



VIEW Conference | 18TH INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | 2017 PROGRAM #viewconference2017

23 Oct preVIEW , Workshops/ Masterclasses only

24 - 27 Oct - Conference/ Exhibit Floor

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preVIEW – WORKSHOPS/ MASTERCLASS & GAMES BOOTCAMP

MONDAY 23 OCTOBER

	GIOLITTI	SELLA	EINAUDI	MOLLINO	LOCATION TBD	LOCATION TBD	LOCATION TBD	PIAZZA DEI MESTIERI	JUVARRA	ANTONELLI
9:00		<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>				<p>ANIMATION SUPERVISION FOR VISUAL EFFECTS ON A TELEVISION BUDGET AND SCHEDULE</p> <p>ELAINA SCOTT ANIMATION SUPERVISOR - SUPERGIRL - THE CW 9:00 - 10:30 1 HOUR 30 MIN</p>		
10:00	<p>MASTERCLASS ACTING FOR ANIMATORS: INTRODUCTION TO ACTING THEORY, THE BASICS</p> <p>ED HOOKS 9:00 - 13:00 4 HOURS</p>				<p>NOTES AND EXPERIENCES ON CRAFTING AND HONING IMAGES FOR MOOD AND STORY</p> <p>ALESSANDRO JACOMINI DIRECTOR OF LIGHTING, DISNEY STUDIOS 9:30 - 11:00 1 HOUR 30 MIN</p>		<p>MASTERCLASS DIRECTING ANIMATED FILMS</p> <p>FRANCESCO FILIPPI STUDIO MINSTRAL</p> <p>9:00 - 12:00 3 HOURS</p>	<p>WORKSHOP SCULPTING AND DESIGNING WITH PAPER</p> <p>MEGAN BRAIN PAPER SCULPTURE DESIGNER, ORIGAMI, KUBO AND THE TWO STRINGS 9:30 - 11:30 2 HOURS</p>		
11:00										
12:00		<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 SÓLFAR 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>WORKSHOP PREVIS: AN OVERVIEW FOR BOTH TELEVISION & FILM</p> <p>ELAINA SCOTT ANIMATION SUPERVISOR - SUPERGIRL - THE CW 11:15 - 13:15 2 HOURS</p>		
13:00										
14:00	<p>WORKSHOP I WANT A PUPPY!: THE MAKING OF AN ANIMATED SHORT</p> <p>MIKE FORD VFX SUPERVISOR SONY PICTURES IMAGEWORKS 13:15 - 15:15 2 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>				<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										
16:00	<p>MASTERCLASS DOCUMENTING TECHNOLOGY AND INNOVATION IN CREATIVE INDUSTRIES</p> <p>LESLIE IWERKS DIRECTOR: THE HAND BEHIND THE MOUSE, THE PIXAR STORY, ILM: CREATING THE IMPOSSIBLE 15:30 - 17:30 2 HOURS</p>	<p>MASTERCLASS MIND MAPPING CONCEPTUALISATION OF LIGHT IN VFX COMPOSITING</p> <p>VICTOR PEREZ VFX SUPERVISOR, FRAME BY FRAME 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>MASTERCLASS PROCEDURAL AND PRODUCTION TECHNIQUES USING HOUDINI</p> <p>DEBORAH R. FOWLER PROFESSOR OF VISUAL EFFECTS – SAVANNAH COLLEGE OF ART AND DESIGN (SCAD) 14:00 - 16:00 2 HOURS</p>	<p>MASTERCLASS GREAT STORIES COME FROM GREAT CHARACTERS</p> <p>MARK OSBORNE DIRECTOR - THE LITTLE PRINCE 13:15 - 17:15 4 HOURS</p>	
17:00										
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	<p>ANIMATION</p> <p>KEYNOTE THE MAKING OF MILA : 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 CARS 3</p> <p>KIM WHITE DIRECTOR OF PHOTOGRAPHY - LIGHTING, COLOR PIXAR ANIMATION STUDIOS</p>					
12.00 13.00	<p>VR/AR</p> <p>KEYNOTE NEXT-GEN VIRTUAL REALITY</p> <p>DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY, CG PIONEER</p>	<p>MASTERCLASS ACTING FOR ANIMATORS: "FLIPPING THE SWITCH" - HOW TO CREATE STRONGER VIDEO REFERENCES</p> <p>ED HOOKS</p> <p>11:00 - 15:00 3 HOURS</p>				<p>23-25 Oct VIDEO GAMES BOOTCAMP 11.00 - 18:00</p>



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TUESDAY 24 OCTOBER

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI	TERRAZZA GIOLITTI	MOLLINO
13.00 14.00	LUNCH					
14.00 15.00	<p>GOOGLE SPOTLIGHT STORIES</p> <p>KAREN DUFILHO-ROSEN EXECUTIVE PRODUCER GOOGLE</p>	<p>MASTERCLASS ACTING FOR ANIMATORS:</p> <p>"FLIPPING THE SWITCH" - HOW TO CREATE STRONGER VIDEO REFERENCES</p> <p>ED HOOKS 11:00 - 15:00 3 HOURS</p>				
15.00 15.30	<p>FATE TO FACE WITH THE MOUNTAIN ^{VR}</p> <p>CLAUDIO PEDICA SENIOR INTERACTION DESIGNER SÓLFAR STUDIOS</p>	<p>LAUNCHING A CAREER IN ANIMATION, GAMES & VFX</p> <p>MODERATOR: ANGIE WOJAK, DIRECTOR OF CAREER DEVELOPMENT, SCHOOL OF VISUAL ARTS NEW YORK UNIVERSITY</p> <p>TIFFANY FEENEY, FOUNDER OF TALENT OUTPOST ALEX WILLIAMS, ANIMATOR & CARTOONIST, HEAD OF ANIMATION, ESCAPE STUDIOS 15:00 - 16:00 1 HOUR</p>				
15.30 16.30	<p>REAL DECISIONS, VIRTUAL SPACE: DESIGNING FOR VR ^{VR}</p> <p>ELISABETH MORANT PRODUCT MANAGER , TILT BRUSH</p>		<p>WORKSHOP</p> <p>UNREAL ENGINE FOR ENTERPRISE AND STUDIOS</p> <p>ENEAL LEFONS UX DESIGNER EPIC GAMES 16:30 - 17:30 1 HOUR</p>			
16.30 17.30	<p>PHOTOREAL DIGITAL HUMANS AND THE PROMISE OF VIRTUAL REALITY ^{VR}</p> <p>PAUL DEBEVEC SENIOR STAFF ENGINEER, ACADEMY AWARD WINNER, RESEARCH PROF. GOOGLE VR & ICT</p>					<p>23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00</p>
17.30 18.30	<p>KEYNOTE</p> <p>STEP INSIDE OUR STORIES ^{VR}</p> <p>VICKI DOBBS BECK EXECUTIVE IN CHARGE ILMxLAB</p>					
18.30 19.30	<p>KEYNOTE</p> <p>JOHN NELSON <i>BLADE RUNNER 2049</i> ^{VFX}</p> <p>JOHN NELSON OVERALL VFX SUPERVISOR, ACADEMY AWARD WINNER</p>					



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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				
10.00 11.00	FROM ENDER'S GAME TO UBISOFT JORDI GARCIA DIRECTOR, POST23	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 OLAF'S FROZEN ADVENTURE 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: THE WILLOUGHBYS BRON ANIMATION					23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00



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WEDNESDAY 25 OCTOBER

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI	TERRAZZA GIOLITTI	MOLLINO
13.00 14.00	LUNCH					
14.00 14.30	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		MASTERCLASS ANIMATE A SPIDER IN MOTION ALEX WILLIAMS ANIMATOR & CARTOONIST HEAD OF ANIMATION, ESCAPE STUDIOS 10:00 - 18:00 6 HOURS		23-25 Oct VIDEO GAMES BOOTCAMP 9.00 - 18:00
14.30 15.30	LEADING VR INNOVATION AT THE NFB ANIMATION STUDIO ELOI CHAMPAGNE TECHNICAL DIRECTOR NATIONAL FILM BOARD OF CANADA, VR					
15.30 16.30	EMOTIONS IN VR MAUREEN FAN CEO, CO-FOUNDER, BAOBAB STUDIOS LARRY CUTLER CHIEF TECHNICAL OFFICER, BAOBAB STUDIOS					
16.30 17.30	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 MILA 16:30 - 17:30 1 HOUR				
17.30 18.30	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	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	MASTERCLASS VISUAL CONNEXION: TECHNOLOGY AND PSYCHOLOGY APPLIED TO DESIGN THINKING SIMONE FAVARIN tNOTICE CO-FOUNDER 9:00 - 11:00 2 HOURS				
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 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	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			
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"	TORINO: A SOCIAL DIGITAL CITY HOW TO SUPPORT DISRUPTIVE SOLUTION IN TORINO ECOSYSTEM CITY OF TURIN 15:00 - 15:30				
15.30 16.00	PHOTOGRAPHY SYNECDOCHE & HAIKU: PHOTOGRAPHY BEYOND UTILITY MICHAEL RUBIN FOUNDER & CHIEF PHOTO OFFICER NEOMODERN	VFX MADE IN ITALY 15:30 - 16:30 2 HOURS				
16.00 16.30	MAKING MIRRORS: BEHIND THE SCENES OF ECHO VICTOR PEREZ OVERALL VFX SUPERVISOR		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			
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 THE ART AND ANIMATION OF THE <i>LEGO BATMAN MOVIE</i></p> <p>ROB COLEMAN HEAD OF ANIMATION ANIMAL LOGIC</p>	<p>MASTERCLASS INTRODUCTION TO STORYTELLING AND FILMMAKING</p> <p>BRITTANY DUKES AND DEVYN NICOLE</p> <p>9:00 - 10:00 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>		
10.00 11.00	<p>ANIMATION WORLD PREMIERE TALK THE MAKING OF <i>THE BREADWINNER</i></p> <p>MARK MULLERY TECHNICAL DIRECTOR CARTOON SALOON</p>					
11.00 12.00	<p>GAMES A NO NONSENSE APPROACH TO DESIGNING ROBOT DINOSAURS</p> <p>JAN-BART VAN BEEK THE STUDIO ART DIRECTOR GUERRILLA GAMES</p>	<p>MASTERCLASS 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></p> <p>11:00 - 13:00 2 HOURS</p>				
12.00 13.00	<p>STORYTELLING THE FUTURE OF STORYTELLING</p> <p>MODERATOR: STEVE BECK JOHN NELSON JOE LETTERI PHIL CHEN ERIC DARNELL VICKI BECK</p>					



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13.00 14.00	LUNCH					
14.00 15.00	<p>GAMES</p> <p>SOCIAL VIDEO: WHERE AUDIENCE IS PART OF THE CONTENT</p> <p>KEVIN LIN COO - TWITCH.TV</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>PANEL VFX</p> <p>GABRIELE SALVATORE'S <i>THE INVISIBLE BOY: SECOND GENERATION</i></p> <p>MODERATOR: VICTOR PEREZ, VFX SUPERVISOR, FRAME BY FRAME</p> <p>FEDERICO GNOLI, VFX PRODUCER, DAVIDE LUCHETTI, VFX EXECUTIVE PRODUCER, ANDREA VINCENTI, 3D SUPERVISOR, MARCO GERACITANO, 2D SUPERVISOR</p>	<p>DYLAN SISSON RENDERMAN - PIXAR 14:00 - 16:00 2 HOURS</p>				
16.00 17.00	<p>VFX</p> <p>WONDER WOMAN : VISUAL EFFECTS IN A SUPPORTING ROLL</p> <p>BILL WESTENHOFER OVERALL VFX SUPERVISOR, TWICE ACADEMY AWARD WINNER, WARNER BROS. PICTURES</p>					
17:00 18:30	<p>KEYNOTE</p> <p>GUARDIANS OF THE GALAXY VOL.2</p> <p>CHRISTOPHER TOWNSEND OVERALL VFX SUPERVISOR SIMONE KRAUS ANIMATION SUPERVISOR, TRIXTER</p>					
18:30 19:30	<p>VFX</p> <p>KEYNOTE</p> <p>WAR FOR THE PLANET OF THE APES</p> <p>JOE LETTERI SENIOR VFX SUPERVISOR, 4-TIME ACADEMY AWARD WINNER, WETA DIGITAL</p>					