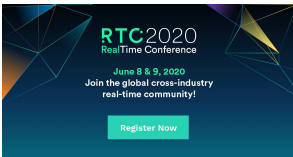


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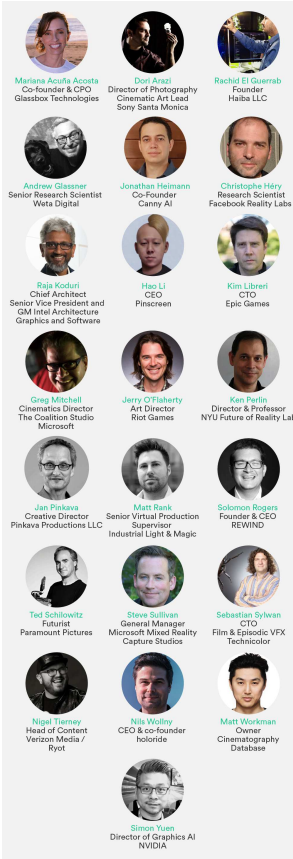
Don't miss our fantastic lineup on June 8 & 9!

Join us and learn from top-notch speakers from Weta Digital, Microsoft, Epic Games, Paramount, Warner Brothers Games, Intel, Varian Mediar/Ryot, Industrial Light & Magic, Technicolor, Nexus, MPC, Framestore, Real Games, MT, Facebook Reality Labs, NVIDIA... Not to forget Tools of Tomorrow Real-Time Live Demos... and exclusive keynotes from Jan Pinkava, Ken Perlin, Nigel Turner and more!

If you haven't already, register now! We invite the community to contribute according to their means, still offering a free option for those who can't support us financially at the moment.

[REGISTER NOW](#)

Our [June 8 & 9 agenda](#) features an exciting roster of speakers exploring "Virtual Production region by region: Europe", "Digital Humans", "Artificial Intelligence", "Machine Learning", "GANs", "Games Cinematix", "Immersive Storytelling", "Spatial Computing", "Haptics", "The Quest to Cloud Rendering", and more.



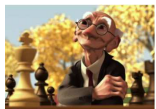
Live Demos, Exclusive Keynotes, Panel Discussions and Fireside Chats...

We bring you the best of the best of the Real-Time Community to enjoy from the comfort of your home!



Virtual Production Region by Region: Europe

WEDNESDAY, JUNE 8, starting 9:00 am PT / 9:00 am ET / 11:00 am BST / 12:00 pm CEST / 1:00 pm Sydney
Explore Virtual Production innovations region by region beginning with a European focus from Silber Studios, Atlas V, Industrial Light & Magic London, MPC, Technicolor, Epic Games...



Immersive Storytelling

TUESDAY, JUNE 8, starting 9:00 am PT / 9:00 am ET / 11:00 am BST / 12:00 pm CEST / 1:00 pm Sydney
Boost your inspiration and join award-winning Creative Director [Julian Doherty](#) as he discusses "Real Stories and True Storytelling" through his experience creating the iconic Game, Ratatouille and Google Spotlight Stories. Enjoy NYU Future of Reality Lab Director & Professor [Zoe Picus](#) discussing "How to Build a Hologram", and The Third Floor Creative Technology Supervisor & VFX Designer [Zach Hirsch](#) "Entering The Tons of Telenovela".



The Next Era of Computing of Computing

WEDNESDAY, JUNE 8, starting 9:00 am PT / 9:00 am ET / 11:00 am BST / 12:00 pm CEST / 1:00 pm Sydney
For those curious about the Future of Computing, [Siddhant Datta](#), Executive Director of the International Future Computing Association (IFCA), has cooked a wonderful menu, including a keynote by [Zach Sullivan](#), Microsoft Partner and Mixed Reality Capture General Manager about "Immersive Video for Mixed Reality and Beyond", [Julian Doherty](#), Chief Architect, Senior Vice President and GM - Intel Architecture, Graphics and Software at Intel Corporation, will join our Founder, Jan-Michael Rothman for an exclusive Fireside chat where they'll answer questions from our keynote speakers and share a vision where petabytes of compute and petabytes of data are a few single digit milliseconds away from every person on the planet!



Digital Humans | Artificial Intelligence | Machine Learning | GANs

TUESDAY, JUNE 8, starting 9:00 am PT / 9:00 am ET / 11:00 am BST / 12:00 pm CEST / 1:00 pm Sydney
(Free)
This series of talks will focus on the new advances in digital face replacement, and in voice (IGR). You will meet Weta Digital Senior Research Scientist [Andrew Gleason](#), NVIDIA Director of Graphics AI [James Van Der Pijl](#), Prescience CEO [Julian Doherty](#), MPC New York VFX Supervisor [Thomas Papp](#), and Cammy AI Co-Founder [Jonathan Heilmann](#) as they discuss forging the future of Neural Rendering. Get ready for mind-blowing demos and in-depth presentations!



Games Cinematics, The Ever Evolving Real-Time Cinematic

WEDNESDAY, JUNE 8, 9:00 am PT / 9:00 am ET / 11:00 am BST / 12:00 pm CEST / 1:00 pm Sydney
(Free)
This track will address the continually blurring line between what it means to be a movie and what it means to be a game. Sessions will bring together creators and innovators from the game industry to talk about enhancing the art of high-end, real-time cinematics, where some of the difficulties in creating them. Experts will also talk about their continuing evolution in today's gaming experience, including Microsoft Cinematics Director at The Coalition Studios, [Zach Hirsch](#) who will discuss making the jump to real-time with Gears of War 5.



NEW! Live Demos!

Throughout our 3-day event, we will feature three Real-Time Live Demos from top-notch start-ups to follow. [Dimitris Tsiontsionis](#) will showcase their solution for real-time, cross-application, multi-user workflow for virtual production. [Rachid El Guemrah](#) will create a short movie live, in front of your very eyes, with four users located in France, Sweden and Germany. [Julian Doherty](#) will demo its high-fidelity, multi-user platform built on Epic Games' Unreal Engine.

[Check-out our full program here!](#)

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

[f](#) [t](#) [in](#)

Stay tuned! #RTC_2020

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

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