

PST	EST	GMT	CET	IST	JST	AEDT	NZDT	Sessions	
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan	Australia + 1 Day	New Zealand + 1 Day	Sessions	
5:00 AM	8:00 > 8:05 AM	01:00 PM	02:00 PM	06:30 PM	10:00 PM	12:00 Midn	2:00 AM		<p>RealTime Conference 2021 Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 1)</p>
	8:10 > 8:30 AM								<p>Populating the Metaverse Opening Keynote</p> <p>Solomon Rogers - Global Director of Innovation - Magnopus (UK)</p> <p>Connected Spaces: The Building Blocks of the Metaverse</p>
	8:35 > 8:40 AM								<p>Digital Fashion - Dressing the Metaverse Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK)</p> <p>Introduction to the Digital Fashion series of talks</p>
	8:45 > 9:00 AM								<p>Digital Fashion - Dressing the Metaverse Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK)</p> <p>Speaker Emily Levy - Partnerships - Epic Games (NY) Fortnite in Fashion</p> <p>Fortnite in Fashion</p>
	9:05 > 9:20 AM								<p>Digital Fashion - Dressing the Metaverse Karina Grant - Co-Founder - THE DEMATERIALIZED (Spain)</p> <p>Monetizing the Metaverse</p>
	9:25 > 9:40 AM								<p>Digital Fashion - Dressing the Metaverse Aron Versteeg - MetaVerse Tailor Virtual Fashion Unreal Engine Freelance Blockchain - (The Netherlands)</p> <p>Dressing a MetaHuman - My Journey</p>
	9:45 > 10:00 AM								<p>Digital Fashion - Dressing the Metaverse Pierre Maheut - Head of Strategic Initiatives and Partnerships, 3D & Immersive - Adobe (France)</p> <p>Why are 3D Materials Key for Digital Fashion?</p>
	10:05 > 10:30 AM								<p>Digital Fashion - Dressing the Metaverse Panel Discussion</p> <p>Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK)</p> <p>Panelists Damara Inglès - Creative Director of Fashion Media and Interactive Virtual Experiences (UK) Lauren Kunze - CEO - Pandorabots, Inc. (CA) Jade McSorley - Sustainability & Innovation in Fashion Co-Founder of LOANHOOD PhD Student in Fashion-Tech & Sustainability (UK) Niall Thompson - Managing Director & Founder - dandelion + burdock (CA)</p> <p>Modeling in the Metaverse</p>
	10:35 > 10:55 AM								<p>Digital Fashion - Dressing the Metaverse Panel Discussion</p> <p>Hosts Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (UK) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (UK)</p> <p>Panelists Amber Jae Slooten - Co-Founder / Creative Director - The Fabricant (The Netherlands) Maghan McDowell - Senior Innovation Editor - Vogue Business (FL) Natalia Modenova - Founder - DressX (CA) Moin Roberts-Islam - Technology Development Manager at Fashion Innovation Agency at LCF Fashion Tech and Sustainability Innovation (UK)</p> <p>Bringing Digital Fashion to Life in the Metaverse</p>
8:00 > 8:30 AM	11:00 > 11:30								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
8:30 > 9:10 AM	11:30 > 12:10 PM	4:30 > 5:10 PM	5:30 > 6:10 PM	10:00 > 10:40 PM	1:30 > 2:10 AM	3:30 > 4:10 AM	5:30 > 6:10 AM		<p>Populating the Metaverse Fireside Chat</p> <p>Speakers Matthew Ball - Managing Partner - EpyllionCo Cathy Hackl - CEO/Founder - Futures Intelligence Group (Washington D.C.) John Riccitiello - CEO - Unity (CA)</p> <p>Everything's Coming Up Metaverse</p>
9:15 > 9:55 AM									<p>Populating the Metaverse Intel Keynote</p> <p>Host Sebastian Sylwan - Director of R&D, Production Technologies - Netflix (Québec)</p> <p>Keynote Speakers Makarand Dharmapurikar - General Manager of Cloud Services - Intel. Anton Kaplanyan - VP, Graphics Research - Intel (CA) Raja M. Koduri - Senior Vice President / General Manager, Accelerated Computing Systems and Graphics Group (AXG) - Intel Corporation (CA)</p> <p>Powering the Metaverses</p>
10:00 > 10:40 AM									<p>Populating the Metaverse Adobe Special Event</p> <p>Keynote Speaker Sebastien Deguy - VP 3D & Immersive - Adobe (CA or France)</p> <p>Panelists Diana Colella -- Senior Vice President, Entertainment and Media Solutions - Autodesk (Canada) Dalia Lasaitė - CEO - CGTrader (Lithuania) David McGavran - CEO - Maxon Computer</p> <p>Asset Creation at Scale to Populate the Metaverse</p>
10:45 > 11:00									Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
11:00 > 11:40 AM	2:00 > 2:40 PM	7:00 > 7:40 PM	8:00 > 8:40 PM	12:30 > 1:10 AM	4:00 > 4:40 AM	6:00 > 6:40 AM	8:00 > 8:40 AM		<p>Virtual Production Epic Special Event</p> <p>Host Ian Failes - Founder - Before and Afters</p> <p>Keynote Speakers Kim Libreri - CTO - Epic Unreal(CA) John Gaeta - Creator, Inventor, Executive, Advisor (CA) Colin Benoit - Senior Cinematic Artist - Epic Games (CA) Jeff Farris - Technical Director - Epic Games (NC)</p> <p>The Matrix to the Metaverse: A Deep Dive into The Matrix Awakens: An Unreal Engine 5 Experience</p>
11:45 > 12:25 PM									<p>Virtual Production DELL Special Event</p> <p>Keynote Speaker Matthew Allard - Director of Strategic Alliances - Dell Technologies (NH) Rick Champagne - Industry Strategy and Marketing, Media & Entertainment - NVIDIA (CO)</p> <p>Panelists Kathryn Brillhart - Cinematographer / Virtual Production Supervisor - Filmmaker (CA) Deepak Chetty - Producer - Unreal Online Learning - Virtual Production/Film/Televiz - Epic Games (TX) Andrew MacDonald - Executive Producer - Cream (Canada) Vashi Nedomansky ACE - Co-Founder - VashVisuals (CA)</p> <p>The Accessibility of Virtual Production Techniques</p>
12:30 > 12:50 PM									<p>Virtual Production DNEG Keynote</p> <p>Keynote Speaker Paul Franklin - Creative Director - DNEG Film maker (UK)</p> <p>FIREWORKS, The Making of a Virtual Production</p>
12:55 > 1:25 PM									<p>Virtual Production DNEG Special Event</p> <p>Host Karen Dufilho - Executive Producer - The House of K (CA)</p> <p>Panelists Taylor Moll - Visual Effects Supervisor - Feature Animation - DNEG (UK) Gabriele Pellegrini - CG Supervisor - DNEG (UK) Shelley Smith - Producer - DNEG (UK) Alison Wortman - CG Lighting Supervisor - DNEG (UK)</p> <p>The Making of an Epic Short: Moving the Traditional Animation Pipeline into Unreal</p>
1:30 > 2:05 PM									<p>Virtual Production Planet X Special Event</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Presenters Darin Friedmann - Managing Partner - PlanetX (NY) Juan Rubio - Product Specialist and Evangelist - Pixotope (NY)</p> <p>Small is beautiful: Democratization of Virtual Production"</p>
2:10 > 2:40 PM									<p>Virtual Production Fireside Chat</p> <p>Host Bay Raitt - Principal UX Designer - Unity Technologies</p> <p>Presenters Prem Akkaraju - Chief Executive Officer - Weta Digital Marc Whitten - SVP & GM, Create - Unity</p> <p>The Rise of the Creator Economy in the Metaverse Era</p>
2:45 > 3:15 PM									Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
3:15 > 3:25 PM	6:15 > 6:25 PM	11:15 > 11:25 PM	12:15 > 12:25 AM	4:45 > 4:55 AM	8:15 > 8:25 AM	10:15 > 10:25 AM	12:15 > 12:25 PM		<p>Real-Time Narrative - Independent Filmmaking Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC)</p> <p>Introduction to the "Real-Time Narrative - Independent Filmmaking" series of talks</p>
3:30 > 3:45 PM									<p>Real-Time Narrative - Independent Filmmaking Hosts Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC)</p> <p>Speaker HaZ Dulull - Director / co-founder of HaZimation (UK)</p> <p>The Power of Automation and Machine Learning Tools in an Animated Feature Film Pipeline</p>
3:50 > 4:05 PM									<p>Real-Time Narrative - Independent Filmmaking Alvaro Garcia Martinez - Director - Mayhem Mirror Studios Biopunk Storyteller Videogame and Film Creator (UK)</p> <p>From Game Development to Filmmaking and Vice Versa</p>
4:10 > 4:25 PM									<p>Real-Time Narrative - Independent Filmmaking Alex Popescu - Generalist Supervisor - Industrial Light & Magic (Sydney - Australia)</p> <p>The Making of Cassini Logs</p>
4:30 > 5:10 PM									<p>Real-Time Narrative - Independent Filmmaking Panel Discussion</p> <p>Hosts Jose Luis Gomez Diaz - Staff Software Engineer - Walt Disney Animation Studios (CA) Nikki Tomaino - UE Virtual Production Fellowship Mentor - Epic Games (NC)</p> <p>Panelists HaZ Dulull - Director / Producer (Film, TV & Video Games) (UK) Alvaro Garcia Martinez - Director - Mayhem Mirror Studios Biopunk Storyteller Videogame and Film Creator (UK) Alex Popescu - Generalist Supervisor - Industrial Light & Magic (Sydney - Australia)</p> <p>Democratization of the Virtual Production Toolset</p>
5:15 > 5:45 PM									Networking Break
USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
5:45 > 5:50 PM	8:45 > 8:50 PM	1:45 > 1:50 AM	2:45 > 2:50 AM	7:15 > 7:20 AM	10:45 > 10:50 AM	12:45 > 12:50 PM	2:45 > 2:50 PM		<p>Direction of Metaverse Infrastructure Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Wanda Meloni - CEO / President - M2 Insights (CA) Andrew Schmiel - COO - M2 Insights (Ontario, Canada)</p> <p>Introduction to the Infrastructure series of talks</p>
5:50 > 6:25 PM									<p>Direction of Metaverse Infrastructure HP & NVIDIA Special Event</p> <p>Host Rick Hohmann - M&E Technical Specialist - Z by HP Workstations (MA)</p> <p>Keynote Speakers Rick Grandy - NVIDIA - Principal Solutions Architect - ProViz - M&E Chad Smith - Technical Alliance Architect - HP Inc. Teradici (CA)</p> <p>Accelerate Workflows for Remote Creators, Designers, and Engineers</p>
6:30 > 6:50 PM									<p>Direction of Metaverse Infrastructure Opening Keynote</p> <p>Hosts Wanda Meloni - CEO / President - M2 Insights (CA) Andrew Schmiel - COO - M2 Insights (Ontario, Canada)</p> <p>Keynote Speaker Tony Parisi - Global Head of AR/VR Ads and E-Commerce - Unity Technologies (CA)</p> <p>Enabling A Creator-Centric Future</p>
6:55 > 7:10 PM									<p>Direction of Metaverse Infrastructure Jacob Navok - CEO - Genvid Holdings (NY)</p> <p>Metaverse Infrastructure & Massively Interactive Live Events</p>
7:15 > 7:30 PM									<p>Direction of Metaverse Infrastructure Tina VanBrunt - Director - Mythical Games (WA)</p> <p>Asset Security in an Open World</p>
7:35 > 7:50 PM									<p>Direction of Metaverse Infrastructure Eli Lubitch - President - Beamr (CA)</p> <p>Beamr - Photorealistic & Syntactic Streams in the Metaverse</p>
7:55 > 8:10 PM									<p>Direction of Metaverse Infrastructure Edo Segal - Founder and CEO - TouchCast (Israel)</p> <p>Enterprise Migration into the Metaverse</p>
8:15 > 8:55 PM									<p>Direction of Metaverse Infrastructure Panel Discussion</p> <p>Hosts Wanda Meloni - CEO / President - M2 Insights Andrew Schmiel - COO - M2 Insights</p> <p>Panelists Eli Lubitch - President - Beamr (CA) Jacob Navok - CEO - Genvid Technologies, Inc. (NY) Tony Parisi - Global Head of AR/VR Ads and E-Commerce - Unity Technologies (CA) Edo Segal - Founder and CEO - TouchCast (Israel) Tina VanBrunt - Director - Mythical Games (WA)</p> <p>Scalable Engagement for the Metaverse</p>
09:00 PM									End of RTC December 2021 - 1st Day

RTC 2021 Real Time Conference
 DECEMBER 13 - 15, 2021 - FULLY VIRTUAL

PROGRAM | TUESDAY DECEMBER 14, 2021

POPULATING THE METAVERSE

PST	EST	GMT	CET	IST	JST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan	Australia + 1 Day	New Zealand + 1 Day	Sessions	
5:00 AM	8:00 > 8:05 AM	1:00 PM	2:00 PM	6:30 PM	10:00 PM	12:00 Midn	2:00 AM		RealTime Conference 2021 Welcome & Opening Address Jean-Michel Blottière - Founder & CEO - RealTime Conference Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 2)
	8:05 > 8:20 AM								Populating the Metaverse - Flying Cars Opening Keynote Stephen Sidlo - Head of Media - Airspeeder (UK) Creating a New Sport in the Metaverse
	8:25 > 8:30 AM								Training & Simulation Session Opening - Meet The Curators Host Jean-Michel Blottière - Founder & CEO - RealTime Conference Co-Curators Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Introduction to the Training & Simulation series of talks
	8:35 > 8:50 AM								Training Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Keynote Speaker Nick Rosa - Extended Reality Lead Europe - Accenture Technology Innovation (UK) Extended Reality Training At Scale
	8:55 > 9:10 AM								Training Wolfgang Stetzel - CEO & Founder - REFLEKT Chairman of Federal Working Group "Startups" in the Economic Council Germany (Germany) How to Bridge the Skills Gap with Technology?
	9:15 > 9:30 AM								Training Dr. Björn Schweddtfeffer - CEO & AR Training Specialist - Giri AR Expert (Germany) How to Make the Best of AR-Based Step-by-Step Instructions? Financial Benefits, Pitfalls and Best Practices
	9:35 > 9:50 AM								Training Cortney Harding - Founder - Friends With Holograms (NY) Best Practices for Creating Virtual Reality Training for Social Impact
	9:55 > 10:10 AM								Training Emily Smits - COO - Modest Tree (Canada) XR Learning is the Future, Where to Start and How to Avoid Common Pitfalls
	10:15 > 10:30 AM								Simulation Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Speaker Alexis Kopciak - Co-Founder and CTO - NXRT (Austria) Open the Gates of the Metaverse: Trustless Development of ADAS in a Federated XR-First Ecosystem for Increased Driving Safety
	10:35 > 10:50 AM								Simulation Project Lead SAVENow / PMT Virtual Environment - AUDI AG (Germany) 3 Reasons Why the Market Entry of Autonomous Driving Functions Could Fail - and How Digital Twins Could Help to Prevent this Failure
	10:55 > 11:30 AM								Training & Simulation Panel Discussion Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Panelists Cortney Harding - Founder - Friends With Holograms (NY) Lutz Morich - Project Lead SAVENow / PMT Virtual Environment - AUDI AG (Germany) Nick Rosa - Extended Reality Lead Europe - Accenture Technology Innovation (UK) Dr. Björn Schweddtfeffer - CEO & AR Training Specialist - Giri AR Expert (Germany) Emily Smits - COO - Modest Tree (Canada) Wolfgang Stetzel - CEO & Founder - REFLEKT Chairman of Federal Working Group "Startups" in the Economic Council Germany (Germany) Lukas Stranger - CEO - NXRT (Austria) Are We Ready to Deliver? Current State and Perspectives for Training and Simulation

11:30 - 12:00 Noon

PST	EST	GMT	CET	IST	JST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
9:00 > 9:25 AM	12:00 > 12:25 PM	5:00 > 5:25 PM	6:00 > 6:25 PM	10:30 > 10:55 PM	2:00 > 2:25 AM	4:00 > 4:25 AM	6:00 > 6:25 AM		Retail & 3D Commerce Keynote Jean-Michel Blottière - Founder & CEO - RealTime Conference (NY) Keynote Speaker Daniel Frith - 3D Framework Leader - Ikea (UK) IKEA and the Move to Realtime
9:30 > 9:40 AM									Retail & 3D Commerce Meet The Curators Host Jean-Michel Blottière - Founder & CEO - RealTime Conference Co-Curators Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany) Introduction to the Retail & 3D Commerce series of talks
9:45 > 10:10 AM									Retail & 3D Commerce Hosts Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany) Keynote Speaker Martin Enthed - Innovation Manager - IKEA Vice President - Khronos (Sweden) The Human Brain and Real-Time 3D
10:15 > 10:30 AM									Retail & 3D Commerce Alexis Khouri - Head of Sales and Business Strategy, 3D & Immersive - Adobe (CA) Standardizing 3D Content Production Workflows for Retail
10:35 > 10:50 AM									Retail & 3D Commerce Sascha Rybarczyk - Board of Management - botspot AG (Germany) 3D Scanning Technologies in E-commerce and Retail
10:55 > 11:10 AM									Retail & 3D Commerce Panel Discussion Hosts Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CTO - RapidCompact by DGG (Germany) Panelists Leonard Daly - Consultant - Daly Realism (CA) Martin Enthed - Innovation Manager - IKEA Khronos Vice President Keynote Speaker on 3D and Spatial Computing (Sweden) Alexis Khouri - Head of Sales and Business Strategy, 3D & Immersive - Adobe (CA) Sascha Rybarczyk - Board of Management - botspot AG (Germany) Brent Scannell , P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec) Spatial Computing for 3D Commerce - State of the Art and Open Challenges
12:00 > 12:55 PM									Standards USD Open Source Keynote + Panel Discussion Host Rachel Bradshaw - Vice President of Account Services - Caster Communications (Virginia) Keynote Speaker Oliver Meiseberg - Vice President Renderman - Pixar Animation Studios (CA) Empowering artists by using standards Address Brent Scannell , P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec) The Journey from 3D to Metaverse Panelists Martin Enthed - Innovation Manager - IKEA Khronos Vice President Keynote Speaker on 3D and Spatial Computing (Sweden) David Morin - Executive Director - Academy Software Foundation Industry Manager - Epic Games (LA) Guido Quaroni - Senior Director of Engineering - Adobe 3D&I (CA) Brent Scannell , P.Eng. - AR/VR/MR Product Manager - Autodesk Chair: Khronos 3D Formats Group (Québec) Neil Trevert - VR Developer Ecosystems at NVIDIA Khronos President (CA) Complementary Standards for an Open Metaverse

1:00 - 1:20 PM

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USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
1:20 > 1:35 PM	4:20 > 4:35 PM	9:20 > 9:35 PM	10:20 > 10:35 PM	2:50 > 3:05 AM	6:20 > 6:35 AM	8:20 > 8:35 AM	10:20 > 10:35 AM		Virtual Production Host Ian Failes - Founder - Before and Afters Speakers Connor Murphy - Virtual Production Department Manager - The Third Floor Inc. (CA) Markus Ristich - Global Director of Software Development - The Third Floor Inc. (CA) Lessons Learned from More than 15 Years of Virtual Production
1:40 > 1:55 PM									Virtual Production Fireside Chat Presenters Kim Adams - Director of Virtual Production - Nexus Studios (CA) Patrick Osborne - Animator, Screenwriter and Film Director Real Time State of Play: Nexus Studios & Patrick Osborne in Conversation
2:00 > 2:25 PM									Virtual Production Panel Host Ian Failes - Founder - Before and Afters Panelists Ralph McEntagart - CPO - U-Render (France) Jean-Colas Prunier - Founder and Chief Architect - Pocket Studio Martin Weber - CTO - U-Render visual technology GmbH (Austria) The Challenges of Small Companies and Startups in the CG Industry.

2:30 - 2:45 PM

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USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
2:45 > 3:05 PM	5:45 > 6:05 PM	10:45 > 11:05 PM	11:45 > 12:05 PM	4:15 > 4:35 AM	7:45 > 8:05 AM	9:45 > 10:05 AM	11:45 > 12:05 AM		NFTs Opening Keynote Host Christopher Nichols - Director - Chaos Group Labs Host - CG Garage Podcast (CA) Keynote Speaker Jack A. Cohen , MPhys DPhil (Oxon) - CEO - Massless (CA) NFTs and the Future of Media & Entertainment Panel Discussion Host Christopher Nichols - Director - Chaos Group Labs Host - CG Garage Podcast (CA) Panelists Samuel Arsenault-Brassard - Artist, curator and collector Jack A. Cohen , MPhys DPhil (Oxon) - CEO - Massless (CA) Sally Slade - Chief Innovation Officer - Voltaku (CA) Jackson Vaughan - Managing Partner - Korvoy (MA) How Will NFTs Play a Significant Role in the Decentralized Metaverse

4:00 - 4:30 PM

PST	EST	GMT	CET	IST	JST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
4:30 > 4:40 PM	7:30 > 7:40 PM	12:30 > 12:40 AM	1:30 > 1:40 AM	6:00 > 6:10 AM	9:30 > 9:40 AM	11:30 > 11:40 AM	1:30 > 1:40 PM		Populating the Metaverse - Avatars Telepresence Volumetric Capture Session Opening - Meet The Curators Host Jean-Michel Blottière - Founder & CEO - RealTime Conference Co-Curators Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU) Before You Can Use a Stage, You Have to Set the Stage.
4:45 > 5:20 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture NVIDIA Special Event Host Jeffrey Kember - Creative Technologist - Developer Relations - NVIDIA (CA) Speakers Alex Qi - Product Management, AI Applications & Deep Learning Software - NVIDIA (CA) Adam Scraba - Director of Product Marketing - NVIDIA Omniverse Avatar: Real-Time Conversational AI Assistants
5:25 > 5:40 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Hosts Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU) Speaker Steve Sullivan - Partner, General Manager: Mixed Reality Capture Studios - Microsoft Volumetric Video for the Metaverse
5:45 > 6:00 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Addie Reiss - Chief Content Creation Products Officer - DNE (CA) LSD - the Key to Populating the Metaverse
6:05 > 6:20 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Sean Fanello - Research Scientist and Manager - Google (CA) Performance Capture for Real-World Visual Perception Tasks
6:25 > 6:50 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion Host Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU) Panelists Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Shahram Izadi - Senior Director Of Engineering - Google (CA) Addie Reiss - Chief Content Creation Products Officer - DNE (CA) Steve Sullivan - Partner, General Manager: Mixed Reality Capture Studios - Microsoft The Stage Is Set, But What Comes Next?
6:55 > 7:10 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Christina Heller - CEO - Metastage (CA) The Diversity of Uses Cases for Volumetric Video
7:15 > 7:30 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Speaker Dr. Philipp Krejov - Research & Development Engineer - Bigscreen VR (CA) Volumetric Capture at Intel Studios: A Retrospective
7:35 > 7:50 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Speakers Wilfred Driscoll - CEO - Wild Capture Consulting Solutions for Virtual Production, XR and VFX Functional Volumetric Video Assets Optimization
7:55 > 8:20 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion Hosts Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix (CA) Mike Seymour - Ph.D., Researcher, Lecturer, Writer Media - Tech Specialist Digital Humans - MOTUS Lab USYD fxguide co-founder (AU) Panelists Pablo Colapinto - Head of Immersive - Nexus Studios (CA) Christina Heller - CEO - Metastage (CA) Dr. Philipp Krejov - Research & Development Engineer - Bigscreen VR (CA) Why Capture? Is Volumetric Stage Part of a Bigger Pipeline and If So How?
8:25 > 8:55 PM									Populating the Metaverse - Avatars Telepresence Volumetric Capture Panel Discussion Host Kathleen Cohen - XR Immersive Tech & Experience Strategist, Tech Humanist - The Collaboratorium Presenters John Anderson - Head of the Virtual Reality Technology and Design Research Lab - University of Idaho in Moscow (Idaho) Kathleen Cohen - XR Immersive Tech & Experience Strategist, Tech Humanist - The Collaboratorium Michela Ledwidge - Director- MOD - (Australia) Becoming Human

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5:00 AM	8:00 > 8:05 AM	1:00 PM	2:00 PM	6:30 PM	10:00 PM	12:00 Mdn	2:00 AM		<p>RealTime Conference 2021 Welcome & Opening Address</p> <p>Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p><i>Welcome to RTC 2021 - December 13-15, 2021 Populating The Metaverse (Day 3)</i></p>
	8:05 > 8:10 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artineering (Germany)</p> <p><i>Introduction to the Stylization series of talks</i></p>
	8:10 > 8:25 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Hosts Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artineering (Germany)</p> <p>Speaker Santiago Montesdeoca, Ph.D. - CEO and Founder - Artineering (Germany)</p> <p><i>3D Art-Direction and Happy Accidents</i></p>
	8:30 > 8:45 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Kareem Ettouney - Co-Founder & Art Director - Mediamolecule (UK)</p> <p><i>Real-time(less) Style</i></p>
	8:50 > 9:05 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Sebastian Pasewaldt - CEO - Digital Masterpieces GmbH (Germany)</p> <p><i>The Digital Canvas in Your Pocket: Artistic Image Stylization on Mobile Devices</i></p>
	9:10 > 9:25 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Miguel Pozo - Artist and Software Developer (Spain)</p> <p><i>Malt, Stylized Rendering in the Age of PBR</i></p>
	9:30 > 9:55 AM								<p>Stylizing the Metaverse - Rendering Beyond Photorealism</p> <p>Hosts Alexandre Bléron - Computer Graphics Software Engineer (France) Santiago Montesdeoca, Ph.D. - CEO and Founder - Artineering (Germany)</p> <p>Panelists Kareem Ettouney - Co-Founder & Art Director - Mediamolecule (UK) Christos Obretenov - CEO/Shading Architect - Lollipop Shaders (Vancouver, Canada) Sebastian Pasewaldt - CEO - Digital Masterpieces GmbH (Germany) Miguel Pozo - Artist and Software Developer (Spain)</p> <p><i>Stylized Content Production - Pushing the Envelope</i></p>
	10:00 > 10:30 AM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
7:30 > 7:35 AM	10:30 > 10:35 AM	3:30 > 3:35 PM	4:30 > 4:35 PM	9:00 > 9:05 PM	0:30 > 0:35 AM	2:30 > 2:35 AM	4:30 > 4:35 AM		<p>Tools to Develop the Future</p> <p>Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (The Netherlands)</p> <p><i>Introduction to the Tools to Develop the Future series of talks</i></p>
	10:40 > 10:55 AM								<p>Tools to Develop the Future</p> <p>Host Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (Italy/The Netherlands)</p> <p>Speaker Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (The Netherlands)</p> <p><i>Envision, Design and Prototype your Metaverse</i></p>
	11:00 > 11:15 AM								<p>Tools to Develop the Future</p> <p>Sebastian Göebel - CEO - VISPA (Germany) Kornelius Filbinger - CXO - VISPA</p> <p><i>Next Level of Virtual Collaboration</i></p>
	11:20 > 11:35 AM								<p>Tools to Develop the Future</p> <p>Jonathan Gagne - CEO - Masterpiece Studio (Ontario, Canada)</p> <p><i>The Paintbrush of the Metaverse: Making 3D Creation Easy for Creators</i></p>
	11:40 > 11:55 AM								<p>Tools to Develop the Future</p> <p>Gabriela Trueba - Founder & CEO - Womp (NYC) Michael Saenger - Research & Development Engineer - Womp (CA)</p> <p><i>Democratizing 3D on the Browser</i></p>
	12:00 > 12:25 PM								<p>Tools to Develop the Future</p> <p>Panel Discussion</p> <p>Hosts Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Gabriele Romagnoli - Head of Community - Tvorl/Shapes XR (Italy/The Netherlands)</p> <p>Panelists Kornelius Filbinger - CXO - VISPA Jonathan Gagne - CEO - Masterpiece Studio (Ontario, Canada) Sebastian Göebel - CEO - VISPA (Germany) Michael Saenger - Research & Development Engineer - Womp (CA) Gabriela Trueba - Founder & CEO - Womp (NYC)</p> <p><i>Tools to Develop the Future - Creators Perspective and Challenges on the Way to Create the Metaverse</i></p>
	12:30 > 1:00 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
10:00 > 10:05 AM	1:00 > 1:05 PM	6:00 > 6:05 PM	7:00 > 7:05 PM	11:30 > 11:35 PM	3:00 > 3:05 AM	5:00 > 5:05 AM	7:00 > 7:05 AM		<p>Live Broadcast Within the Metaverse</p> <p>Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p>Co-Curators Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Pailillon - Principal Product Manager - NVIDIA (Paris)</p> <p><i>Introduction to the Live Broadcast Within the Metaverse series of talks</i></p>
	10:10 > 10:35 AM								<p>Populating the Metaverse</p> <p>Disguise Opening Keynote & Panel</p> <p>Hosts Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Pailillon - Principal Product Manager - NVIDIA (Paris)</p> <p>Keynote Speaker Ed Plowman - Chief Technology Officer - disguise (UK)</p> <p><i>Realising the Metaverse on Screen</i></p>
	10:40 > 10:55 AM								<p>Live Broadcast Within the Metaverse</p> <p>Dan Pack - Founding Partner and Managing Director - Silver Spoon (CA)</p> <p><i>Virtual Harmony: Alter Ego's Real-Time Avatars</i></p>
	11:00 > 11:15 AM								<p>Live Broadcast Within the Metaverse</p> <p>Davide Zappia - Research Software Engineer, Augmented and Virtual Reality - Rai - Radiotelevisione Italiana (Italy) Alberto Ciprian - Researcher - Rai - Radiotelevisione Italiana (Italy)</p> <p><i>Emerging Technology in Broadcast: XR & AI in Virtual Production</i></p>
	11:20 > 11:35 AM								<p>Live Broadcast Within the Metaverse</p> <p>Craig Chupinsky - Sr. Technical Artist - The Weather Channel (GA) Alberto Crespo - Principal VFX Artist - The Weather Channel (GA)</p> <p><i>The Weather Channel's Immersive Mixed Reality</i></p>
	11:40 > 11:55 AM								<p>Live Broadcast Within the Metaverse</p> <p>Willem Vermost - Design + Engineering Manager - VRT (Belgium)</p> <p><i>Network Infrastructure: The Building Block of the Broadcast Metaverse</i></p>
	12:00 > 12:25 PM								<p>Live Broadcast Within the Metaverse</p> <p>Panel Discussion</p> <p>Hosts Guillaume Pailillon - Principal Product Manager - NVIDIA (Paris) Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver)</p> <p>Panelists Craig Chupinsky - Sr. Technical Artist - The Weather Channel (GA) Alberto Crespo - Principal VFX Artist - The Weather Channel (GA) Roberto Iacoviello - Lead Research Engineer - Rai - Radiotelevisione Italiana (Italy) Dan Pack - Founding Partner and Managing Director - Silver Spoon (CA) Willem Vermost - Design + Engineering Manager - VRT (Belgium)</p> <p><i>What the Metaverse Means for Broadcast</i></p>
	12:30 > 12:45 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
12:45 > 12:50 PM	3:45 > 3:50 PM	8:45 > 8:50 PM	9:45 > 9:50 PM	2:15 > 2:20 AM	5:45 > 5:50 AM	7:45 > 7:50 AM	9:45 > 9:50 AM		<p>Location Based Entertainment</p> <p>Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p>Curator Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p><i>Introduction to the Location Based Entertainment series of talks</i></p>
	12:50 > 1:05 PM								<p>Location Based Entertainment</p> <p>Host Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p>Leif Arne Petersen - CEO Founder - HOLOGATE (Germany)</p> <p><i>How HOLOGATE got 10 Million people into Virtual Reality</i></p>
	1:10 > 1:25 PM								<p>Location Based Entertainment</p> <p>Peter Cliff - Vice President Creative - Holovis International Ltd (UK)</p> <p><i>Rethinking Interactivity</i></p>
	1:30 > 1:45 PM								<p>Location Based Entertainment</p> <p>Devin Boyle - Show Design Director - Universal Creative (FL)</p> <p><i>Creating Mariokart: Koopa's Challenge</i></p>
	1:50 > 2:05 PM								<p>Location Based Entertainment</p> <p>Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p><i>Giving Guests Superpowers - WEB SLINGERS: A Spider-Man Adventure at Disney California Adventure Park.</i></p>
	2:10 > 2:25 PM								<p>Location Based Entertainment</p> <p>Luis Blackaller - Director / Producer - Wevr (CA) Anthony Batt - CoFounder, Director, EVP - Wevr Labs (CA)</p> <p><i>When Magic is Real - Building a High Fidelity Narrative Experience in the World of Harry Potter</i></p>
	2:30 > 2:55 PM								<p>Location Based Entertainment</p> <p>Panel Discussion</p> <p>Hosts Brent Strong - Executive Creative Director - Walt Disney Imagineering (CA)</p> <p>Panelists Anthony Batt - CoFounder, Director, EVP - Wevr Labs (CA) Luis Blackaller - Director / Producer - Wevr (CA) Devin Boyle - Show Design Director - Universal Creative (FL) Peter Cliff - Vice President Creative - Holovis International Ltd (UK) Leif Arne Petersen - CEO Founder - HOLOGATE (Germany)</p> <p><i>Location-Based Adventures</i></p>
	3:00 > 3:40 PM								<p>Location Based Entertainment: Immersive Art</p> <p>Meow Wolf Special Event</p> <p>Keynote speaker Barbara Ford Grant - CTO - Meow Wolf (CA)</p> <p>Panelists Chris Beran - Exhibitions Creative Engineer - Meow Wolf (New Mexico) Joanna Garner, Senior Story Creative Director - Meow Wolf (New Mexico) Timber Snyder - VP, Platform - Meow Wolf (New Mexico) Ben Wright - Senior Sound Creative Lead - Meow Wolf (New Mexico)</p> <p><i>Experience Transformation in Realtime: A Narrative Journey into Meow Wolf's "Convergence Station"</i></p>
	3:45 > 4:15 PM								Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Japan + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
4:15 > 4:40 PM	7:15 > 7:40 PM	12:15 > 12:40 AM	1:15 > 1:40 AM	5:45 > 6:10 AM	9:15 > 9:40 AM	11:15 > 11:40 AM	1:15 > 1:40 PM		<p>Virtual Production</p> <p>Keynote</p> <p>Host Ian Falles - VFX journalist - before & afters (Sydney, Australia)</p> <p>Keynote Speaker Girish Balakrishnan - Director, Virtual Production - Netflix (CA)</p> <p><i>Globalization of Virtual Production at Netflix</i></p>
	4:45 > 5:25 PM								<p>Virtual Production</p> <p>Pixar Special Event</p> <p>Keynote Speaker Steve May - CTO - Pixar Animation Studios (CA)</p> <p>Panelists Steve May - CTO - Pixar Animation Studios (CA) Oliver Melseberg - Vice President Renderman - Pixar Animation Studios (CA) David Ryu - Vice President, Software Research and Development - Pixar Animation Studios (CA)</p> <p><i>How Pixar Sees Real Time Technologies Impacting Feature Animation Pipelines</i></p>
	5:30 > 5:55 PM								<p>Virtual Production</p> <p>Keynote</p> <p>Keynote speaker Paul Salvini - Global CTO - DNEG (Ontario, Canada)</p> <p><i>Connected Worlds, the Future of Content Production</i></p>
	6:00 > 6:30 PM								<p>Virtual Production</p> <p>Panel Discussion</p> <p>Panelists Phillip Galler - Co-President - Lux Machina (CA) Daniel Gregoire - Executive Creative Director - Halon Group, NEP Virtual Studios BAFTA Member (CA) Kristin Turnipseed - Virtual Production Stage Supervisor - Halon Entertainment (CA)</p> <p><i>Stabilizing an Industry</i></p>
	6:35 > 7:00 PM								<p>Virtual Production</p> <p>Keynote</p> <p>Paul Debevec - Director of Research - Netflix (CA)</p> <p><i>Virtual Production: Getting the Lighting Right</i></p>
	7:05 > 7:30 PM								<p>Virtual Production</p> <p>Foundry Special Event</p> <p>Keynote Speakers Dan Ring - Head of Research - Foundry (Ireland) Kevin Tod Haug - VFX Designer - Comandante (CA)</p> <p><i>Reality of Realtime</i></p>
	7:35 > 8:10 PM								<p>Virtual Production</p> <p>Unity Special Event</p> <p>Keynote Speaker Habib Zargarparou - Virtual Production Supervisor - Unity Technologies (CA)</p> <p>Panelists Scott E Anderson - VFX Supervisor - Digital Sandbox (CA) Nick Knight - Director, Photographer and Filmmaker - brittloyd.co.uk (UK) Britt Lloyd - Panel Moderator, Producer, Unity Technologies (CA) Ron Martin - Panel Moderator, Producer, Unity Technologies (CA) Setareh Samandari - Director - Breathe Free (CA)</p> <p><i>Real-Time Collaboration: Remote Virtual Production with Unity</i></p>
	8:15 > 8:55 PM								<p>Virtual Production</p> <p>ILM Closing Keynote</p> <p>Keynote Speaker Rob Bredow - SVP, Chief Creative Officer - Industrial Light & Magic (CA)</p> <p>Presenters Charmaine Chan - Compositing Supervisor - ILM Frazier Churchill - Visual Effects Supervisor - ILM Janet Levin - SVP, General Manager - ILM Andrew Roberts - Associate Visual Effects Supervisor - ILM</p> <p><i>Shooting with Stagecraft at Industrial Light & Magic</i></p>
09:00 PM									End of RTC December 2021