



#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			10:00		
11:00	MASTERCLASS COMICS AND CINEMA: A FANTASTIC INFLUENCE GIANFRANCO GORIA ITALIAN CARTOONIST, SCRIPT-WRITER, DISNEY CREATOR AND JOURNALIST 10:30 - 12:30, 2 HOURS via Maria Vittoria 38		11:00	MASTERCLASS VISUAL CONNEXION: TECHNOLOGY AND PSYCHOLOGY APPLIED TO DESIGN THINKING SIMONE FAVARIN tNOTICE CO-FOUNDER 11:00 - 13:00, 2 HOURS via Maria Vittoria 38	MASTERCLASS SU UNREAL ENGINE / VR HACKATON ENEAL LEFONS UX DESIGNER EPIC GAMES 10:00 - 15:00 4 HOURS via Maria Vittoria 38
12:00		MASTERCLASS UNREAL ENGINE FOR ENTERPRISE AND STUDIOS ENEAL LEFONS UX DESIGNER EPIC GAMES 10:00 - 18:00 6 HOURS via Maria Vittoria 38	13:00		
13:00			14:00		
14:00			15:00	MASTERCLASS PERCEPTION AND COLOR IN VIRTUAL REALITY DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY 15:00 – 18:00 3 HOURS via Maria Vittoria 38	
15:00			16:00		
16:00			17:00		
17:00			18:00		
18:00			19:00		
19:00			20:00		KAVR FOOD LIVE EXPERIENCE UNREAL ENGINE ENEAL LEFONS UX DESIGNER EPIC GAMES 20:00 - 22:30 2 HOURS 30 MIN LOCATION TBD
20:00			21:00		
21:00			22:00		
22:00			23:00		
23:00					



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>			
13:00								<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>		
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 CROSSING THE DIMENSIONAL RIFT</p> <p>JASON BICKERSTAFF CHARACTER ARTIST PIXAR ANIMATION STUDIOS 13:00 - 15:00 2 HOURS</p>						
15:00							<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>			
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>							<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>		
18:00									<p>23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18.00</p>	



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



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TUESDAY 24 OCTOBER

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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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WEDNESDAY 25 OCTOBER

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



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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 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 <i>ECHO</i> 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 <i>WONDER WOMAN</i> VFX</p> <p>JESSICA NORMAN VFX SUPERVISOR, MPC</p>					
17:00 18:00	<p>KEYNOTE</p> <p><i>WAR FOR THE PLANET OF THE APES</i></p> <p>JOE LETTERI SENIOR VFX SUPERVISOR, 4-TIME ACADEMY AWARD WINNER, WETA DIGITAL</p>					
18:00 19:30	<p>KEYNOTE</p> <p><i>GUARDIANS OF THE GALAXY VOL.2</i></p> <p>CHRISTOPHER TOWNSEND OVERALL VFX SUPERVISOR SIMONE KRAUS ANIMATION SUPERVISOR, TRIXTER</p>					