

[View this email in your browser](#)**Day 2 of RealTime Conference goes live in 1 hour!**

And we can't wait to welcome you live for our online keynotes, presentations, panel discussions, and real-time live demo! Immersive Storytelling, Tools of Tomorrow, Digital Humans | Artificial Intelligence | Machine Learning | GANs, Real-Time, Art & Education... Here's a sneak peak of today's top session!

[Register Now](#)

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.

Once you have registered, check your email! All registrants receive an email from [contact@realtimeconference.com](mailto:contact@realtimeconference.com) with log in instructions.

## TOP KEYNOTES

**What am I looking at? Real Stories and Fake Realities**  
**#ImmersiveStorytelling**

10:15 am PST | 1:15 pm EST | 6:15 pm BST | 7:15 pm CST | 1:15 am AEST (Wed.)

"Let's start with a closer look at three old, interested ideas in immersive storytelling - Interactivity, Reality, and Presence - and see if we can understand ourselves and ask some difficult questions. But can we do it without using words like Verisimilitude and Phenomenology?"

Find out for yourself! Join award-winning Creative Director [Jan Pichawa](#) as he takes us through his experience creating the iconic Geri's Game, Ratatouille and Google Spotlight Stories.

**Vehicles and VR: An In-Car Entertainment Revolution Is Coming**  
**#ImmersiveStorytelling**

11:15 am PST | 2:15 pm EST | 7:15 pm BST | 8:15 pm CST | 2:15 am AEST (Wed.)

Join [Solomon Rogers](#), Founder & CEO of immersive content studio [REWIND](#) and [Dila Walton](#), CEO & co-founder at German entertainment-tech startup [hololride](#), as they demonstrate how they have joined forces to shape the in-car entertainment experience of the future. hololride technology takes virtual reality content and matches it with data points from the vehicle in real-time, creating an extremely immersive experience. This session will answer the following: Why is the autonomous car the next entertainment frontier? And how is the passenger economy already now relevant? How does virtual reality in a car work and what is elastic content? What opportunities and challenges does this open up for creatives, media, and brands?

**Tutankhamen: Enter the Tomb with The Third Floor**  
**#ImmersiveStorytelling**

1:15 pm PST | 4:15 pm EST | 9:15 pm BST | 10:15 pm CST | 4:15 am AEST (Wed.)

Immerse yourself with [Gary Marshall](#), Creative Technology Supervisor & VFX Designer at [The Third Floor](#) into the Behind the scenes of the production of "Enter The Tomb" - a museum VR exhibit showcasing the wonder of the discovery of Tutankhamun's tomb in 1922. Learn how The Third Floor worked to wrangle high resolution real world assets and textures into a compelling narrative that puts the audience directly in Howard Carter's shoes.

**The New Storytelling Craft - Nonlinear, Dynamic, and RealTime**  
**#ImmersiveStorytelling**

1:40 pm PST | 4:40 pm EST | 9:40 pm BST | 10:40 pm CST | 4:40 am AEST (Wed.)

"Technology presents us with exciting ways to create, consume, and interact with media, and traditional storytelling can now evolve to ever more engaging and deeper experiences. However, as a creator, where do you start from, what are the elements of this new craft, what's challenging, and what's a distraction?" [Rachid El Guarrab](#), Founder at [Halba LLC](#).

## TOP PANEL DISCUSSIONS

**Social Interaction: How To Create A Sense Of Presence And Engage Our Bodies?**  
**#ImmersiveStorytelling**

7:30 am PST | 10:30 am EST | 3:30 pm BST | 4:30 pm CST | 10:30 pm AEST

Join our curators and hosts [Alex Coulombe](#), Creative Director at [Agile Lens: Immersive Design](#) and [Emma Rubio](#), TV, New Media & VR at Cultural Services of the French Embassy, USA as they discuss the future of immersive storytelling and how emerging real-time technology enables new methods of communication with each other with our esteemed panelists: [Melodie Mousset](#), Artist | Co-founder at [PatchXR](#), [David Cockfield](#), XR Director and Producer, [Anna Hanson](#), Experience Designer and Researcher, Embodied and Social UX for Spatial Computing, [Alexis Jolles Desautels](#), Creative Director at [RedPill VR](#), [Ken Perlin](#), Director & Professor at NYU Future of Reality Lab.

**Neural Rendering #DigitalHumans**  
**#ArtificialIntelligence**  
**#MachineLearning**  
**#GANs**

3:15 pm PT | 6:15 pm ET | 11:15 pm BST | 6:15 am CEST (Wed.) | 6:15 am Sydney (Wed.)

Join our hosts [Mike Seymour](#), Lecturer, Researcher Digital Humans & Writer at [MOTUS Lab](#) (ODGR) [USYD](#) & co-founder at [figulide](#), and [Christophe Hery](#), Research Scientist at [Facebook Reality Labs](#). This series of talks will focus on the new advances in de-aging, face replacement, and re-voicing (NDR). You will meet [Weta Digital](#) Senior Research Scientist [Andreas Gleason](#), NVIDIA Director of Graphics AI [Simon Yuan](#), Pinescreen CEO [Jian Li](#), MPC New York VFX Supervisor [Thiago Porto](#), and Canny AI Co-Founder [Jonathan Heilmann](#) as they discuss forging the future of Neural Rendering. Get ready for mind-blowing demos and in-depth presentations! And join them for the panel discussion at the end of this track.

**VR For Reinventing Linear Stories**  
**#ImmersiveStorytelling**

2:10 pm PST | 5:10 pm EST | 10:10 pm BST | 11:10 pm CST | 5:10 am AEST (Wed.)

[Justina Dooze](#), Global Head of Virtual Reality for Location Based Entertainment at [HP](#) will discuss lessons learned in utilizing the unique affordances of virtual reality in crafting new forms of narrative with panelists [Gary Marshall](#), Creative Technology Supervisor & VFX Designer at [The Third Floor](#), [Rachid El Guarrab](#), Founder at [Halba LLC](#), Creative Director [Jan Pichawa](#), [Christian Cokas](#), Associate Director at [ESPN](#) and more!

**Future of Real-Time in Experimental Art & Education**  
**#RealTime**  
**#Art**  
**#Education**

6:20 pm PST | 9:20 pm EST | 2:20 am BST (Wed.) | 3:20 am CST (Wed.) | 9:20 am AEST (Wed.)

Join our host [Tamasz Maszons](#), M.F.A. Computer Arts Chair at [School of Visual Arts](#) as he discusses the future of real-time in experimental Art & Education with panelists [Andreas Gleason](#), Assistant Professor at [Syracuse University School of Architecture](#), and [Ken Perlin](#), Director & Professor at NYU Future of Reality Lab.

## REAL TIME LIVE DEMO!!

**Pocket Studio**  
**#Immersive Storytelling**

9:10 am PST | 12:10 pm EST | 5:10 pm BST | 6:10 pm CST | 9:10 am AEST (Wed.)

PocketStudio is the first Digital Content Creation tool built from the ground up upon a real-time collaborative unified workflow specifically designed by filmmakers for filmmakers. A movie making engine allowing filmmakers to collaborate from anywhere, with any device and in real-time! In this demo, four users located in different countries will use PocketStudio to create a short movie together, live, in front of your very eyes. Want to try too? Join the demo and get an exclusive access to a pre-release version of PocketStudio as a special gift to the RTC community.

[Discover our full program](#)

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



#RTC\_2020

## JOIN OUR PARTNERS



Copyright © 2020 RealTime Conference. All rights reserved.

Want to change how you receive these emails?  
You can [update your preferences](#) or [unsubscribe](#) from this list.

