## RealTime Conference is Going Strong
A Glimpse of our Schedule for
Tuesday April 27

Join us for RealTime Conference Day 2!
Tuesday April 27 sessions will highlight the latest developments in Digital Humans, Real-Time Animation, Virtual Production, Cloud-Based Solutions and Education & Training.

If you haven't registered yet, it's not too late! And remember, registration is still FREE this year!

REGISTER FOR FREE!

Already registered? You should receive an access link in your registration email.
Didn't receive the link? Head over to the event page and enter your registration email to log in.
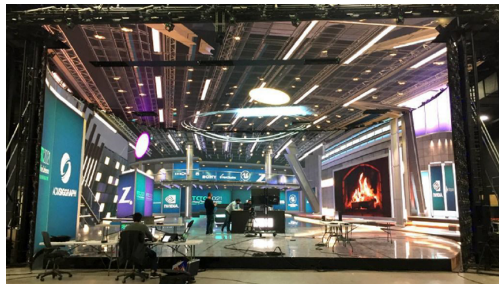
Take a Look at Tuesday's Sessions
and Plan your RTC Schedule

Merging Physical & Digital Worlds Seamlessly
Real-Time in the Cloud | Pixel Streaming

5:00 > 5:05 am PDT | 8:00 > 8:05 am EDT | 2:00 > 2:05 pm CEST

The need for "remote from home" solutions during the pandemic brought the cloud to the forefront and accelerated its deployment and adoption by businesses of all sorts. This series of talks demystifes the cloud's role in manufacturing, virtual worlds, and media & entertainment with actual use cases of delivering real-time services through the cloud. Participants include **Marco Tempest** (Accenture), **Guillaume Polaillon** (Nvidia), **Evan Goldberg** (Disney), **Benoît Deschamps** (Renault).

Virtual Production: Building Real-Time Tools at the Core of Pipelines
Converting the Tests Into Radical Changes

8:00 > 8:40 am PDT | 11:00 > 11:40 am EDT | 5:00 > 5:40 pm CEST

Discover how real-time tools and techniques are transforming production pipelines and processes, and taking virtual production to a new level. Participants include **Tim Webber** (Framestore), **Dan Ring** (Foundry), **Jim Geduldick** (Dimension Studios), **Isaac Partouche** (DNEG), **Richard Graham** (Framestore).

The Impact of Virtual Production on Animation

9:45 > 10:30 am PDT | 12:45 > 1:30 pm EDT | 6:45 > 7:30 pm CEST

Amazing things are happening in animation as virtual production and real-time engagements open new horizons. Hear from creators about extraordinary projects and the technology that makes them possible. With **Patrick Osborne** (Nexus Studios), **David Smith** (Spire), **Michele Sciolette** (Cinesite), **Evan Binder** (Disney), **David Prescott** (DNEG).

Virtual Production - Tools of Tomorrow
MetaHuman Creator

1:00 > 1:25 pm PDT | 4:00 > 4:25 pm EDT | 10:00 > 10:25 pm CEST

MetaHuman Creator has opened new access for creators in games, film and virtual productions of all kinds to engage production-ready, high quality digital humans. How does it work, and what does it change? With **Kim Libreri** (Epic Games), **Vladimir Mastilovic** (Epic Games), **Mike Seymour** (Fxguide), **Matt Workman** (Cinematography Database).

Education
Recruiting & Training Challenges

2:15 > 2:55 pm PDT | 5:15 > 5:55 pm EDT | 11:15 > 11:55 pm CEST

How do we teach and learn the new tools created by the real-time paradigm shift? How were education and training impacted by the pandemic? What can we do to ensure that we are prepared to tackle the Metaverse? With **Rob Legato** ("The Jungle Book", "Hugo," "Titanic", "Lion King"), **Linda Sellheim** (Epic Games), **Greg Mitchell** (Microsoft).

Digital Humans
Virtual Agents

4:30 > 4:45 pm PDT | 7:30 > 7:45 pm EDT | 1:30 > 1:45 am CEST

Digital Humans are at home on RTC planet! Dive into the ever more successful quest to recreate truly convincing digital humans. Participants include **Mark Sagar** (Soulmachines), **Christophe Héry** (Facebook), **Christina Heller** (Metastage), **James Jacobs** (Ziva Dynamics).

See our full program for more information.

Register today for free and gain access to three 16-hour days packed full of live presentations, discussions, interviews and real-time live demos.

See the full list of our speakers here.
Join us in the Metaverse! Register today