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Dear <<First Name>>.

We look forward to welcoming you to an exciting new RealTime Conference 2-day session, on June 8 & 9. Check out [our packed program](#) and the exciting roster of speakers. From Virtual Production to Immersive Storytelling, from Spatial Computing to Controller-less VR Era, from Games Cinematics to Digital Humans | Artificial Intelligence | Machine Learning & GANs, not to forget Real-Time Live Collaborative Demos, #RTC_2020 June 8 & 9 brings together the best of the best of the Real-Time Community! Join them for another event full of learning, networking, and uniting across multiple industries!

[REGISTER NOW](#)

Still free but your support appreciated!

While we are thrilled to have been able to bring such brilliant speakers and the global real-time community together at no cost until now, these adaptations have stretched our current budget as far as it can go, and we now ask the community to contribute according to their means.

Please look at the [proposed fee options](#) for our 2-day June session, June 8 and 9. For those who can pay, please pay! For those who can contribute, please contribute! If you are a potential partner, please reach out! And if you can't support us financially at the moment, please keep enjoying RTC FOR FREE!

Thank you all for your kind support, always much appreciated!

Onward!

Jean-Michel Biotière, Founder

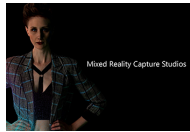
HIGHLIGHTS #RTC_2020 JUNE 8 & 9



Mike Seymour
Lecturer, Researcher Digital Humans & Writer – MOTUS Lab (DGR) USYD | co-founder – frguide
Digital Humans | Artificial Intelligence | Machine Learning | GANs



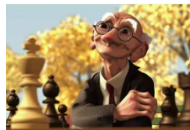
Raja Koduri
Chief Architect, Senior Vice President and GM – Intel Architecture, Graphics and Software
Virtual Production & Future Computing



Steve Sullivan
Partner, General Manager Mixed Reality Capture Studios – Microsoft
Enabling the Next Era of Computing – Volumetric Capture



Nigel Tierney
Head of Content – Verizon Media /Ryot
Enabling the Next Era of Computing – 5G



Jan Pinkava
Creative Director
Immersive Storytelling - Real Stories and Fake Realities



Luke Ritchie
Head of Interactive Arts – Nexus Studios
Location Based AR Visualization | Enhanced Location



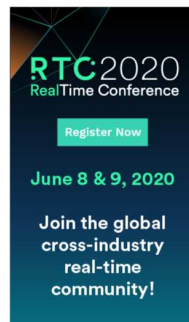
Matt Rank
Senior Virtual Production Supervisor Industrial Light & Magic London
Mohen Leo
Visual Effects Supervisor Industrial Light & Magic London
Virtual Production Region By Region: Europe



Solomon Rogers
Founder & CEO – REWIND
Nils Wollny
CEO & co-founder – holoride
Vehicles and VR: The In-Car Entertainment Revolution Is Coming



Jeff Gipson
Director – Walt Disney Animation Studios
Jose Luis Gomez Diaz
Lead Software Engineer, AR/VR – Walt Disney Animation Studios
Making Disney Animation's "Myth: A Frozen Tale"



Get inspired & check out videos from our past events! You can also access recordings of speakers from our earlier RealTime Conference sessions [here](#). Free access is available for a limited time.

We need your feedback! We are planning for the future, and exploring ways to better serve you and improve your experience. If you haven't already, please take the time to answer [this survey](#).



Stay tuned! #RTC_2020

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



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