



#VIEWCONFERENCE2017 | 18TH INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | 2017 PROGRAM

23 Oct preVIEW , Workshops/ Masterclasses only

24 - 27 Oct - Conference/ Exhibit Floor

www.viewconference.it | Torino Incontra, Via Nino Costa 8

| SATURDAY 21 OCTOBER | | | SUNDAY 22 OCTOBER | | |
|---------------------|--|--|-------------------|--|---|
| h | | | h | | |
| 9:00 | | | 9:00 | | |
| 10:00 | | <p>WORKSHOP - UNREAL ENGINE FOR ENTERPRISE AND STUDIOS</p> <p>ENEA LEFONS UX DESIGNER, EPIC GAMES 10:00 - 11:00 , 1 HOUR via Maria Vittoria 38</p> | 10:00 | | <p>MASTERCLASS SU UNREAL ENGINE / VR HACKATON</p> <p>ENEA LEFONS UX DESIGNER EPIC GAMES</p> <p>10:00 - 15:00 4 HOURS</p> <p>via Maria Vittoria 38</p> |
| 11:00 | <p>MASTERCLASS COMICS AND CINEMA: A FANTASTIC INFLUENCE</p> <p>GIANFRANCO GORIA ITALIAN CARTOONIST, SCRIPT-WRITER, DISNEY CREATOR AND JOURNALIST 10:30 - 12:30, 2 HOURS via Maria Vittoria 38</p> | | 11:00 | <p>MASTERCLASS VISUAL CONNEXION: TECHNOLOGY AND PSYCHOLOGY APPLIED TO DESIGN THINKING</p> <p>SIMONE FAVARIN tNOTICE CO-FOUNDER 11:00 - 13:00, 2 HOURS via Maria Vittoria 38</p> | |
| 12:00 | | | 12:00 | | |
| 13:00 | | | 13:00 | | |
| 14:00 | | | 14:00 | | |
| 15:00 | | | 15:00 | <p>MASTERCLASS PERCEPTION AND COLOR IN VIRTUAL REALITY</p> <p>DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY 15:00 - 18:00 3 HOURS via Maria Vittoria 38</p> | |
| 16:00 | | | 16:00 | | |
| 17:00 | | | 17:00 | | |
| 18:00 | | | 18:00 | | |
| 19:00 | | | 19:00 | | |
| 20:00 | | | 20:00 | | <p>KAVR FOOD LIVE EXPERIENCE UNREAL ENGINE</p> <p>ENEA LEFONS UX DESIGNER EPIC GAMES 20:00 - 22:30 2 HOURS 30 MIN LOCATION TBD</p> |
| 21:00 | | | 21:00 | | |
| 22:00 | | | 22:00 | | |



preVIEW – WORKSHOPS/ MASTERCLASS & GAMES BOOTCAMP

MONDAY 23 OCTOBER

| | GIOLITTI | SELLA | EINAUDI | MOLLINO | PIAZZA DEI MESTIERI 1 | PIAZZA DEI MESTIERI 2 | JUVARRA | ANTONELLI | SALA STAMPA |
|-------|---|--|---|---|---|--|--|---|-------------|
| 9:00 | <p>WORKSHOP 3D PAPER MODELS IN <i>KUBO AND THE TWO STRINGS</i></p> <p>MEGAN BRAIN PAPER SCULPTURE DESIGNER, ORIGAMI, <i>KUBO AND THE TWO STRINGS</i> 9:00 – 11:00 2 HOURS</p> | <p>WORKSHOP THE JOY OF PAINTING [WITH TILT BRUSH]</p> <p>ISABEL PARKINSON TILT BRUSH COMMUNITY MANAGER, GOOGLE VR 9:00 - 11:00 2 HOURS</p> | <p>MASTERCLASS STORYBOARD CAMERA AND CUTTING FOR COMEDY</p> <p>KRIS PEARN DIRECTOR: THE WILLOUGHBYS BRON ANIMATION 9:00 - 11:00 2 HOURS</p> | <p>WORKSHOP COLOR SYMBOLISM AND DESIGN</p> <p>NOËLLE TRIAUREAU PRODUCTION DESIGNER: SMURFS: THE LOST VILLAGE - SONY PICTURES ANIMATION 9:00 - 11:00 2 HOURS</p> | | | | | |
| 10:00 | | | | | | <p>MASTERCLASS INTRODUCTION TO STORYTELLING AND FILMMAKING</p> <p>BRITTANY DUKES AND DEVYN NICOLE</p> <p>9:00 - 13:00 4 HOURS</p> | <p>MASTERCLASS PREVIS: AN OVERVIEW FOR BOTH TELEVISION & FILM</p> <p>ELAINA SCOTT ANIMATION SUPERVISOR - SUPERGIRL - THE CW 9:45 – 11:45 2 HOURS</p> | | |
| 11:00 | <p>MASTERCLASS THE ART OF DOCUMENTING INNOVATION AND TECHNOLOGY IN CREATIVE INDUSTRIES</p> <p>LESLIE IWERKS DIRECTOR: THE HAND BEHIND THE MOUSE, THE PIXAR STORY, ILM: CREATING THE IMPOSSIBLE 11:00 - 13:00 2 HOURS</p> | <p>MASTERCLASS IN CG CARTOONY ANIMATION</p> <p>SIMONE GIAMPAOLO DIRECTOR BLUE-ZOO ANIMATION 11:15 - 13:15 2 HOURS</p> | <p>MASTERCLASS SOCIAL TERRITORIALITY FOR INTERACTIVE CHARACTERS</p> <p>CLAUDIO PEDICA SENIOR INTERACTION DESIGNER SOLFAR STUDIOS 11:15 - 13:15 2 HOURS</p> | <p>WORKSHOP CREATING PHOTOREALISTIC DIGITAL HUMANS</p> <p>HAL HICKEL ANIMATION SUPERVISOR, ROGUE ONE - ILM. ACADEMY AWARD & BAFTA WINNER 11:15 - 12:45 1 HOUR 30 MIN</p> | <p>ENEAL LEFONS</p> <p>UNREAL ENGINE ROUNDTABLES: COMPANIES & PROFESSIONALS ARE INVITED TO PRESENT THEIR WORK</p> <p>FREE</p> <p>09:00 - 15:00 DURATION: 5 HOURS</p> | | | | |
| 12:00 | | | | | | | <p>WORKSHOP <i>I WANT A PUPPY! : THE MAKING OF AN ANIMATED SHORT</i></p> <p>MIKE FORD VFX SUPERVISOR SONY PICTURES IMAGEWORKS 11:45 - 13:15 1 HOUR 30 MIN</p> | <p>MASTERCLASS PROCEDURAL AND PRODUCTION TECHNIQUES USING HOUDINI</p> <p>DEBORAH R. FOWLER PROFESSOR OF VISUAL EFFECTS – SAVANNAH COLLEGE OF ART AND DESIGN (SCAD) 12:15 - 14:15 2 HOURS</p> | |
| 13:00 | | | | <p>MASTERCLASS CROSSING THE DIMENSIONAL RIFT</p> <p>JASON BICKERSTAFF CHARACTER ARTIST PIXAR ANIMATION STUDIOS 13:00 - 15:00 2 HOURS</p> | | | | | |
| 14:00 | <p>MASTERCLASS GREAT STORIES COME FROM GREAT CHARACTERS</p> <p>MARK OSBORNE DIRECTOR - THE LITTLE PRINCE</p> <p>13:15 - 17:15 4 HOURS</p> | <p>SCENOGRAPHY FOR ANIMATION. DESIGNING FOR THE CAMERA</p> <p>CARLOS ZARAGOZA PRODUCTION DESIGNER: THE EMOJI MOVIE - SONY PICTURES ANIMATION 13:30 - 15:30 2 HOURS</p> | <p>MASTERCLASS HOW TO BECOME A STORY ARTIST: MAKING THE TRANSITION</p> <p>CINZIA ANGELINI DIRECTOR OF MILA 13:30 - 15:30 2 HOURS</p> | | | | <p>MASTERCLASS COMPOSITING IN NUKE VS GAME ENGINE FOR LINEAR VR EXPERIENCE</p> <p>ELOI CHAMPAGNE TECHNICAL DIRECTOR - NATIONAL FILM BOARD OF CANADA, VR 13:30 - 15:30 2 HOURS</p> | | |
| 15:00 | | | | | | | | <p>WORKSHOP ANIMATION SUPERVISION FOR VISUAL EFFECTS ON A TELEVISION BUDGET AND SCHEDULE</p> <p>ELAINA SCOTT ANIMATION SUPERVISOR - SUPERGIRL - THE CW 14:30 - 16:00 1 HOUR 30 MIN</p> | |
| 16:00 | | <p>MASTERCLASS MIND MAPPING CONCEPTUALISATION OF LIGHT IN VFX COMPOSITING</p> <p>VICTOR PEREZ DIRECTOR, VFX SUPERVISOR 15:45 - 17:45 2 HOURS</p> | <p>MASTERCLASS STORY WORKSHOP: TROUBLESHOOTING YOUR OWN IDEAS</p> <p>CINZIA ANGELINI DIRECTOR OF MILA 15:45 - 17:45 2 HOURS</p> | <p>MASTERCLASS CREATING CHARACTERS IN VIRTUAL REALITY</p> <p>DYLAN SISSON RENDERMAN - PIXAR 15:15 - 17:15 2 HOURS</p> | <p>ADVANCED MASTERCLASS IN PERCEPTION AND COLOR IN VIRTUAL REALITY</p> <p>DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY</p> <p>15:00 - 18:00 3 HOURS</p> | | | | |
| 17:00 | <p>MASTERCLASS NOTES AND EXPERIENCES ON CRAFTING AND HONING IMAGES FOR MOOD AND STORY</p> <p>ALESSANDRO JACOMINI DIRECTOR OF LIGHTING, DISNEY STUDIOS 17:15 - 18:45 1 HOUR 30 MIN</p> | | | | | | | | |
| 18:00 | | | | | | | | | |

23-25 Oct
VIDEO GAMES BOOTCAMP
9.00 - 18.00



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TUESDAY 24 OCTOBER

| h | CAVOUR | GIOLITTI | EINAUDI | PIAZZA DEI MESTIERI | TERRAZZA GIOLITTI | MOLLINO |
|----------------|--|---|--|--|-------------------|---------|
| 8.00 9.00 | REGISTRATION | | | | | |
| 9.00 10.00 | ANIMATION KEYNOTE THE MAKING OF MILA : CREATING A QUALITY ANIMATED FILM VIA THE WORLD WIDE WEB CINZIA ANGELINI DIRECTOR, VALERIO OSS VFX SUPERVISOR | | | | | |
| 10.00 11.00 | ANIMATION/VR KEYNOTE EXPLORING IMMERSIVE STORYTELLING IN VIRTUAL REALITY ERIC DARNELL CHIEF CREATIVE DIRECTOR BAOBAB STUDIOS | | | | | |
| 11.00 12.00 | ANIMATION THE LIGHTING OF CARS 3 KIM WHITE DIRECTOR OF PHOTOGRAPHY - LIGHTING, COLOR PIXAR ANIMATION STUDIOS | MASTERCLASS DIRECTING ANIMATED FILMS FRANCESCO FILIPPI STUDIO MISTRAL 11:00 - 15:00 3 HOURS | 23-25 Oct VIDEO GAMES BOOTCAMP 11.00 - 18:00 | | | |
| 12.00 13.00 | VR KEYNOTE STEP INSIDE OUR STORIES VICKI DOBBS BECK EXECUTIVE IN CHARGE ILMxLAB | | | MASTERCLASS UNREAL ENGINE 101 - FROM ZERO TO HERO ENEAL LEFONS UX DESIGNER EPIC GAMES 11:30 - 14:30 3 HOURS | | |



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|----------------|---|--|---|--|-------------------|---------|
| 13.00 14.00 | LUNCH | | | | | |
| 14.00 15.00 | VR FATE TO FACE WITH THE MOUNTAIN CLAUDIO PEDICA SENIOR INTERACTION DESIGNER SÓLFAR STUDIOS | MASTERCLASS DIRECTING ANIMATED FILMS FRANCESCO FILIPPI STUDIO MISTRAL 11:00 - 15:00 3 HOURS | 23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00 | MASTERCLASS UNREAL ENGINE 101 - FROM ZERO TO HERO ENEA LEFONS UX DESIGNER EPIC GAMES 11:30 - 14:30, 3 HOURS | | |
| 15.00 16.00 | VR REAL DECISIONS, VIRTUAL SPACE: DESIGNING FOR VR ELISABETH MORANT PRODUCT MANAGER , TILT BRUSH | LAUNCHING A CAREER IN ANIMATION, GAMES & VFX MODERATOR: ANGIE WOJAK, DIRECTOR OF CAREER DEVELOPMENT, SCHOOL OF VISUAL ARTS NEW YORK UNIVERSITY TIFFANY FEENEY, FOUNDER OF TALENT OUTPOST ALEX WILLIAMS, ANIMATOR & CARTOONIST, HEAD OF ANIMATION, ESCAPE STUDIOS GIORGIO XHAXH, CEO iMasterArt 15:00 - 16:00, 1 HOUR | | | | |
| 16.00 17.00 | VR PHOTOREAL DIGITAL HUMANS AND THE PROMISE OF VIRTUAL REALITY PAUL DEBEVEC SENIOR STAFF ENGINEER, ACADEMY AWARD WINNER, RESEARCH PROF. GOOGLE VR & ICT | WORKSHOP UNREAL ENGINE FOR ENTERPRISE AND STUDIOS ENEA LEFONS UX DESIGNER EPIC GAMES 16:00 - 17:00 1 HOUR | | | | |
| 17.00 18.00 | VFX BLADE RUNNER 2049 JOHN NELSON OVERALL VFX SUPERVISOR, ACADEMY AWARD WINNER | | | | | |
| 18.00 19.30 | STORYTELLING THE FUTURE OF STORYTELLING MODERATOR: STEVE BECK JOHN NELSON ERIC DARNELL VICKI DOBBS BECK MARK OSBORNE KRIS PEARN | | | | | |



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WEDNESDAY 25 OCTOBER

| h | CAVOUR | GIOLITTI | EINAUDI | PIAZZA DEI MESTIERI | TERRAZZA GIOLITTI | MOLLINO |
|----------------|---|---|--|---------------------|--|---------|
| 8.00 9.00 | REGISTRATION | | | | | |
| 9.00 10.00 | ANIMATION THE CREATIVE COLLABORATION BEHIND THE LITTLE PRINCE MARK OSBORNE DIRECTOR | WORKSHOP ENTER UNREAL ENGINE 1 IN-ENGINE INTRODUCTION ENEA LEFONS UX DESIGNER EPIC GAMES 9:00 - 10:00 1 HOUR | 23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00 | | | |
| 10.00 11.00 | FROM ENDER'S GAME TO UBISOFT JORDI GARCIA DIRECTOR, POST23 | WORKSHOP MAKE US ALIVE. AN IN DEPTH LOOK AT ATOMS CROWD SOFTWARE ALAN STANZIONE & DANIELE FEDERICO, CO- FOUNDER & DEVELOPER TOOLCHEFS 10:00 - 11:00 1 HOUR | | | | |
| 11.00 12.00 | PREMIERE TALK WALT DISNEY ANIMATION STUDIOS - CASTING LIGHTS AND SHADOWS IN THE KINGDOM OF ARENDELLE ALESSANDRO JACOMINI DIRECTOR OF PHOTOGRAPHY - LIGHTNING, DISNEY ANIMATION STUDIOS | MASTERCLASS PROCEDURAL AND PRODUCTION TECHNIQUES USING HOUDINI DEBORAH R. FOWLER PROFESSOR OF VISUAL EFFECTS – SAVANNAH COLLEGE OF ART AND DESIGN (SCAD) 11:00 - 13:00 2 HOURS | | | MASTERCLASS ANIMATE A SPIDER IN MOTION ALEX WILLIWAMS ANIMATOR & CARTOONIST HEAD OF ANIMATION, ESCAPE STUDIOS 10:00 - 18:00 6 HOURS | |
| 12.00 13.00 | ANIMATION INDEPENDENT OR CHEAP? WHERE'S THE STORY? KRIS PEARN DIRECTOR: <i>THE WILLOUGHBYS</i> BRON ANIMATION | | | | | |



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|----------------|--|---|---|--|-------------------|---------|
| 13.00 14.00 | LUNCH | | | | | |
| 14.00 14.30 | INVESTMENT DEMYSTIFY THE MYTHS OF STARTUP/ GAMING STUDIO VALUATION AND ALIGNMENT OF "FANCY" INVESTOR AND THE FOUNDERS... LK SHELLEY MANAGING PARTNER AFFINITI VENTURES AV(M) | THE HISTORY OF VANCOUVER'S DIGITAL ENTERTAINMENT INDUSTRY: AN ECOSYSTEM EMERGES NANCY BASI EXECUTIVE DIRECTOR VANCOUVER FILM AND MEDIA CENTRE 14:00 - 15:00 1 HOUR | 23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00 | MASTERCLASS ANIMATE A SPIDER IN MOTION ALEX WILLIWAMS ANIMATOR & CARTOONIST HEAD OF ANIMATION, ESCAPE STUDIOS 10:00 - 18:00 6 HOURS | | |
| 14.30 15.30 | VR LEADING VR INNOVATION AT THE NFB ANIMATION STUDIO ELOI CHAMPAGNE TECHNICAL DIRECTOR NATIONAL FILM BOARD OF CANADA, VR | | | | | |
| 15.30 16.30 | VR EMOTIONS IN VR MAUREEN FAN CEO, CO-FOUNDER, BAOBAB STUDIOS LARRY CUTLER CHIEF TECHNICAL OFFICER, BAOBAB STUDIOS | | | | | |
| 16.30 17.30 | VFX CLONING LOGAN: DIGI-DOUBLES AND SUPER-POWERED VFX MARTYN CULPITT VFX SUPERVISOR, IMAGE ENGINE | WORKSHOP IS CROWDFUNDING THE RIGHT CHOICE FOR YOU? CINZIA ANGELINI DIRECTOR OF <i>MILA</i> 16:30 - 17:30 1 HOUR | | | | |
| 17.30 18.30 | ANIMATION BRINGING A GALAXY TO LIFE. CREATING DROIDS, CREATURES AND SPACE SHIPS FOR ROGUE ONE: A STAR WARS STORY HAL HICKEL ANIMATION SUPERVISOR, ILM, ACADEMY AWARD & BAFTA WINNER | | | | | |
| 18.30 19.30 | GAMES KEYNOTE ROB PARDO LEGENDARY GAME DESIGNER, KNOWN FOR WORLD OF WARCRAFT CEO BONFIRE STUDIOS | | | | | |



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THURSDAY 26 OCTOBER

| | CAVOUR | GIOLITTI | LOCATION TO BE DEFINED | PIAZZA DEI MESTIERI | TERRAZZA GIOLITTI | MOLLINO |
|----------------|--|---|------------------------|--|-------------------|---------|
| 8.00 9.00 | REGISTRATION | | | | | |
| 9.00 10.00 | ANIMATION OUR STORIES SHANNON TINDLE DIRECTOR/WRITER SONY PICTURES ANIMATION | | | | | |
| 10.00 11.00 | ANIMATION/VFX SMURFS: THE LOST VILLAGE NOËLLE TRIAUREAU PRODUCTION DESIGNER, SONY PICTURES ANIMATION, MIKE FORD VFX SUPERVISOR SONY PICTURES IMAGEWORKS | | | | | |
| 11.00 12.00 | ANIMATION THE VISUAL ADVENTURE OF THE EMOJI MOVIE CARLOS ZARAGOZA PRODUCTION DESIGNER SONY PICTURES ANIMATION | MASTERCLASS IN BRAVE SCRIPTING FRANCESCO FILIPPI STUDIO MISTRAL 9:00 – 13:00 4 HOURS | | UNREAL ENGINE MASTERCLASS / VR HACKATON ENEAL LEFONS 3D VR HCI, VIRTUAL AND AUGMENTED REALITY R&D, UX DESIGNER EPIC GAMES 10:00 - 18:00 6 HOURS FULL IMMERSION | | |
| 12.00 13.00 | GAMES/ VR PRESENCE TO PLAUSIBILITY: LOOKING FOR A NORTH STAR AMONG THE TEA LEAVES BERNARD YEE EXECUTIVE PRODUCER/PROGRAM MANAGER OCULUS GAME VR | | | | | |



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|----------------|---|--|------------------------|--|-------------------|---------|
| 13.00 14.00 | LUNCH | | | | | |
| 14.00 15.00 | MEDICINE/ STORYTELLING CHANGING THE WORLD WITH SCIENCE, TECHNOLOGY AND STORY-TELLING: ITS NOT IMPOSSIBLE DAVID PUTRINO DIRECTOR OF REHABILITATION INNOVATION ICAHN SCHOOL OF MEDICINE AT MT SINAI | HOW CLOUD RENDERING CAN REVOLUTIONISE THE VFX WORKFLOW. MPC TELL ALL OLIVER PENNINGTON , HEAD OF ENGINEERING, SOHONET DAVID SPILSBURY , DIRECTOR OF TECHNOLOGY, MPC ADVERTISING CRAIG DIBBLE , LEAD RENDER SYSTEMS ENGINEER, MPC FILM GARY NEGUS , VP SALES, EMEA SOHONET 14:00 - 15:00, 1 HOUR | | | | |
| 15.00 15.30 | ANIMATION THE LABOR OF LOVING VINCENT: ANIMATING VAN GOGH TO SOLVE A MYSTERY STEVE MUENCH EARLY INVESTOR "LOVING VINCENT" | THE CITY LAB: TORINO 5G PAOLA PISANO , DEPUTY MAYOR, CITY OF TURIN ENRICO BAGNASCO , DIRECTOR INNOVATION, TIM 15:00 - 15:30 | | | | |
| 15.30 16.00 | GAMES SOCIAL VIDEO: WHERE AUDIENCE IS PART OF THE CONTENT KEVIN LIN COO - TWITCH.TV | AVFX PRESENTS A BRIEF VIEW OF THE LAST VFX PRODUCTIONS MADE IN ITALY STEFANO LEONI , VFX SUPERVISOR IN EDI DIEGO VIEZZOLI , SUPERVISING TD A RAINBOW CG CARLO TOSI , OWNER ARTEA FILM FRANCO VALENZIANO , ASS. ITALIANA VFX MASSIMILIANO PARESCHI , VFX SUPERVISOR 15:30 - 16:30 1 HOUR | | UNREAL ENGINE MASTERCLASS / VR HACKATON ENEA LEFONS 3D VR HCI, VIRTUAL AND AUGMENTED REALITY R&D, UX DESIGNER EPIC GAMES 10:00 - 18:00 6 HOURS FULL IMMERSION | | |
| 16.00 16.30 | STORIES MEANT TO BE TOLD: AN ANATOMY OF CREATIVITY THROUGH DOCUMENTARIES LESLIE IWERKS DIRECTOR: THE HAND BEHIND THE MOUSE, THE PIXAR STORY, ILM: CREATING THE IMPOSSIBLE | | | | | |
| 16.30 17.30 | IT'S ALL JUST FUNNY BUSINESS: LOOKING FOR IP, TALENT AND AUDIENCES DAVE ROSENBAUM CHIEF CREATIVE OFFICER WARREN FRANKLIN EXECUTIVE PRODUCER CINESITE STUDIOS | | | | | |
| 17.30 18.30 | VFX INSIDE THE VFX OF LUC BESSON'S VALERIAN AND THE CITY OF A THOUSAND PLANETS MARTIN HILL VFX SUPERVISOR, ACADEMY® TECHNICAL ACHIEVEMENT AWARD WINNER, WETA DIGITAL | | | | | |
| 18.30 19.30 | VFX VALERIAN AND THE CITY OF A THOUSAND PLANETS SCOTT STOKDYK OVERALL VFX SUPERVISOR ACADEMY AWARD WINNER | | | | | |



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FRIDAY 27 OCTOBER

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| 8.00 9.00 | REGISTRATION | | | | | |
| 9.00 10.00 | <p>ANIMATION</p> <p>THE ART AND ANIMATION OF THE <i>LEGO BATMAN MOVIE</i></p> <p>ROB COLEMAN HEAD OF ANIMATION ANIMAL LOGIC</p> | | | | | |
| 10.00 11.00 | <p>ANIMATION</p> <p>WORLD PREMIERE TALK THE MAKING OF <i>THE BREADWINNER</i></p> <p>MARK MULLERY TECHNICAL DIRECTOR CARTOON SALOON</p> | <p>MASTERCLASS</p> <p>INTRODUCTION TO STORYTELLING AND FILMMAKING</p> <p>BRITTANY DUKES AND DEVYN NICOLE</p> <p>9:00 - 12:00 3 HOURS</p> | | <p>MASTERCLASS</p> <p>TRACKING FACES IN NUKE</p> <p>ALLAR KAASIK LECTURER 2D FOR VFX ESCAPE STUDIOS</p> <p>9:00 - 16:00 5 HOURS</p> | | |
| 11.00 12.00 | <p>GAMES</p> <p>A NO NONSENSE APPROACH TO DESIGNING ROBOT DINOSAURS</p> <p>JAN-BART VAN BEEK THE STUDIO ART DIRECTOR GUERRILLA GAMES</p> | | | | | |
| 12.00 13.00 | <p>KEYNOTE</p> <p>NEXT-GEN VIRTUAL REALITY</p> <p>DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY, CG PIONEER</p> | | | | | |



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|----------------|--|--|---------|---|-------------------|---------|
| 13.00 14.00 | LUNCH | | | | | |
| 14.00 15.00 | <p>MAKING MIRRORS: BEHIND THE SCENES OF ECHO VFX</p> <p>VICTOR PEREZ DIRECTOR, VFX SUPERVISOR</p> | <p>MASTERCLASS CREATING CHARACTERS IN VIRTUAL REALITY</p> <p>DYLAN SISSON RENDERMAN - PIXAR 14:00 - 16:00 2 HOURS</p> | | <p>MASTERCLASS TRACKING FACES IN NUKE</p> <p>ALLAR KAASIK LECTURER 2D FOR VFX ESCAPE STUDIOS</p> <p>9:00 - 16:00 5 HOURS</p> | | |
| 15.00 16.00 | <p>SONY PICTURES IMAGEWORKS CELEBRATING 25 YEARS OF INNOVATION, IMAGINATION AND CREATIVITY</p> <p>RANDY LAKE PRESIDENT OF STUDIO OPERATIONS & IMAGEWORKS SONY PICTURES IMAGEWORKS</p> | | | | | |
| 16.00 17.00 | <p>THE VFX WONDERS OF WONDER WOMAN VFX</p> <p>JESSICA NORMAN VFX SUPERVISOR, MPC</p> | | | | | |
| 17:00 18:00 | <p>KEYNOTE WAR FOR THE PLANET OF THE APES</p> <p>JOE LETTERI SENIOR VFX SUPERVISOR, 4-TIME ACADEMY AWARD WINNER, WETA DIGITAL</p> | | | | | |
| 18:00 19:30 | <p>KEYNOTE GUARDIANS OF THE GALAXY VOL.2</p> <p>CHRISTOPHER TOWNSEND OVERALL VFX SUPERVISOR SIMONE KRAUS ANIMATION SUPERVISOR, TRIXTER</p> | | | | | |