 > 3:35 PM	4:30 > 4:35 PM	9:00 > 9:05 PM	0:30 > 0:35 AM	2:30 > 2:35 AM	4:30 > 4:35 AM		<p>Populating the Metaverse - Tools to Develop the Future Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (The Netherlands)</p> <p><i>Introduction to the Tools to Develop the Future series of talks</i></p>
	10:40 > 10:55 AM								<p>Populating the Metaverse - Tools to Develop the Future</p> <p>Host Jan Pflueger - Founder & Advisor - AdvixXR Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (Italy/The Netherlands)</p> <p>Speaker Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (The Netherlands)</p> <p><i>Envision, Design and Prototype your Metaverse</i></p>
	11:00 > 11:15 AM								<p>Populating the Metaverse - Tools to Develop the Future</p> <p>Sebastian Güebel - CEO - VISPA (Germany)</p> <p><i>Next Level of Virtual Collaboration</i></p>
	11:20 > 11:35 AM								<p>Populating the Metaverse - Tools to Develop the Future</p> <p>Jonathan Gagne - CEO - Masterpiece Studio (Ontario, Canada)</p> <p><i>The Paintbrush of the Metaverse: Making 3D Creation Easy for Creators</i></p>
	11:40 > 11:55 AM								<p>Populating the Metaverse - Tools to Develop the Future</p> <p>Gabriela Trueba - Founder & CEO - Womp (NYC) Michael Saenger - Research & Development Engineer - Womp (CA)</p> <p><i>Democratizing 3D on the browser</i></p>
	12:00 > 12:25 PM								<p>Populating the Metaverse - Tools to Develop the Future Panel Discussion</p> <p>Hosts Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (Italy/The Netherlands)</p> <p>Panelists Jonathan Gagne - CEO - Masterpiece Studio (Ontario, Canada) Sebastian Güebel - CEO - VISPA (Germany) Gabriela Trueba - Founder & CEO - Womp (NYC) Michael Saenger - Research & Development Engineer - Womp (CA)</p>
	12:30 > 1:00 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
10:00 > 10:05 AM	1:00 > 1:05 PM	6:00 > 6:05 PM	7:00 > 7:05 PM	11:30 > 11:35 PM	3:00 > 3:05 AM	5:00 > 5:05 AM	7:00 > 7:05 AM		<p>Populating the Metaverse - Live Broadcast Within the Metaverse Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p>Co-Curators Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Polailion - Principal Product Manager - NVIDIA (Paris)</p> <p><i>Introduction to the Live Broadcast Within the Metaverse series of talks</i></p>
	10:10 > 10:55 AM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse Disguise Opening Keynote & Panel</p> <p>Hosts Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Polailion - Principal Product Manager - NVIDIA (Paris)</p> <p>Keynote Speaker Ed Plowman - Chief Technology Officer - disguise (UK)</p> <p><i>Realising the Metaverse on Screen</i></p>
	10:40 > 10:55 AM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse</p> <p>Dan Pack - Founding Partner and Managing Director - Silver Spoon (CA)</p> <p><i>Virtual Harmony: Alter Ego's Real-Time Avatars</i></p>
	11:00 > 11:15 AM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse</p> <p>Davide Zappia - Research Software Engineer, Augmented and Virtual Reality - Rai - Radiotelevisione Italiana (Italy) Alberto Cipriani - Researcher - Rai - Radiotelevisione Italiana (Italy)</p> <p><i>Emerging Technology in Broadcast: XR & AI In Virtual Production</i></p>
	11:20 > 11:35 AM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse</p> <p>Craig Chupinsky - Sr. Technical Artist - The Weather Channel (GA) Alberto Crespo - Principal VFX Artist - The Weather Channel (GA)</p> <p><i>The Weather Channel's Immersive Mixed Reality</i></p>
	11:40 > 11:55 AM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse</p> <p>Willem Vermost - Design + Engineering Manager - VRT (Belgium)</p> <p><i>Network Infrastructure: The Building Block of the Broadcast Metaverse</i></p>
	12:00 > 12:25 PM								<p>Populating the Metaverse - Live Broadcast Within the Metaverse Panel Discussion</p> <p>Hosts Guillaume Polailion - Principal Product Manager - NVIDIA (Paris) Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver)</p> <p>Panelists Craig Chupinsky - Sr. Technical Artist - The Weather Channel (GA) Alberto Crespo - Principal VFX Artist - The Weather Channel (GA) Roberto Iacoviello - Lead Research Engineer - Rai - Radiotelevisione Italiana (Italy) Dan Pack - Founding Partner and Managing Director - Silver Spoon (CA) Willem Vermost - Design + Engineering Manager - VRT (Belgium)</p>
	12:30 > 1:00 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
1:00 > 1:05 PM	4:00 > 4:05 PM	9:00 > 9:05 PM	10:00 > 10:05 PM	2:30 > 2:35 AM	6:00 > 6:05 AM	8:00 > 8:05 AM	10:00 > 10:05 AM		<p>Location Based Entertainment Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p>Curator Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p><i>Introduction to the Location Based Entertainment series of talks</i></p>
	1:10 > 1:25 PM								<p>Location Based Entertainment</p> <p>Host Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p>Leif Arne Petersen - CEO Founder - HOLOGATE (Germany)</p> <p><i>How HOLOGATE got 10 Million people into Virtual Reality</i></p>
	1:30 > 1:45 PM								<p>Location Based Entertainment</p> <p>Peter Cliff - Vice President Creative - Holovis International Ltd (UK)</p> <p><i>Rethinking Interactivity</i></p>
	1:50 > 2:05 PM								<p>Location Based Entertainment</p> <p>Devin Boyle - Show Design Director - Universal Creative (FL)</p> <p><i>Creating Mariokart: Koopa's Challenge</i></p>
	2:10 > 2:25 PM								<p>Location Based Entertainment</p> <p>Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p><i>Giving Guests Superpowers - WEB Slingsers a Spider-Man Adventure</i></p>
	2:30 > 2:55 PM								<p>Location Based Entertainment Panel Discussion</p> <p>Hosts Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p>Panelists Devin Boyle - Show Design Director - Universal Creative (FL) Peter Cliff - Vice President Creative - Holovis International Ltd (UK) Leif Arne Petersen - CEO Founder - HOLOGATE (Germany)</p> <p><i>Location-Based Adventures</i></p>
	3:00 > 3:40 PM								<p>Location Based Entertainment: Immersive Art Meow Wolf Special Event</p> <p>Keynote speaker Barbara Ford Grant - CTO - Meow Wolf (CA)</p> <p>Panelists Ben Wright - Senior Sound Creative Lead - Meow Wolf (New Mexico) Timber Snyder - VR, Platform - Meow Wolf (New Mexico) Joanna Garner, Senior Story Creative Director - Meow Wolf (New Mexico) Chris Beran - Exhibitions Creative Engineer - Meow Wolf (New Mexico)</p> <p><i>Experience Transformation in Realtime: A Narrative Journey into Meow Wolf's "Convergence Station"</i></p>
	3:45 > 4:15 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
4:15 > 4:45 PM	7:15 > 7:45 PM	12:15 > 12:45 AM	1:15 > 1:45 AM	5:45 > 6:15 AM	9:15 > 9:45 AM	11:15 > 11:45 AM	1:15 > 1:45 PM		<p>Populating the Metaverse - Virtual Production Special Event</p> <p>Host Ian Falles - VFX Journalist - before & afters (Sydney, Australia)</p>
	4:50 > 5:25 PM								<p>Populating the Metaverse - Virtual Production Pixar Special Event</p> <p>Keynote Speaker Steve May - CTO - Pixar Animation Studios (CA)</p> <p>Panelists Steve May - CTO - Pixar Animation Studios (CA) Oliver Meiseberg - Vice President Renderman - Pixar Animation Studios (CA) David Ryu - Vice President, Software Research and Development - Pixar Animation Studios (CA)</p> <p><i>How Pixar Sees Real Time Technologies Impacting Feature Animation Pipelines</i></p>
	5:30 > 5:55 PM								<p>Populating the Metaverse - Virtual Production Keynote</p> <p>Keynote speaker Paul Salvini - Global CTO - DNEG (Ontario, Canada)</p> <p><i>Connected Worlds, the Future of Content Production</i></p>
	6:00 > 6:30 PM								<p>Populating the Metaverse - Virtual Production Panel Discussion</p> <p>Panelists Philip Galler - Co-President - Lux Machina (CA) Kristin Turnipseed - Virtual Production Stage Supervisor - Halon Entertainment (CA)</p> <p>Daniel Gregoire - Executive Creative Director- Halon Group, NEP Virtual Studios BAFTA Member (CA)</p> <p><i>Stabilizing an Industry</i></p>
	6:35 > 7:15 PM								<p>Populating the Metaverse - Virtual Production</p> <p>Tba</p>
	7:20 > 7:45 PM								<p>Populating the Metaverse - Virtual Production Foundry Special Event</p> <p>Keynote Speakers Dan Ring - Head of Research - Foundry (Ireland) Kevin Tod Haug - VFX Designer - Comandante (CA)</p> <p><i>Reality of Realtime</i></p>
	7:50 > 8:20 PM								<p>Populating the Metaverse - Virtual Production</p> <p>Habib Zargarpour - Virtual Production Supervisor - Unity Technologies (CA)</p>
	8:25 > 8:55 PM								<p>Populating the Metaverse - Virtual Production ILM Closing Keynote</p> <p>Keynote Speaker Rob Bredow - SVP, Chief Creative Officer - Industrial Light & Magic (CA)</p> <p><i>Best Practices in Virtual Production Through the Eyes of ILM</i></p>
09:00 PM									End of RTC December 2021