

PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia + 1 Day	New Zealand + 1 Day	
5:00 > 5:05 am	8:00 > 8:05 am	1:00 > 1:05 pm	2:00 > 2:05 pm	5:30 > 5:35 pm	8:00 > 8:05 pm	10:00 > 10:05 pm	00:00 > 00:05 am Midnight	<b>RealTime Conference 2021</b> Welcome & Opening Address <b>Jean-Michel Blottiere</b> - Founder & CEO - RealTime Conference <b>Kim Baumann Larsen</b> - CEO - Dimension Design <b>Alex Coulombe</b> - Creative Director - Agile Lens Welcome To Rtc 2021 - April 26, 27 & 28, 2021 The Rise Of The Metaverse (Day 1) Introduction To The Architecture Series Of Talks
5:10 > 5:25 am	8:10 > 8:25 am	1:10 > 1:25 pm	2:10 > 2:25 pm	5:40 > 5:55 pm	8:10 > 8:25 pm	10:10 > 10:25 pm	00:10 > 00:25 am	<b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b> Hosts <b>Kim Baumann Larsen</b> - CEO   Dimension Design (Norway) <b>Alex Coulombe</b> - Creative Director - Agile Lens (New York) Speaker <b>James Dodson</b> - Founding Partner - Spinn Architects (Norway) Virtual Reality As The New Model Shop In Architecture
5:30 > 5:45 am	8:30 > 8:45 am	1:30 > 1:45 pm	2:30 > 2:45 pm	6:00 > 6:15 pm	8:30 > 8:45 pm	10:30 > 10:45 pm	00:30 > 00:45 am	<b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b> <b>Arie Croitoru</b> - Founder & CEO - VirtuU Design and Motion (Israel) <b>Avishag Shemesh</b> , PhD - Researcher, Architect and BIM Expert - Technion - Israel Institute of Technology (Israel) Virtual Environments For Neuroarchitecture Research
5:50 > 6:05 am	8:50 > 9:05 am	1:50 > 2:05 pm	2:50 > 3:05 pm	6:20 > 6:35 pm	8:50 > 9:05 pm	10:50 > 11:05 pm	00:50 > 1:05 am	<b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b> <b>Nikos Nikolopoulos</b> - Founder, Creative Director - Creative Lighting (UK) Cinematic Lighting In Archviz
6:10 > 6:25 am	9:10 > 9:25 am	2:10 > 2:25 pm	3:10 > 3:25 pm	6:40 > 6:55 pm	9:10 > 9:25 pm	11:10 > 11:25 pm	1:10 > 1:25 am	<b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b> <b>Eric Hanson</b> - CEO - Blue Planet VR (California) The Power Of Reality In Volumetric VR Experiences
6:30 > 7:00 am	9:30 > 10:00 am	2:30 > 3:00 pm	3:30 > 4:00 pm	7:00 > 7:30 pm	9:30 > 10:00 pm	11:30 > 00:00 am Midnight	01:30 > 2:00 am	<b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b> Panel Discussion Hosts <b>Alex Coulombe</b> - Creative Director - Agile Lens <b>Kim Baumann Larsen</b> - CEO - Dimension Design Panelists <b>Arie Croitoru</b> - Associate Professor - George Mason University (Israel) <b>James Dodson</b> - Title tbc - Spinn Architects (Norway) <b>Eric Hanson</b> - CEO - Blue Planet VR (California) <b>Avishag Shemesh</b> , PhD - Researcher, Architect and BIM Expert - Technion - Israel Institute of Technology   IEC - Israel Electric Corporation (Israel) The Metaverse's Real World Impact
7:00 > 7:15 am	10:00 > 10:15 am	3:00 > 3:15 pm	4:00 > 4:15 pm	7:30 > 7:45 pm	10:00 > 10:15 pm	00:00 > 00:15 am	2:00 > 2:15 am	Networking Break

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7:15 > 7:25 am	10:15 > 10:25 am	3:15 > 3:25 pm	4:15 > 4:25 pm	7:45 > 7:55 pm	10:15 > 10:25 pm	00:15 > 00:25 am	2:15 > 2:25 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> Host <b>Jan Pflueger</b> - Founder & Advisor - AdvisXR (Germany) Designing In The Metaverse (Day 1) Introduction To The Tools To Develop The Future
7:30 > 7:45 am	10:30 > 10:45 am	3:30 > 3:45 pm	4:30 > 4:45 pm	8:00 > 8:15 pm	10:30 > 10:45 pm	00:30 > 00:45 am	2:30 > 2:45 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> <b>Andreas Seitz Connellan</b> - Head of Design AR/VR - Logitech (Switzerland/Ireland) Tools To Fuel Collaboration
7:50 > 8:05 am	10:50 > 11:05 am	3:50 > 4:05 pm	4:50 > 5:05 pm	8:20 > 8:35 pm	10:50 > 11:05 pm	00:50 > 1:05 am	2:50 > 3:05 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> Speakers <b>Oluwaseyi Sosanya</b> - Co-Founder - Gravity Sketch (London) Implementing 3D Sketching Into The Design Workflow
8:10 > 8:25 am	11:10 > 11:25 am	4:10 > 4:25 pm	5:10 > 5:25 pm	8:40 > 8:55 pm	11:10 > 11:25 pm	1:10 > 1:25 am	3:10 > 3:25 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> <b>Joe Michaels</b> - Chief Revenue Officer - HaptX (Virginia) Using True-Contact Haptics To Improve Virtual Design
8:30 > 8:45 am	11:30 > 11:45 am	4:30 > 4:45 pm	5:30 > 5:45 pm	9:00 > 9:15 pm	11:30 > 11:45 pm	1:30 > 1:45 am	3:30 > 3:45 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> <b>Gabriele Romagnoli</b> - Head of Community - Tvorl (The Netherlands) VR As A Prototyping Tool For Spatial Experiences
8:50 > 9:25 am	11:50 > 12:25 pm	4:50 > 5:25 pm	5:50 > 6:25 pm	9:20 > 9:55 pm	11:50 > 00:25 am Midnight	1:50 > 2:25 am	3:50 > 4:25 am	<b>Designing (in) the Metaverse Tools to Develop the Future</b> Panel Discussion Host <b>Jan Pflueger</b> - Founder & Advisor - AdvisXR Panelists <b>Joe Michaels</b> - Chief Revenue Officer - HaptX (Virginia) <b>Gabriele Romagnoli</b> - Head of Community - Tvorl (The Netherlands) <b>Andreas Seitz Connellan</b> - Head of Design AR/VR - Logitech (Switzerland/Ireland) <b>Oluwaseyi Sosanya</b> - Co-Founder - Gravity Sketch (London) Tools To Develop The Future - Are We Ready To Create The Metaverse?
9:30 > 9:45 am	12:30 > 12:45 pm	5:30 > 5:45 pm	6:30 > 6:45 pm	10:00 > 10:15 pm	00:30 > 00:45 am	2:30 > 2:45 am	4:30 > 4:45 am	Networking Break

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9:45 > 10:10 am	12:45 > 1:10 pm	5:45 > 6:10 pm	6:45 > 7:10 pm	10:15 > 10:40 pm	00:45 > 1:10 am	2:45 > 3:10 am	4:45 > 5:10 am	<b>Merging Physical and Digital Worlds Seamlessly - Building and Maintaining Social Connections</b> Panel Discussion Host <b>Jussi Mäkinen</b> - CMO - Varjo (Finland) Panelists <b>Timmy Ghurur</b> - Innovation Leader, Leading Virtual experiences - Volvo Cars   Investor in tech startups and fashion (Denmark) <b>Mikka Rosendhal</b> - CEO & Founder - Zoan (Finland) The Social Metaverse - How Virtual Worlds Can Go Beyond Physical Reality In Building And Maintaining Social Connections
10:15 > 10:40 am	1:15 > 1:40 pm	6:15 > 6:40 pm	7:15 > 7:40 pm	10:45 > 11:10 pm	1:15 > 1:40 am	3:15 > 3:40 am	5:15 > 5:40 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> Keynote <b>Jan Pflueger</b> - Founder & Advisor - AdvisXR Keynote Speaker <b>Vince Kadlubek</b> - Founder & Director - Meow Wolf (New Mexico) The Rise Of Retailtainment
10:45 > 11:00 am	1:45 > 2:00 pm	6:45 > 7:00 pm	7:45 > 8:00 pm	11:15 > 11:30 pm	1:45 > 2:00 am	3:45 > 4:00 am	5:45 > 6:00 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> <b>Dr.-Ing. Max Limper</b> - CEO & Co-Founder - Darmstadt Graphics Group (Germany) From Offline To Real-Time - Scalable Asset Pipelines For 3D Commerce: The Efforts On Standardizing 3D Commerce Asset Creation
11:05 > 11:20 am	2:05 > 2:20 pm	7:05 > 7:20 pm	8:05 > 8:20 pm	11:35 > 11:50 pm	2:05 > 2:20 am	4:05 > 4:20 am	6:05 > 6:20 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> <b>Thomas Bedenk</b> - Vice President Extended Reality (VP XR) - Endava (Germany) From Virtual Motor Show To Virtual Sales Platform With The Power Of Cloud-Rendering
11:25 > 11:40 am	2:25 > 2:40 pm	7:25 > 7:40 pm	8:25 > 8:40 pm	11:55 > 00:10 am Midnight	2:25 > 2:40 am	4:25 > 4:40 am	6:25 > 6:40 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> <b>Thomas Orens</b> - Director of Interactive Digital Marketing - Lucid Motors (California) Redefining The Luxury Automotive Purchase Experience
11:45 > 12:00 pm	2:45 > 3:00 pm	7:45 > 8:00 pm	8:45 > 9:00 pm	00:15 > 00:30 am	2:45 > 3:00 am	4:45 > 5:00 am	6:45 > 7:00 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> <b>Alan Smithson</b> - Co-Founder - MetaVRse (Toronto) Creating A Custom Retail Virtual Showroom In Under 10 Minutes With Metaverse Engine (Incl. Real-Time Live Demo)
12:05 > 12:40 pm	3:05 > 3:40 pm	8:05 > 8:40 pm	9:05 > 9:40 pm	00:35 > 1:10 am	3:05 > 3:40 am	5:05 > 5:40 am	7:05 > 7:40 am	<b>Merging Physical and Digital Worlds Seamlessly - Retail &amp; 3D Commerce</b> Panel Discussion Host <b>Jan Pflueger</b> - Founder & Advisor - AdvisXR Panelists <b>Thomas Bedenk</b> - Vice President Extended Reality (VP XR) - Endava (Germany) <b>Dr.-Ing. Max Limper</b> - CEO & Co-Founder - Darmstadt Graphics Group (Germany) <b>Vince Kadlubek</b> - Founder & Director - Meow Wolf (New Mexico) <b>Thomas Orens</b> - Director of Interactive Digital Marketing - Lucid Motors (California) <b>Alan Smithson</b> - Co-Founder - MetaVRse (Toronto) Retail & 3D Commerce - How To Master The Challenge Of New Retail Channels And Demands Of Customer Experiences
12:45 > 1:00 pm	3:45 > 4:00 pm	8:45 > 9:00 pm	9:45 > 10:00 pm	1:15 > 1:30 am	3:45 > 4:00 am	5:45 > 6:00 am	7:45 > 8:00 am	Networking Break

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1:00 > 1:30 pm	4:00 > 4:30 pm	9:00 > 9:30 pm	10:00 > 10:30 pm	1:30 > 2:00 am	4:00 > 4:30 am	6:00 > 6:30 am	8:00 > 8:30 am	<b>Virtual Production - In Camera VFX</b> Panel Discussion Host <b>Gary Marshall</b> - Director of Virtual Production NantStudios (California) Panelists <b>Bryan Brown</b> - Real Time Content Supervisor - NantStudios (California) <b>Lara Cawsey</b> - Line Producer - The Third Floor (California) <b>Lawrence Jones</b> - Director & Virtual Production Supervisor (Connecticut) <b>Juan Nader</b> - Supervisor of Virtual Production Engineering - NantStudios (California) <b>Pete Jopling</b> - Executive VFX Supervisor - MPC Episodic (UK) In Camera VFX: Now Is The Time For Smaller Productions!
1:35 > 2:05 pm	4:35 > 5:05 pm	9:35 > 10:05 pm	10:35 > 11:05 pm	2:05 > 2:35 am	4:35 > 5:05 am	6:35 > 7:05 am	8:35 > 9:05 am	<b>Virtual Production - LED Walls / LED Stages</b> Panel Discussion Host <b>Alistair Thompson</b> - Head of Innovation Lab - Epic Games (UK) Panelists <b>Saad Moosajee</b> - Director & Designer - Moosajee (New York) <b>Nguyen-Anh Nguyen</b> - Writer/Director/Futurist - Second Tomorrow (Montreal) <b>Ryan Staake</b> - Filmmaker & Designer (New York) The Future Of Real-Time Directing
2:10 > 2:35 pm	5:10 > 5:35 pm	10:10 > 10:35 pm	11:10 > 11:35 pm	2:40 > 3:05 am	5:10 > 5:35 am	7:10 > 7:35 am	9:10 > 9:35 am	<b>Collaborative Work in Creative Industries</b> Inspiring Keynote <b>Marc Petit</b> - VP and General Manager of Unreal Engine - Epic Games (North Carolina) Supporting Artists and Creators Through a Pandemic
2:40 > 3:25 pm	5:40 > 6:25 pm	10:40 > 11:25 pm	11:40 > 00:25 am Midnight	3:10 > 3:55 am	5:40 > 6:25 am	7:40 > 8:25 am	9:40 > 10:25 am	<b>Collaborative Work in Creative Industries</b> Panel Discussion Host <b>Marc Petit</b> - VP and General Manager of Unreal Engine - Epic Games (North Carolina) Panelists <b>Jerome Chen</b> - Senior Visual Effects Supervisor - Sony Pictures Imageworks (California) <b>Angus Kneale</b> - Chief Creative - Freyemaker (New York) <b>David Prescott</b> - Senior Vice President, Creative Production - DNEG Animation (California) <b>Leonard Teo</b> - Founder & CEO - ArtStation (Ontario) Supporting Artists and Creators Through a Pandemic
3:30 > 3:45 pm	6:30 > 6:45 pm	11:30 > 11:45 pm	00:30 > 00:45 am	4:00 > 4:15 am	6:30 > 6:45 am	8:30 > 8:45 am	10:30 > 10:45 am	Networking Break

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3:45 > 4:05 pm	6:45 > 7:05 pm	11:45 > 00:05 pm Midnight	00:45 > 1:05 am	4:15 > 4:35 am	6:45 > 7:05 am	8:45 > 9:05 am	10:45 > 11:05 am	<b>Virtual Production - LED Walls / LED Stages</b> Keynote <b>Josh Kerekes</b> - Virtual Production Supervisor Pivomondo (Toronto) A Photogenic Finish: Getting An LED Stage Camera Ready
4:10 > 4:55 pm	7:10 > 7:55 pm	00:10 > 00:55 am	1:10 > 1:55 am	4:40 > 5:25 am	7:10 > 7:55 am	9:10 > 9:55 am	11:10 > 11:55 am	<b>Virtual Production - LED Walls / LED Stages</b> Panel Discussion Host <b>Bill Desowitz</b> - Crafts & Animation Editor - IndieWire (California) Panelists <b>Rob Bredow</b> - Chief Creative Officer - Industrial Light & Magic (California) <b>Simon Carr</b> - VFX Supervisor - Territory Studios (UK) <b>David Conley</b> - Executive VFX Producer - Weta Digital (New Zealand) <b>Paul Franklin</b> - Co-Founder of Double Negative and Creative Director - DNEG (United Kingdom) <b>Christina Heller</b> - CEO - Metastage (California) <b>Josh Kerekes</b> - Virtual Production Supervisor - Pivomondo (Toronto) <b>Matt Madden</b> - Director of Virtual Production - Epic Games (North Carolina) <b>Frank Patterson</b> - President & CEO - Trilith Studios (Georgia) How The LED Video Wall Has Become A Virtual Production Gamechanger
5:00 > 5:15 pm	8:00 > 8:15 pm	1:00 > 1:15 am	2:00 > 2:15 am	5:30 > 5:45 am	8:00 > 8:15 am	10:00 > 10:15 am	12:00 > 12:15 pm	Networking Break

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5:15 > 5:55 pm	8:15 > 8:55 pm	1:15 > 1:55 am	2:15 > 2:55 am	5:45 > 6:25 am	8:15 > 8:55 am	10:15 > 10:55 am	12:15 > 12:55 pm	<b>SIGGRAPH 2021</b> Hosts <b>Elizabeth Baron</b> - SIGGRAPH Chair-Elect (Michigan) <b>Pol Jeremias Vila</b> - SIGGRAPH 2021 Chair (California) Panelists <b>Tomasz Bednarz</b> - Frontiers Chair - SIGGRAPH 2021 <b>Carlos Gonzalez-Ochoa</b> - Games Chair - SIGGRAPH 2021 <b>Callie Holderman</b> - Immersive Chair - SIGGRAPH 2021 <b>Sylvain Paris</b> - Technical Papers Chair - SIGGRAPH 2021 <b>Chris Redman</b> - General Submissions Chair - SIGGRAPH 2021 Real-Time At SIGGRAPH 2021: An Early Look
6:00 > 6:30 pm	9:00 > 9:30 pm	2:00 > 2:30 am	3:00 > 3:30 am	6:30 > 7:00 am	9:00 > 9:30 am	11:00 > 11:30 am	1:00 > 1:30 pm	<b>The Practical Metaverse - Standards as Pertains to the Metaverse</b> 10' Intro + 20' Keynote Host <b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA) (Ontario) Keynote Speaker <b>Neil Trevett</b> - President - Khronos Group (California) Building The Metaverse One Standard At A Time
6:35 > 6:55 pm	9:35 > 9:55 pm	2:35 > 2:55 am	3:35 > 3:55 am	7:05 > 7:25 am	9:35 > 9:55 am	11:35 > 11:55 am	1:30 > 1:55 pm	<b>The Practical Metaverse - Hardware as Pertains to the Metaverse</b> Keynote <b>Dr. Jon Peddie</b> - President & Founder - Jon Peddie Research (California) Building A Bigger Reality One Pixel At A Time
7:00 > 7:30 pm	10:00 > 10:30 pm	3:00 > 3:30 am	4:00 > 4:30 am	7:30 > 8:00 am	10:00 > 10:30 am	12:00 > 12:30 pm	2:00 > 2:30 pm	<b>The Practical Metaverse - Hardware as Pertains to the Metaverse</b> Panel Discussion Host <b>Dr. Jon Peddie</b> - President & Founder - Jon Peddie Research (California) Panelists <b>Steven Brightfield</b> - Chief Marketing Officer - SiliconArts (California) <b>Jeff Kember</b> - Global Developers Relations Director for Omniverse Platform - NVIDIA (California) <b>Daria Lavender</b> - Senior Developer Manager - HTC (New York) <b>Mathieu Mazerolle</b> - Director of Product, New Technology - Foundry (Quebec) Life Is A Collection Of Senses
7:35 > 7:55 pm	10:35 > 10:55 pm	3:35 > 3:55 am	4:35 > 4:55 am	8:05 > 8:25 am	10:35 > 10:55 am	12:35 > 12:55 pm	2:35 > 2:55 pm	<b>The Practical Metaverse - Cloud, Edge &amp; Infrastructure as Pertains to the Metaverse</b> Panel Discussion Host <b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA) (Ontario) Panelists <b>Sridhar Mahankali</b> - Principal Engineer, Network and Infrastructure Security - Intel Corporation (Oregon) <b>Terence Ng</b> - Head of Global Software Services - Lenovo (Singapore) Collaboration Through Chaos
8:00 > 8:30 pm	11:00 > 11:30 pm	4:00 > 4:30 am	5:00 > 5:30 am	8:30 > 9:00 am	11:00 > 11:30 am	1:00 > 1:30 pm	3:00 > 3:30 pm	<b>The Practical Metaverse - Cloud, Edge &amp; Infrastructure as Pertains to the Metaverse</b> Panel Discussion Host <b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA) (Ontario) Panelists <b>Lynn Comp</b> - VP, GM of Visual Infrastructure Division - Intel Corporation (California) <b>Eli Lubitch</b> - President - Beamix (California) <b>Wanda Meloni</b> - CEO & Principal Analyst - M2 Insights (California) Making Entertainment Look Great From Up Close and Far, Far Away
8:35 > 8:55 pm	11:35 > 11:55 pm	4:35 > 4:55 am	5:35 > 5:55 am	9:05 > 9:25 am	11:35 > 11:55 am	1:35 > 1:55 pm	3:35 > 3:55 pm	<b>The Practical Metaverse - The Future</b> Keynote <b>Neil Schneider</b> - Executive Director - The International Future Computing Association (TIFCA) (Ontario) Insights For The Next Metaverse Era
9:00 pm	00:00 am Midnight	5:00 am	6:00 am	9:30 am	12:00 pm	2:00 pm	4:00 pm	<b>RealTime Conference 2021</b> Closing words Day 1 <b>Jean-Michel Blottiere</b> - Founder & CEO - RealTime Conference End of RTC Day 1
9:00 pm	Midnight	5:00 am	6:00 am	9:30 am	Noon	2:00 pm	4:00 pm	End of RTC April 26 - Day 1

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5:00 > 5:05 am	8:00 > 8:05 am	1:00 > 1:05 pm	2:00 > 2:05 pm	5:30 > 5:35 pm	8:00 > 8:05 pm	10:00 > 10:05 pm	00:00 > 00:05 am Midnight	<p><b>RealTime Conference 2021</b> Welcome &amp; Opening Address</p> <p><b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference</p> <p>Welcome To Rtc 2021 - April 27 Sessions <i>The Rise Of The Metaverse (Day 2)</i></p> <p><b>Merging Physical and Digital Worlds Seamlessly</b> Opening Keynote</p> <p><b>Keynote Speaker</b> <b>Marcus Tompsett</b> - Cyber Illusionist Director's Fellow MIT Media Lab Founder magicLab.nyc (Switzerland)</p> <p><i>Inventing The Impossible. Previsualizing The Future With Magic.</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> Hosts <b>Guillaume Polallion</b> - Senior Alliance Manager - NVIDIA (France) <b>Jean-Colas Prunier</b> - Founder, CEO and Product Architect - PocketStudio (France)</p> <p><i>Introduction To The Series Of Talks And Panels "Real-Time In The Cloud   Pixel Streaming"</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> <b>Carmen Kam</b> - Extended Reality Project Lead - Accenture (Switzerland) <b>Christophe Robert</b> - Co-Founder - Furiuos (France)</p> <p><i>Bringing The Real World Into The Virtual World With Accenture Immersive Collaboration Platform</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> <b>Tello François</b> - Director of Innovation   Partner - Vectuel (France) <b>Christophe Robert</b> - Co-Founder - Furiuos (France)</p> <p><i>Urban Projects Experiences From The Cloud (Incl. Real-Time Live Demo)</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> <b>Eric Klein</b> - Design Visualization Manager - Teague Studio (Washington) <b>Mathieu Labeau</b> - COO - PresenZ (Belgium)</p> <p><i>Cloud Streaming: A Game Changer For Volumetric XR Deployment</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> <b>Benoît Deschamps</b> - Specialist «Computer Graphics &amp; Visual Simulation Solutions» - Renault, Nissan, Mitsubishi by Groupe Renault (France)</p> <p><i>Next Challenges in Computer Graphics For Renault : Real-time Computing And Distributed Graphics From The Cloud</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> <b>Phil Eisler</b> - VP/GM, GeForce NOW Cloud Gaming - NVIDIA (California)</p> <p><i>Low Latency Cloud Gaming</i></p> <p><b>Real-Time in the Cloud   Pixel Streaming</b> Panel Discussion</p> <p>Hosts <b>Evan Goldberg</b> - Manager, Technology Innovation Research - The Walt Disney Studios (California) <b>Guillaume Polallion</b> - Senior Alliance Manager - NVIDIA (France)</p> <p>Panelists <b>Benoît Deschamps</b> - Specialist «Computer Graphics &amp; Visual Simulation Solutions» - Renault, Nissan, Mitsubishi by Groupe Renault (France) <b>Phil Eisler</b> - VP/GM, GeForce NOW Cloud Gaming - NVIDIA (California) <b>Tello François</b> - Director of Innovation   Partner - Vectuel (France) <b>Carmen Kam</b> - Extended Reality Project Lead - Accenture (Switzerland) <b>Eric Klein</b> - Design Visualization Manager - Teague Studio (Washington) <b>Mathieu Labeau</b> - COO - PresenZ (Belgium) <b>Christophe Robert</b> - Co-Founder - Furiuos (France)</p> <p><i>Panel: Pixel Streaming Successes And Challenges</i></p>		
7:45 > 8:00 am	10:45 > 11:00 am	3:45 > 4:00 pm	4:45 > 5:00 pm	8:15 > 8:30 pm	10:45 > 11:00 pm	00:45 > 1:00 am	2:45 > 3:00 am		Networking Break	
PST	EST	BST	CEST	IST	HKT	AEST	NZST			
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8:00 > 8:40 am	11:00 > 11:40 am	4:00 > 4:40 pm	5:00 > 5:40 pm	8:30 > 9:10 pm	11:00 > 11:40 pm	1:00 > 1:40 am	03:00 > 3:40 am		<p><b>Virtual Production: Building real-time tools at the core of pipelines / Converting the tests into radical changes</b> Foundry Special Event</p> <p>Host <b>Dan Ring</b> - Head of Research - Foundry (Ireland)</p> <p>Panelists <b>Jim Geduldick</b> - Director, Virtual Production &amp; SVP - Dimension North America (California) <b>Richard Graham</b> - Capture Lab Supervisor - Framstore (UK) <b>Isaac Partouche</b> - Head of Virtual Production - DNEG (UK)</p> <p><i>Building Pipelines For Virtual Production: Experts Panel</i></p> <p><b>Virtual Production: Building real-time tools at the core of pipelines / Converting the tests into radical changes</b> Framstore Special Event</p> <p>Host <b>Theo Jones</b> - VFX Supervisor - Framstore (UK)</p> <p>Panelists <b>Grant Bolton</b> - Lead Technical Director - Engine - Framstore (UK) <b>Nestor Prado</b> - Real-Time Supervisor - Framstore (UK) <b>Tim Webber</b> - Chief Creative Officer - Framstore (UK)</p> <p><i>Traditional VFX Techniques Laying Out The Future Of Real-Time Filmmaking</i></p>	
9:30 > 9:45 am	12:30 > 12:45 pm	5:30 > 5:45 pm	6:30 > 6:45 pm	10:00 > 10:15 pm	10:30 > 10:45 pm	2:30 > 2:45 am	4:30 > 4:45 am			Networking Break
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2:00 > 2:15 pm	5:00 > 5:15 pm	10:00 > 10:15 pm	11:00 > 11:15 pm	2:30 > 2:45 am	5:00 > 5:15 am	7:00 > 7:15 am	8:00 > 8:15 am			
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2:15 > 2:55 pm	5:15 > 5:55 pm	10:15 > 10:55 pm	11:15 > 11:55 pm	2:45 > 3:25 am	5:15 > 5:55 am	7:15 > 7:55 am	9:15 > 9:55 am		<p><b>Education   Recruiting &amp; Training Challenges</b> Panel Discussion</p> <p>Host <b>Noah Kadner</b> - Senior Writer   Virtual Production   AR/ XR Specialist</p> <p>Panelists <b>Manny Francisco</b> - CTO - RealTime Conference   UCLA REMAP   Unreal Fellow In Virtual Production (California) <b>Brian Pohl</b> - Head of Epic Games Fellowship - Epic (California) <b>Greg Mitchell</b> - Cinematics Director - The Coalition Studio - Microsoft (Vancouver)</p> <p><i>Education And Training Around Realtime Technology: Solving Challenges From A Production And Media And Entertainment Point Of View.</i></p> <p><b>Education   The Future of Education</b> Panel Discussion</p> <p>Host <b>Linda Sellheim</b> MFA - Education Lead - Epic Games (Oregon)</p> <p>Panelists <b>Jeff Burke</b> - Professor and Associate Dean - UCLA School of Theater, Film, and Television (California) <b>Steven Isaacs</b> - Education Program Manager - Epic Games (New Jersey) <b>Alex McDowell</b> - Co-Founder, Creative Director - Experimental Design (California)</p> <p><i>The Future Of Education - New Ways Of Teaching In Times Of Pandemic</i></p> <p><b>Education   The Creation of the RealTime Institute</b> Panel Discussion</p> <p>Host <b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference</p> <p>Panelists <b>Manny Francisco</b> - CTO - RealTime Conference   UCLA REMAP   Unreal Fellow In Virtual Production (California) <b>Martelina Gotsis</b> - Associate Professor of the Practice of Cinematic Arts - University of Southern California (California) <b>Rob Legato</b> - President - Ktm Productions (California) <b>Greg Mitchell</b> - Cinematics Director - The Coalition Studio - Microsoft (Vancouver)</p> <p><i>The Creation Of The RealTime Institute</i></p>	
4:15 > 4:30 pm	7:15 > 7:30 pm	00:15 > 00:30 am	1:15 > 1:30 am	2:45 > 5:00 am	7:15 > 7:30 am	9:15 > 9:30 am	11:15 > 11:30 am			
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8:30 > 9:00 pm	11:30 > 00:00 am	4:30 > 5:00 am	5:30 > 6:00 am	9:00 > 9:30 am	11:30 > 12:00 pm	1:30 > 2:00 pm	3:30 > 4:00 pm			
PST	EST	BST	CEST	IST	HKT	AEST	NZST			
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia + 1 Day	New Zealand + 1 Day			
9:00 pm	00:00 am	5:00 am	6:00 am	9:30 am	12:00 pm	2:00 pm	4:00 pm	End of RTC April 27 - Day 2		

PST	EST	BST	CEST	IST	HKT	AEST	NZST	Sessions		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia + 1 Day	New Zealand + 1 Day			
8:00 > 8:40 am	11:00 > 11:40 am	4:00 > 4:40 pm	5:00 > 5:40 pm	8:30 > 9:10 pm	11:00 > 11:40 pm	1:00 > 1:40 am	03:00 > 3:40 am	<p><b>Virtual Production: Building real-time tools at the core of pipelines / Converting the tests into radical changes</b> Foundry Special Event</p> <p>Host <b>Dan Ring</b> - Head of Research - Foundry (Ireland)</p> <p>Panelists <b>Jim Geduldick</b> - Director, Virtual Production &amp; SVP - Dimension North America (California) <b>Richard Graham</b> - Capture Lab Supervisor - Framstore (UK) <b>Isaac Partouche</b> - Head of Virtual Production - DNEG (UK)</p> <p><i>Building Pipelines For Virtual Production: Experts Panel</i></p> <p><b>Virtual Production: Building real-time tools at the core of pipelines / Converting the tests into radical changes</b> Framstore Special Event</p> <p>Host <b>Theo Jones</b> - VFX Supervisor - Framstore (UK)</p> <p>Panelists <b>Grant Bolton</b> - Lead Technical Director - Engine - Framstore (UK) <b>Nestor Prado</b> - Real-Time Supervisor - Framstore (UK) <b>Tim Webber</b> - Chief Creative Officer - Framstore (UK)</p> <p><i>Traditional VFX Techniques Laying Out The Future Of Real-Time Filmmaking</i></p>		
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12:45 > 1:00 pm	3:45 > 4:00 pm	8:45 > 9:00 pm	9:45 > 10:00 pm	1:15 > 1:30 am	3:45 > 4:00 am	5:45 > 6:00 am	7:45 > 8:00 am			Networking Break
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USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia +1 Day	New Zealand +1 Day	

PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
5:00 > 5:05 am	8:00 > 8:05 am	1:00 > 1:05 pm	2:00 > 2:05 pm	5:30 > 5:35 pm	8:00 > 8:05 pm	10:00 > 10:05 pm	00:00 > 00:05 am Midnight	<p><b>RealTime Conference 2021</b> <b>Welcome &amp; Opening Address</b></p> <p><b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference</p> <p><i>Welcome To RTC 2021 - April 28 Sessions</i> <i>The Rise Of The Metaverse (Day 3)</i> <i>Intro To The Digital Fashion Series Of Talks &amp; Panels</i></p> <hr/> <p><b>The Rise of the Metaverse: New Real-Time Realities for Digital Fashion</b></p> <p>Host <b>Alexis Arragon</b> - Founder &amp; CEO - Stylé (France)</p> <p>Speaker <b>Matthew Drinkwater</b> - Head of Innovation Agency - London College of Fashion (UK)</p> <p><i>The Immersive Future For Fashion</i></p> <hr/> <p><b>The Rise of the Metaverse: New Real-Time Reality for Digital Fashion</b></p> <p><b>Guillaume Gouraud</b> - Co-Founder - Stylé / Style Acute (France)</p> <p><i>Virtual Try On Experience, From Retail To Online: Crafting A Digital Experience For Maison Chloé And Luxury Consumers</i></p> <hr/> <p><b>The Rise of the Metaverse: New Real-Time Reality for Digital Fashion</b></p> <p><b>Dr. Paul Kruszewski</b> - Founder &amp; CEO - Wrnc (Montréal)</p> <p><i>Challenges In Democratizing Human Digitization For Digital Fashion</i></p> <hr/> <p><b>The Rise of the Metaverse: New Real-Time Reality for Digital Fashion</b></p> <p>Case Study</p> <p>Host <b>Sallyann Houghton</b> - Innovation Lab London, New Business, Fashion Industry   M&amp;E - Epic Games (UK)</p> <p>Presenters <b>Niklas Bildstein</b> - CEO &amp; Creative Director - Substance &amp; InHalt (Germany) <b>Alexander Fernandez</b> - CEO and Co-Founder - Streamline Media Group (Nevada) <b>Simon Windsor</b> - Managing Director - Dimension (UK)</p> <p><i>Balenciaga's Afterworld: A "Quantum Leap For Fashion"</i></p> <hr/> <p><b>The Rise of the Metaverse: New Real-Time Reality for Digital Fashion</b></p> <p>Panel Discussion</p> <p>Hosts <b>Alexis Arragon</b> - Founder &amp; CEO - Stylé (France) <b>Matthew Drinkwater</b> - Head of Innovation Agency - London College of Fashion (UK)</p> <p>Panelists <b>Niklas Bildstein</b> - CEO &amp; Creative Director - Substance &amp; InHalt (Germany) <b>Alexander Fernandez</b> - CEO and Co-Founder - Streamline Media Group (Nevada) <b>Guillaume Gouraud</b> - Co-Founder - Stylé / Style Acute (France) <b>Sallyann Houghton</b> - Innovation Lab London, New Business - Epic Games (UK) <b>Dr. Paul Kruszewski</b> - Founder &amp; CEO - Wrnc (Montréal) <b>Simon Windsor</b> - Managing Director - Dimension (UK)</p>
5:05 > 5:20 am	8:05 > 8:20 am	1:05 > 1:20 pm	2:05 > 2:20 pm	5:35 > 5:50 pm	8:05 > 8:20 pm	10:05 > 10:20 pm	00:05 > 00:20 am	
5:25 > 5:40 am	8:25 > 8:40 am	1:25 > 1:40 pm	2:25 > 2:40 pm	5:55 > 6:10 pm	8:25 > 8:40 pm	10:25 > 10:40 pm	00:25 > 00:40 am	
5:45 > 6:00 am	8:45 > 9:00 am	1:45 > 2:00 pm	2:45 > 3:00 pm	6:15 > 6:30 pm	8:45 > 9:00 pm	10:45 > 11:00 pm	00:45 > 1:00 am	
6:05 > 6:30 am	9:05 > 9:30 am	2:05 > 2:30 pm	3:05 > 3:30 pm	6:35 > 7:00 pm	9:05 > 9:30 pm	11:05 > 11:30 pm	1:05 > 1:30 am	
6:35 > 7:10 am	9:35 > 10:10 am	2:35 > 3:10 pm	3:35 > 4:10 pm	7:05 > 7:40 pm	9:35 > 10:10 pm	11:35 > 00:10 am Midnight	1:35 > 2:10 am	

7:15 > 7:30 am	10:15 > 10:30 am	3:15 > 3:30 pm	4:15 > 4:30 pm	7:45 > 8:00 pm	10:15 > 10:30 pm	00:15 > 00:30 am	2:15 > 2:30 am	Networking Break
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia +1 Day	New Zealand +1 Day	

PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
7:30 > 8:10 am	10:30 > 11:10 am	3:30 > 4:10 pm	4:30 > 5:10 pm	8:00 > 8:40 pm	10:30 > 11:10 pm	00:30 > 1:10 am	2:30 > 3:10 am	<p><b>Enhanced Experiences: New Real-Time Reality for Sports</b></p> <p>Host <b>Solomon Rogers</b> - CEO - REWIND / WEAVR (UK)</p> <p>Keynote Speakers <b>James Dean</b> - CEO - ESL UK / WEAVR (UK)</p> <p><i>How Real Time Technology Is Revolutionising The Fan Experience To Unlock New Forms Of Monetisation In Competitive Live Entertainment</i></p> <hr/> <p><b>Enhanced Experiences: New Real-Time Reality for Sports</b></p> <p><b>Oystein Larsen</b> - Chief Creative Officer - The Future Group AS - Pixotope (Norway)</p> <p><i>Enhancing The Broadcast Sports Experience With AR</i></p> <hr/> <p><b>Enhanced Experiences: New Real-Time Reality for Sports</b></p> <p><b>Shaun Carrigan</b> - Director of Product &amp; Experience - Intel Sports (California)</p> <p><i>Volumetric Technology Unlocks The Future Of Sports Experiences</i></p> <hr/> <p><b>Enhanced Experiences: New Real-Time Reality for Sports</b></p> <p>Panel Discussion</p> <p>Host: <b>Solomon Rogers</b> - CEO - REWIND / WEAVR (UK)</p> <p>Panelists <b>Shaun Carrigan</b> - Director of Product &amp; Experience - Intel Sports (California) <b>James Dean</b> - CEO - ESL UK / WEAVR (UK) <b>Oystein Larsen</b> - Chief Creative Officer - The Future Group AS - Pixotope (Norway)</p>
8:15 > 8:30 am	11:15 > 11:30 am	4:15 > 4:30 pm	5:15 > 5:30 pm	8:45 > 9:00 pm	11:15 > 11:30 pm	1:15 > 1:30 am	3:15 > 3:30 am	
8:35 > 8:50 am	11:35 > 11:50 am	4:35 > 4:50 pm	5:35 > 5:50 pm	9:05 > 9:20 pm	11:35 > 11:50 pm	1:35 > 1:50 am	3:35 > 3:50 am	
8:55 > 9:25 am	11:55 > 12:25 pm	4:55 > 5:25 pm	5:55 > 6:25 pm	9:25 > 9:55 pm	11:55 > 00:25 am Midnight	1:55 > 2:25 am	3:55 > 4:25 am	
9:30 > 9:45 am	12:30 > 12:45 pm	5:30 > 5:45 pm	6:30 > 6:45 pm	10:00 > 10:15 pm	00:30 > 00:45 am	2:30 > 2:45 am	4:30 > 4:45 am	

11:45 > 12:00 pm	2:45 > 3:00 pm	7:45 > 8:00 pm	8:45 > 9:00 pm	00:15 > 00:30 am	2:45 > 3:00 am	4:45 > 5:00 am	6:45 > 7:00 am	Networking Break
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	China (Hong Kong   Shanghai)	Australia +1 Day	New Zealand +1 Day	

PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
9:45 > 9:50 am	12:45 > 12:50 pm	5:45 > 5:50 pm	6:45 > 6:50 pm	10:15 > 10:20 pm	00:45 > 00:50 am	2:45 > 2:50 am	4:45 > 4:50 am	<p><b>The Impact of Real-Time On Health And How Real-Time Technologies Help In The Fight Against The Pandemic</b></p> <p>Welcome and Introduction</p> <p>Hosts <b>Jean-Michel Blottiere</b> - Founder &amp; CEO - RealTime Conference <b>Jan Pflueger</b> - Founder &amp; Advisor - AdvisXR (Germany)</p> <hr/> <p><b>The Impact of RT on Health</b></p> <p><b>Noah Falstein</b> - Owner - The InSpiracy   Games For Health (California)</p> <p><i>Games For Health 2021</i></p> <hr/> <p><b>The Impact of RT on Health</b></p> <p><b>Emma Lundberg</b> - Professor - KTH Royal Institute of Technology   Founder: Mindforce Game Lab (Sweden)</p> <p><i>Games For Science And Health</i></p> <hr/> <p><b>The Impact of RT on Health</b></p> <p><b>Michael DiBenigno</b> - Head of Business - Flow Immersive (California) <b>Jason Marsh</b> - CEO - Flow Immersive, Inc (California)</p> <p><i>Data Doesn't Explain Itself - Why Data Storytelling Drives Better Decisions</i></p> <hr/> <p><b>The Impact of RT on Health</b></p> <p><b>Lars Engelhard</b> - Co-Founder - Unleash Future (Germany)</p> <p><i>Global Pandemic Response</i></p> <hr/> <p><b>The Impact of RT on Health</b></p> <p>Panel Discussion</p> <p>Host <b>Jan Pflueger</b> - Founder &amp; Advisor - AdvisXR (Germany)</p> <p>Panelists <b>Michael DiBenigno</b> - Head of Business - Flow Immersive (California) <b>Lars Engelhard</b> - Co-Founder - Unleash future (Germany) <b>Noah Falstein</b> - Owner - The InSpiracy   Games For Health (California) <b>Emma Lundberg</b> - Professor KTH Royal Institute of Technology   Director Human Protein Atlas Project (Sweden) <b>Jason Marsh</b> - CEO - Flow Immersive, Inc (California)</p> <p><i>The Impact Of RT On Health - Integration Of Real-Time Solutions To Deliver Perspectives For Healthcare And Pandemic Challenges</i></p>
9:50 > 10:05 am	12:50 > 1:05 pm	5:50 > 6:05 pm	6:50 > 7:05 pm	10:20 > 10:35 pm	00:50 > 1:05 am	2:50 > 3:05 am	4:50 > 5:05 am	
10:10 > 10:25 am	1:10 > 1:25 pm	6:10 > 6:25 pm	7:10 > 7:25 pm	10:40 > 10:55 pm	1:10 > 1:25 am	3:10 > 3:25 am	5:10 > 5:25 am	
10:30 > 10:45 am	1:30 > 1:45 pm	6:30 > 6:45 pm	7:30 > 7:45 pm	11:00 > 11:15 pm	1:30 > 1:45 am	3:30 > 3:45 am	5:30 > 5:45 am	
10:50 > 11:05 am	1:50 > 2:05 pm	6:50 > 7:05 pm	7:50 > 8:05 pm	11:20 > 11:35 pm	1:50 > 2:05 am	3:50 > 4:05 am	5:50 > 6:05 am	
11:10 > 11:40 am	2:10 > 2:40 pm	7:10 > 7:40 pm	8:10 > 8:40 pm	11:40 > 00:10 am	2:10 > 2:40 am	4:10 > 4:40 am	6:10 > 6:40 am	

11:45 > 12:00 pm	2:45 > 3:00 pm	7:45 > 8:00 pm	8:45 > 9:00 pm	00:15 > 00:30 am	2:45 > 3:00 am	4:45 > 5:00 am	6:45 > 7:00 am	Networking Break
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
12:00 > 12:30 pm	3:00 > 3:30 pm	8:00 > 8:30 pm	9:00 > 9:30 pm	00:30 > 1:00 am Midnight	3:00 > 3:30 am	5:00 > 5:30 am	7:00 > 7:30 am	<p><b>Virtual Production: Building real-time tools at the core of pipelines / Converting the tests into radical changes</b></p> <p>Framestore Special Event (Part 2)</p> <p>Panel Discussion</p> <p>Host: <b>Karl Woolley</b> - Global Real-Time Director - Framestore, Immersive &amp; IA (UK)</p> <p>Panelists <b>Kathryn Brillhart</b> - EP &amp; Director of Virtual Production "Ripple Effect" - ETC (California) <b>Julia Lou</b> - Lead Unreal Engineer - NantStudios (California) <b>Tupac Martir</b> - Creative Director - Satore Studio (UK) <b>Ed Thomas</b> - Head of Real-Time and Virtual Production - Dimension Studio (UK)</p> <p><i>Virtual Production Is Dead. Long Live Virtual Production</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p>Disguise Special Event</p> <p>Keynote Speakers <b>Ed Plowman</b> - CTO - Disguise (UK)</p> <p><i>Reimagine Storytelling</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>George Allan</b> - Lead Unreal Artist - Cinesite (UK) <b>Salvador Zalvidea</b> - VFX Supervisor - Cinesite (UK)</p> <p><i>The Bourne Stuntacular: Using Unreal Engine For Immersive Stage Environments</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>Michael Solorzano</b> - Visualization Supervisor - Proof, Inc. (California)</p> <p><i>Visualizing The Bourne Stuntacular</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>Tupac Martir</b> - Creative Director - Satore Studio (UK)</p> <p><i>Performative-R: A New Way Of Storytelling</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>Athomas Goldberg</b> - Executive Director - Shocap Entertainment, Ltd. (California)</p> <p><i>Project LIVIG - Live &amp; Virtual Circus With The 7 Fingers</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>Philip Galler</b> - Founder &amp; CEO - Lux Machina (California)</p> <p><i>Breaking Boundaries: League Of Legends, World Championships 2020</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p><b>Hayes Mackaman</b> - CEO - 8i (California)</p> <p><i>The New Dimension - Real Time Volumetric Video (Incl. Real-Time Live Demo)</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly XR &amp; Live Broadcast Shows</b></p> <p>Panel Discussion</p> <p>Host <b>Greg Mitchell</b> - Cinematics Director - The Coalition Studio - Microsoft (Vancouver)</p> <p>Panelists <b>George Allan</b> - Lead Unreal Artist - Cinesite (UK) <b>Philip Galler</b> - Founder &amp; CEO - Lux Machina (California) <b>Athomas Goldberg</b> - Executive Director - Shocap Entertainment, Ltd. (California) <b>Hayes Mackaman</b> - CEO - 8i (California) <b>Tupac Martir</b> - Creative Director - Satore Studio (UK) <b>Morgan Prygrocki</b> - Sales Manager, Motion Picture &amp; Broadcast - Disguise (California) <b>Michael Solorzano</b> - Visualization Supervisor - Proof, Inc. (California) <b>Salvador Zalvidea</b> - VFX Supervisor - Cinesite (UK)</p>
12:35 > 1:00 pm	3:35 > 4:00 pm	8:35 > 9:00 pm	9:35 > 10:00 pm	1:05 > 1:30 am	3:35 > 4:00 am	5:35 > 6:00 am	7:35 > 8:00 am	
1:05 > 1:30 pm	4:05 > 4:30 pm	9:05 > 9:30 pm	10:05 > 10:30 pm	1:35 > 2:00 am	4:05 > 4:30 am	6:05 > 6:30 am	8:05 > 8:30 am	
1:35 > 1:50 pm	4:35 > 4:50 pm	9:35 > 9:50 pm	10:35 > 10:50 pm	2:05 > 2:20 am	4:35 > 4:50 am	6:35 > 6:50 am	8:35 > 8:50 am	
1:55 > 2:10 pm	4:55 > 5:10 pm	9:55 > 10:10 pm	10:55 > 11:10 pm	2:25 > 2:40 am	4:55 > 5:10 am	6:55 > 7:10 am	8:55 > 9:10 am	
2:15 > 2:30 pm	5:15 > 5:30 pm	10:15 > 10:30 pm	11:15 > 11:30 pm	2:45 > 3:00 am	5:15 > 5:30 am	7:15 > 7:30 am	9:15 > 9:30 am	
2:35 > 2:50 pm	5:35 > 5:50 pm	10:35 > 10:50 pm	11:35 > 11:50 pm	3:05 > 3:20 am	5:35 > 5:50 am	7:35 > 7:50 am	9:35 > 9:50 am	
2:55 > 3:10 pm	5:55 > 6:10 pm	10:55 > 11:10 pm	11:55 > 12:10 am Midnight	3:25 > 3:40 am	5:55 > 6:10 am	7:55 > 8:10 am	9:55 > 10:10 am	
3:15 > 3:55 pm	6:15 > 6:55 pm	11:15 > 11:55 pm	12:15 > 12:55 am	3:45 > 4:25 am	6:15 > 6:55 am	8:15 > 8:55 am	10:15 > 10:55 am	

4:00 > 4:15 pm	7:00 > 7:15 pm	00:00 > 00:15 am	1:00 > 1:15 am	4:30 > 4:45 am	7:00 > 7:15 am	9:00 > 9:15 am	11:00 > 11:15 am	Networking Break
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
4:15 > 4:45 pm	7:15 > 7:45 pm	00:15 > 00:45 am Midnight	1:15 > 1:45 am	4:45 > 5:15 am	7:15 > 7:45 am	9:15 > 9:45 am	11:15 > 11:45 am	<p><b>Virtual Production: "From Events Production to Movie Production"</b></p> <p>Host <b>Connie Kennedy</b> - Head of LA Lab - Epic Games (California)</p> <p>Panelists <b>Craig Mitchell</b> - Managing Director - LMG Touring (California) <b>Tim Moore</b> - CEO - Diamond View (Florida) <b>J.T. Rooney</b> - Chief Creative Officer - XR Studios   Screen Producer - Silent Partners Studio (California)</p> <p><i>The Evolution Of LED Technology, From Live Events To New Media</i></p> <hr/> <p><b>Virtual Production: Tools of Tomorrow</b></p> <p><b>Johnsson Thomasson</b> - RealTime Developer - The Third Floor (California)</p> <p><i>Virtual Planning: Real-Time Visualization For Characters, Sets, Locations, Shot Blocking And More</i></p> <hr/> <p><b>Virtual Production: Next Steps</b></p> <p>Visual Effects Society (VES) Special Event</p> <p>Hosts <b>Lisa Cooke</b> - VES Board of Directors Chair - Visual Effects Society (California) <b>Jeff Okun</b> - Treasurer - Visual Effects Society (California)</p> <p>Panelists <b>Rob Logan</b> - President - Ktm Productions (California) <b>David Mertes</b> - Epic Games Industry Management, Media &amp; Entertainment, Academy Software Foundation (California)</p> <p><i>What Did We Learn About Virtual Production During RTC April: A Candid Discussion</i></p>
4:50 > 5:10 pm	7:50 > 8:10 pm	00:50 > 1:10 am	1:50 > 2:10 am	5:20 > 5:40 am	7:50 > 8:10 am	9:50 > 10:10 am	11:50 > 12:10 pm	
5:15 > 5:55 pm	8:15 > 8:55 pm	1:15 > 1:55 am	2:15 > 2:55 am	5:45 > 6:25 am	8:15 > 8:55 am	10:15 > 10:55 am	12:15 > 12:55 pm	
6:00 > 6:15 pm	9:00 > 9:15 pm	2:00 > 2:15 am	3:00 > 3:15 am	6:30 > 6:45 am	9:00 > 9:15 am	11:00 > 11:15 am	1:00 > 1:15 pm	

6:00 > 6:15 pm	9:00 > 9:15 pm	2:00 > 2:15 am	3:00 > 3:15 am	6:30 > 6:45 am	9:00 > 9:15 am	11:00 > 11:15 am	1:00 > 1:15 pm	Networking Break
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
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PST ●	EST ●	BST ●	CEST ●	IST ●	HKT ●	AEST ●	NZST ●	Sessions
6:15 > 6:35 pm	9:15 > 9:35 pm	2:15 > 2:35 am	3:15 > 3:35 am	6:45 > 7:05 am	9:15 > 9:35 am	11:15 > 11:35 am	1:15 > 1:35 pm	<p><b>Merging Physical and Digital Worlds Seamlessly - Inspiring Architects</b></p> <p>5' Introduction + 20' Keynote</p> <p>Hosts <b>Alex Coulombe</b> - Creative Director - Agile Lens (New York)</p> <p>Keynote Speaker <b>Jeff Mottle</b> - Owner - CGArchitect Digital Media Corporation (Calgary)</p> <p><i>How The Next Ten Years May Forever Change The Face Of Visualization</i></p> <hr/> <p><b>Collaborative Design in the Metaverse / Designing the Metaverse - Inspiring Architects</b></p> <p><b>David Tracy</b> - Director of Creative Technology - Rockwell Labs (New York)</p> <p><i>Spatial Media - Applications Of Realtime Media In Architecture</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly - Inspiring Architects</b></p> <p><b>Kim Baumann Larsen</b> - CEO - Dimension Design (Norway) <b>Alex Coulombe</b> - Creative Director - Agile Lens (New York)</p> <p><i>Social VR, NFTs, &amp; Virtual Worlds: Architecture's New Domain?</i></p> <hr/> <p><b>Merging Physical and Digital Worlds Seamlessly - Inspiring Architects</b></p> <p>Panel Discussion</p> <p>Hosts <b>Chris Nichols</b> - Director - Chaos Group Labs   Host - CG Garage Podcast (California)</p> <p>Panelists <b>Alex Coulombe</b> - Creative Director - Agile Lens (New York) <b>Keren Harris</b> - Architect - Morphosis (California) <b>Alex McDowell</b> - Co-Founder, Creative Director - Experimental Design (California) <b>David Tracy</b> - Director of Creative Technology - Rockwell Labs (New York)</p> <p><i>Architecture's Role Inside The Metaverse</i></p> <hr/> <p><b>Art   NFT   Blockchain</b></p> <p>Host <b>Paul Debevec</b> - Adjunct Research Professor Google and USC ICT</p> <p>Keynote Speaker <b>Alexa Meade</b> - Alexa Meade Art (California)</p> <p><i>Why NFTs Could Be The Future of Art</i></p> <hr/> <p><b>Art   NFT   Blockchain Closing Event</b></p> <p>Real-Time Live Artistic Performance</p> <p><b>Prof. Maurice Benayou</b> - Founder - Neuro Design Lab, School of Creative Media, City University of Hong Kong (Hong Kong)</p> <p><i>Value Of Values, Transactional Art On The Blockchain Giving Shape To Human Values. Real-Time Short Cut From The Brain To The Blockchain</i></p> <hr/> <p><b>RealTime Conference 2021 Closing words Day 3</b></p> <p><b>Jean-Michel Blottiere</b> - Founder &amp; CEO RealTime Conference</p> <p><i>End Of RTC April 26 &gt; 28, 2021</i></p>
6:40 > 6:55 pm								