The RTC November 7-9, 2022 program is a work in progress!

Please note that sessions marked as "TBA" will soon be populated, make sure to check back often for updates.

Time zones currently reflect only Pacific & Eastern Time; however, all displayed time zones will be available shortly.

CREATIVITY, TECHNOLOGY, ECONOMICS - THE OPEN METAVERSE PARADIGM PROGRAM | MONDAY NOVEMBER 7, 2022

RTC: RealTime Conference NOVEMBER 7 - 9, 2022 - FULLY VIRTUAL

PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Korea	Australia + 1 Day	New Zealand + 1 Day	Sessions	
5:00 AM	08:00 > 8:05 AM	1:00 PM	2:00 PM	6:30 PM	10:00 PM	12:00 Midn	2:00 AM		RealTime Conference 2022 Welcome Jean-Michel Blottiere - Founder & CEO - RTC Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 1)
	08:05 > 8:15 AM								Digital Couture: Artisans of the Metaverse Meet the Curators Ashley Crowder - co-Founder/CEO - VNTANA Matthew Drinkwater - Head of Innovation Agency London College of Fashion (London) Sallyann Houghton - Innovation Lab London, Nev Business, Fashion Industry / M&E - Epic Games (Lon A Snapshot of Digital Fashion Scene - Introduction to Digital Fashion @ RTC series of talks
	8:20 > 8:35 AM								Digital Couture: Artisans of the Metaverse Fireside Chat Sallyann Houghton - Innovation Lab London, Nev Business, Fashion Indsutry / M&E - Epic Games (Lor Gary James McQueen - Creative Director - Gary Jan McQueen Digital Ltd (UK)
	8:40 > 8:55 AM							Digital Fashion	Digital Couture: Artisans of the Metaverse Niall Hendry - Head of Partnerships - Move AI (U <i>The Future of Fashion through Digitising Human Mo</i>
	9:00 > 9:15 AM							Digi	Digital Couture: Artisans of the Metaverse Ashley Crowder - co-Founder/CEO - VNTANA (L/ Beyond the Hype: The Real Value and Uses of Real- 3D, Today in Fashion
	9:20 > 9:40 AM								Digital Couture: Artisans of the Metaverse Keynote <u>Keynote Speaker</u> Matt Workman - Developer and Content Creator (I Dressing MetaHumans
	9:45 > 10:15 AM								Digital Couture: Artisans of the Metaverse Panel Discussion <u>Hosts</u> Costas Kazantzis - Creative Technologist - Fashic Innovation Agency at London College of Fashion N Media • Fashion Tech • Disseminating Fashion with Hybrid Worlds (UK) Moin Roberts-Islam - Technology Development Man - Fashion Innovation Agency at LCF Fashion Tech + Sustainability Innovation <u>Panelists</u> Johannes Saam - Futurist / Creative Technologist Framestore / Ataraverse (Sydney, Australia) Josephine Miller - Art Director & AR/XR/3D Artist (
									Christie Lau - AR/VR Digital Fashion Designer (UI AI and AR - Digital Fashion in the Physical World

	10:15 > 10:30								Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
									Creativity, Technology, Economics The Open Metaverse Paradigm Fireside Chat
7:30 > 7:55 AM	10:30 > 10:55 PM	3:30 >3:55 PM	4:30 > 4:55 PM	9:00 > 9:25 PM	12:30 > 12:55 AM	2:30 > 2:55 AM	4:30 > 4:55 AM		<u>Host</u> Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)

7:30 > 7:55 AM 8:00 > 8:40 AM 8:45 > 9:25 AM	10:30 > 10:55 PM	3:30 >3:55 PM	4:30 > 4:55 PM	9:00 > 9:25 PM	12:30 > 12:55 AM	2:30 > 2:55 AM	4:30 > 4:55 AM	Creativity, Technology, Economics	Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY) <u>Keynote Speaker</u> Marc Whitten - SVP & GM - Create@Unity (WA) <i>From Promise To Reality</i> Creativity, Technology, Economics The Open Metaverse Paradigm Keynote <u>Host</u> Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY) <u>Keynote Speaker</u> Sebastien Deguy - VP and Head of 3D & Metaverse - Adobe Creativity, Technology, Economics The Open Metaverse Paradigm Keynote <u>Host</u> Rick Champagne - Industry Strategy and Marketing, Media & Entertainment - NVIDIA <u>Keynote Speaker</u> Richard G. Kerris - Vice President, Omniverse Platform Development IGM of M&E - NVIDIA
9:30 > 10:10 AM 10:15 > 10:30 AM									Creativity, Technology, Economics The Open Metaverse Paradigm Keynote Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY) <u>Keynote Speakers</u> Anton Kaplanyan - VP Graphic Research - intel AXG (CA) Rama Haribara - Principal Engineer (AI) - Intel Corporation (CA)
PST USA West Coast	EST USA East Coast	GMT United Kingdom	CET Central Europe	IST India	KST Korea	AEDT Australia	NZDT New Zealand	Sessions	Networking Break
10:30 > 10:40 AM		6:30 > 6:40 PM		(Mumbai) + 1 Day	+ 1 Day 3:30 > 3:40 AM	+ 1 Day	+ 1 Day 7:30 > 7:40 AM	Sessions	Digital Twins, Computer-Aided Engineering (CAE) & Simulation Session Opening - Meet The Curators <u>Host</u> Jean-Michel Blottière - Founder & CEO - RealTime Conference <u>Co-Curators</u> Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Introduction to the Digital Twins, Computer-Aided Engineering (CAE) & Simulation series of talks
10:45 > 11:10 AM									Digital Twins, Computer-Aided Engineering (CAE) & Simulation Keynote Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Keynote Speaker Bob Pette - VP/GM, Enterprise Visualization - NVIDIA (CA)
11:15 > 11:30 AM									Digital Twins, Computer-Aided Engineering (CAE) & Simulation Prith Banerjee - Chief Technology Officer - ANSY, Inc (CA) Hybrid Digital Twins: Combining Data Analytics and Physics Based Simulation
11:35 > 11:50 AM								ng (CAE) & Simulation	Digital Twins, Computer-Aided Engineering (CAE) & Simulation Martin Tabery - Director Sales DACH - manus-meta (Germany) The Future of Hand- and Finger Tracking in Mocap and VR
11:55 > 12:10 AM								Computer-Aided Engineering (CAE)	Digital Twins, Computer-Aided Engineering (CAE) & Simulation Thomas Angermeier - Product Manager Automotive Virtual Twin (AVIT) and Virtual Product Specialist - Audi Business Innovation GmbH (Germany) AVP: Automotive Visualization Platform - on the base of Virtual Twins
12:15 > 12:30 PM								Digital Twins, (Digital Twins, Computer-Aided Engineering (CAE) & Simulation Lukas Stranger - CEO at NXRT l Mixed Reality Test Drive Solution for Sales, Training & Engineering (Austria) Simulation In Mobility - A holistic approach by NXRT
12:35 > 12:50 PM									Digital Twins, Computer-Aided Engineering (CAE) & Simulation Denis Agnelli - Head of Technical ICT - Italdesign Giugiaro (Italy) Matilde Piccioni - Concept Development Engineer - Italdesign Giugiaro (Italy) Sergio Carena - XR Software Team Leader - Italdesign Giugiaro (Italy) Italdesign Concept Lab: back to the future and beyond
12:55 > 1:30 PM									Digital Twins, Computer-Aided Engineering (CAE) & Simulation Panel Discussion Hosts Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) <u>Panelists</u> Denis Agnelli - Head of Technical ICT - Italdesign Giugiaro (Italy) Thomas Angermeier - Virtual Product Specialist - Audi Business Innovation GmbH (Germany) Prith Banerjee - Chief Technology Officer - ANSY, Inc (CA) Bob Pette - VP/GM, Enterprise Visualization - NVIDIA (CA) Lukas Stranger - CEO at NXRT I Mixed Reality Test Drive Solution for Sales, Training & Engineering (Austria) Martin Tabery - Director Sales DACH - manus-meta (Germany) Master the Challenge and Get Insights
1:30 > 1:45 PM PST	EST	GMT	CET	IST	KST	AEDT	NZDT		Networking Break
USA West Coast 1:45 > 1:50 PM	USA East Coast 4:45 > 4:50 PM	United Kingdom 9:45 > 9:50 PM	Central Europe + 1 Day 10:45 > 10:50 PM	India (Mumbai) + 1 Day 3:15 > 3:20 AM	Korea + 1 Day 6:45 > 6:50 AM	Australia + 1 Day 8:45 > 8:50 AM	New Zealand + 1 Day 10:45 > 10:50 PM	Sessions	Explore the Business Metaverse Meet the Curators <u>Host</u> Jean-Michel Blottière - Founder & CEO - RealTime Conference Amy Peck - CEO - EndeavorXR (CA) Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Introduction to the "Explore the Business Metaverse" session
1:50 > 2:05 PM								averse	Explore the Business Metaverse Keynote
2:10 > 2:55 PM								Explore the Business Metaverse	Amy Peck - CEO - EndeavorXR (CA) Explore the Business Metaverse Panel Discussion Hosts Amy Peck - CEO - EndeavorXR (CA) Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Panelists Lyron Bentovim - President & CEO - The Glimpse Group (NYC) Luis Bravo Martins - Chief Marketing Officer - KIT-AR (Portugal) Anne McKinnon - Co-Founder & CEO - Ristband (Paris / LA) Shelley Peterson - Director - Principal Program Manager - Microsoft (CO) Nick (Nicola) Rosa - Metaverse Strategy & Extended Reality Lead Europe & APAC - Accenture (UK) Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Beings for Metaverse & Autonomous Shopping (Poland) What is the Metaverse for Business?
3:00 > 3:30 PM PST	EST	GMT	СЕТ	IST	KST	AEDT	NZDT		Networking Break
USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions SIGGRAPH & SIGGRAPH Asia Special Event

3:30 > 4:10 PM	6:30 > 7:10 PM	11:30 > 12:10 AM	12:30 > 1:10 AM	5:00 > 5:40 AM	8:30 > 9:10 AM	10:30 > 11:10 PM	12:30 > 1:10 PM	SIGGRAPH & SIGGRAPH Asia Special Event	SIGGRAPH & SIGGRAPH Asia Special Event <u>Hosts</u> Jesse Barker - SIGGRAPH 2023 Chair (SF) Joaquim Jorge - Distinguished Speaker - ACM SIGGRAPH <u>Panelists</u> Tomasz Bednarz - SIGGRAPH Asia Conference Advisory Group Chair SACAG (Sydney) Bonnie Mitchell - Professor - Bowling Green State University (Ohio) Real-Time at SIGGRAPH 2022: A retrospective Real-Time at SIGGRAPH Asia 2022: An Early Look
4:15 > 4:30 PM									Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India	Korea	Australia	New Zealand	Sessions	
		+ 1 Day	+ 1 Day	(Mumbai) + 1 Day	+ 1 Day	+ 1 Day	+ 1 Day	505510115	
4:30 > 4:35 PM	7:30 > 7:35 PM	12:30 > 12:35 AM	1:30 > 1:35 AM	6:00 > 6:05 AM	9:30 > 9:35 AM	11:30 > 11:35 PM	1:30 > 1:35 PM		Virtual Production Meet the Curators <u>Host</u> Jean-Michel Blottière - Founder & CEO - RealTime Conference <u>Curators</u> Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) Philipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal) Presentation of the Virtual Production track
4:40 > 5:00 PM									Virtual Production Chris Edwards - CEO - The Third Floor (LA) Proper Prep for Virtual Production
5:05 > 5:25 PM									Virtual Production Kathryn Brillhart - DP & Virtual Production Supervisor (LA) How to execute a director's vision by leaning into the "collective genius" of your team
								tion	Virtual Production
5:30 > 5:50 PM								Virtual Production	Tucker Downs - R&D Manager / Color Scientist - Roe Visual (LA)
5:55 > 6:15 PM								Virtu	Virtual Production Chris Nichols - Director of Chaos Group Labs, host of CG Garage Podcast, host of the Martini Giant podcast Bringing a fully ray traced experience to virtual production
6:20 > 7:00 PM									Virtual Production Hosts Edward Hanrahan - Director of Virtual Production - William F. White International Inc. (Toronto) Josh Kerekes - Head of Virtual Production - Pixomondo (Toronto) Panelists: Tucker Downs - R&D Manager / Color Scientist - Roe Visual (LA) Chris Nichols - Director of Chaos Group Labs, host of CG Garage Podcast, host of the Martini Giant podcast Konstantin Wilms - Global Tech Leader Virtual Production - AWS (SF) The Future of Virtual Production Technology
7:05 > 7:25 PM									Virtual Production Fireside Chat TBA
07:30 PM	10:30 PM	3:30 AM	4:30 AM	9:00 AM	12:30 PM	2:30 PM	4:30 PM		End of RTC November 2022 - 1st Day

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		RealTim Confere 22 - FULLY VI			CREATIVITY, TECHNOLOGY, ECONOMICS - THE OPEN METAV PROGRAM TUESDAY NOVEMBER						
PST	EST	GMT	CET	IST	KST	AEDT	NZDT				
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions			
5:00 AM	08:00 AM	01:00 PM	02:00 PM	06:30 PM	10:00 PM	12:00 Midn	2:00 AM	_	RealTime Conference 2022 Welcome Jean-Michel Blottiere - Founder & CEO - RTC Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 2)		
	8:05 > 8:10 AM							the Future (Part 1 - Solutions)	Tools to Develop the Future (Part 1 - Solutions) Meet the curators <u>Host</u> Jean-Michel Blottiere - CEO - RealTime Conference (NY) <u>Curators</u> Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Nethelands) Creativity, Technology, Econmics: The Open Metaverse Paradigm Introduction to the Tools to Develop the Future (Part 1 - Solutions)		
	8:15 > 8:30 AM							elop	Tools to Develop the Future (Part 1 - Solutions) Gabriele Romagnoli - Head of Business - ShapesXR (The Nethelands) Designing Productivity Tools for Mixed Reality		
	8:35 > 8:50 AM								Tools to Develop the Future (Part 1 - Solutions) Mads Troelsgaard - CEO & Co-Founder - SynergyXR (Denmark) Building the Corporate Metaverse		
	8:55 > 9:10 AM							-	Tools to Develop the Future (Part 1 - Solutions) Graham Breen - Business Development & Partnerships - Innoactive (UK) Solving VR's Last Mile Problem		
PST	9:15 > 9:30 AM EST	GMT	CET	ІСТ	VCT	AEDT	NZDT		Networking Break		
USA West Coast	USA East Coast	GMT United Kingdom	CET Central Europe	IST India (Mumbai)	KST Korea + 1 Day	AEDT Australia + 1 Day	N2DT New Zealand + 1 Day	Sessions			
6:30 > 6:35 AM	9:30 > 9:35 AM	2:30 > 2:35 PM	3:30 > 3:35 PM	8:00 > 8:05 PM	11:30 > 11:35 AM	1:30 > 1:35 AM	3:30 > 3:35 AM		Tools to Develop the Future (Part 2 - Technology) <u>Hosts</u> Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Nethelands) Creativity, Technology, Economics: The Open Metaverse Paradigm Introduction to the Tools to Develop the Future (Part 2 - Hardware)		
	9:35 > 9:50 AM							-	Tools to Develop the Future (Part 2 - Technology) Madara Kalniņa-Kalnmale - Co-Founder - RedFrog (Latvia) <i>From Hardware to Applications</i>		
	9:55 > 10:10 AM								Tools to Develop the Future (Part 2 - Technology) Oliver Wöhler - VR AR AI 5G Innovative B2C, B2B Technology - PicoXR Europe (Germany) Where Pico made the difference for Enterprise		

	10:15 > 10:30 AM							ogy)	Tools to Develop the Future (Part 2 - Technology) Marek Polčák - Co-Founder - Vrgineers Co-Founder - Quanti company (Czech)
	10:35 > 10:50 AM							urt 2 - Technology)	Tools to Develop the Future (Part 2 - Technology) Jonathan Martin - Director, Professional Services - Magic Leap (Virginia / VA)
	10:55 > 11:10 AM							the Future (Part	Tools to Develop the Future (Part 2 - Technology) Cole Heiner - Senior Interaction Designer - Cognixion (CA)
	11.1E \ 11.2E AM							Tools to Develop	Designing for Assisted Reality Tools to Develop the Future (Part 2 - Technology) Keynote Bruce Blaho - CTO, Advanced Compute & Solutions
	11:15 > 11:35 AM							-	(ACS) - HP (CO) The future of compute and its role in the development and experience of the metaverse
								_	Tools to Develop the Future (Part 2 - Technology) Panel Discussion <u>Hosts</u> Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Nethelands) <u>Panelists</u>
	11:40 > 12h25 PM								Bruce Blaho - CTO, Advanced Compute & Solutions (ACS) - HP (CO) Graham Breen - Business Development & Partnerships - Innoactive (UK) Cole Heiner - Senior Interaction Designer - Cognixion (CA) Madara Kalniņa-Kalnmale - Co-Founder - RedFrog (Latvia) Jonathan Martin - Director, Professional Services - Magic Leap (Virginia / VA) Marek Polčák - Co-Founder - Vrgineers Co-Founder -
									Quanti company (Czech) Mads Troelsgaard - CEO & Co-Founder - SynergyXR (Denmark) Oliver Wöhler - VR AR AI 5G Innovative B2C, B2B Technology - PicoXR Europe (Germany) How Solutions and Tech Will Shape our Future
9:45 > 10:15 AM PST	12:45 > 1:15 PM EST	GMT	CET	IST	KST	AEDT	NZDT		Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Architecture, Engineering, Construction & Operations
10:15 > 10:20 AM	1:15 > 1:20 PM	6:15 > 6:20 PM	7:15 > 7:20 PM	11:45 > 11:50 AM	3:15 > 3:20 AM	5:15 > 5:20 AM	7:15 > 7:20 AM		(AECO) Meet The Curators <u>Host</u> Jean-Michel Blottiere - CEO - RealTime Conference (NY) <u>Curators</u> Mateusz Gawąd - Senior Associate, Visualization
									Regional Director - HOK (Washington DC) Rotimi Seriki - Visualization Manager at HOK (CA) Introduction to the AECO series of talks Architecture, Engineering, Construction & Operations (AECO) Fireside Chat
10:25 > 10:40 AM								Operations (AECO)	<u>Hosts</u> Mateusz Gawąd - Senior Associate, Visualization Regional Director - HOK Rotimi Seriki - Visualization Manager at HOK <u>Speaker</u> Nicolas Fonta - Director and General Manager, XR - Autodesk
10:45 > 11:00 AM								Construction & Operatio	Architecture, Engineering, Construction & Operations (AECO) George Matos - Senior Product Manager - NVIDIA How Architecture will play a role in designing the open metaverse
11:05 > 11:20 AM								Engineering,	Architecture, Engineering, Construction & Operations (AECO) TBA
11:25 > 11:40 AM								Architecture,	Architecture, Engineering, Construction & Operations (AECO)Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB (Kansas)Utilizing real-time technologies to solve complex engineering problems from design through construction
									Architecture, Engineering, Construction & Operations (AECO) Panel Discussion <u>Hosts</u> Mateusz Gawąd - Senior Associate, Visualization
11:45 > 12:10 AM									Regional Director - HOK Rotimi Seriki - Visualization Manager at HOK <u>Panelists</u> Nicolas Fonta - Director and General Manager, XR - Autodesk George Matos - Senior Product Manager - NVIDIA Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB
12:15 > 12:30 PM PST USA West Coast	EST USA East Coast	GMT United Kingdom	CET Central Europe + 1 Day	IST India (Mumbai) + 1 Day	KST Korea + 1 Day	AEDT Australia + 1 Day	NZDT New Zealand + 1 Day	Sessions	Networking Break
								-	Interactive Storytelling Meet The Curators <u>Host</u> Jean-Michel Blottiere - CEO - RealTime Conference (NY)
12:30 > 12:50 PM	3:30 > 3:50 PM	8:30 > 8:50 PM	9:30 > 9:50 AM	2:00 > 2:10 AM	5:30 > 5:50 AM	7:30 > 7:50 AM	9:30 > 9:50 PM	torytelling	<u>Curators</u> Rachid El-Guerrab - Founder & CEO - Haiba Labs (CA) Jan Pinkava - Director, Pinkava Productions LLC (OR) <i>Introduction to the Interactive Storytelling panel</i>
								Interactive Storyte	Interactive Storytelling: Controlling the Interactive Narrative Panel Discussion <u>Hosts</u> Rachid El-Guerrab - Founder & CEO - Haiba Labs (CA) Jan Pinkava - Director, Pinkava Productions LLC (OR)
12:55 > 1:55 PM									Panelists Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Pailly - Co-Founder & Executive Creative
								-	 Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) Controlling the Interactive Narrative
12:55 > 1:55 PM 2:00 > 2:30 PM PST USA West Coast	EST USA East Coast	GMT United Kingdom + 1 Day	CET Central Europe + 1 Day	IST India (Mumbai) + 1 Day	KST Korea + 1 Day	AEDT Australia + 1 Day	NZDT New Zealand + 1 Day	Sessions	 Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK)
2:00 > 2:30 PM PST		United Kingdom	Central Europe	India	Korea	Australia	New Zealand		Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) <i>Controlling the Interactive Narrative</i> Networking Break Sessions Virtual Production Panel Discussion <u>Host</u> Edward Hanrahan - Director of Virtual Production -
2:00 > 2:30 PM PST	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea	Australia	New Zealand + 1 Day	Sessions	Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) <i>Controlling the Interactive Narrative</i> Networking Break <u>Networking Break</u> <u>Virtual Production</u> Panel Discussion <u>Host</u> Edward Hanrahan - Director of Virtual Production - William F. White International Inc. <u>Panelists:</u> Dr Kristopher Alexander - Professor of Videogame Design, Virtual Production & ESport Broadcasting - Toronto Metropolitan University (Toronto)
2:00 > 2:30 PM PST USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) <i>Controlling the Interactive Narrative</i> Networking Break <u>Virtual Production</u> Panel Discussion <u>Host</u> Edward Hanrahan - Director of Virtual Production - William F. White International Inc. <u>Panelists:</u> Dr Kristopher Alexander - Professor of Videogame Design, Virtual Production & ESport Broadcasting - Toronto Metropolitan University (Toronto) Daniel Dutka - Manager, Inflatables, Specialty Equipment - William F. White (Toronto) Geoffrey Lachapelle, M.A Manager - Red Bull Gaming Hub (Toronto) Casey Schatz - Head of Virtual Production - The Third Floor (LA)
2:00 > 2:30 PM PST USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) Controlling the Interactive Narrative Networking Break Sessions Virtual Production Panel Discussion Host Edward Hanrahan - Director of Virtual Production - William F. White International Inc. <u>Panelists:</u> Dr Kristopher Alexander - Professor of Videogame Design, Virtual Production & ESport Broadcasting - Toronto Metropolitan University (Toronto) Daniel Dutka - Manager, Inflatables, Specialty Equipment - William F. White (Toronto) Geoffrey Lachapelle, M.A Manager - Red Bull Gaming Hub (Toronto) Casey Schatz - Head of Virtual Production - The Third
2:00 > 2:30 PM PST USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMxLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) Controlling the Interactive Narrative Networking Break Sessions Uritual Production Panel Discussion Host Edward Hanrahan - Director of Virtual Production - William F. White International Inc. Panelists: Dr Kristopher Alexander - Professor of Videogame Design, Virtual Production & ESport Broadcasting - Toronto Metropolitan University (Toronto) Daniel Dutka - Manager, Inflatables, Specialty Equipment - William F. White (Toronto) Geoffrey Lachapelle, M.A Manager - Red Bull Gaming Hub (Toronto) Casey Schatz - Head of Virtual Production - The Third Floor (LA) Eric Whipp - Senior Colourist & Partner - Alter Ego (Toronto) Virtual Production: Lights, camera, and everything in between
2:00 > 2:30 PM PST USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Kim Adams - Director of Art and Production, Pokémon Go - Niantic (SF) Richard Bartle - Prof Computer Game Design - University of Essex (UK) Jose Perez III - Supervisor of Creative Development and Experience Design - ILMXLAB (SF) Chris O'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) Controlling the Interactive Narrative Networking Break Virtual Production Panel Discussion Host Edward Hanrahan - Director of Virtual Production - William F. White International Inc. Panelists: Dr Kristopher Alexander - Professor of Videogame Design, Virtual Production & ESport Broadcasting - Toronto Metropolitan University (Toronto) Daniel Dutka - Manager, Inflatables, Specialty Equipment - William F. White (Toronto) Geoffrey Lachapelle, M.A Manager - Red Bull Gaming Hub (Toronto) Casey Schatz - Head of Virtual Production - The Third Floor (LA) Eric Whipp - Senior Colourist & Partner - Alter Ego (Toronto) Virtual Production: lights, camera, and everything in between Virtual Production Panel Discussion Host Ian Failes - Founder - Befores and Afters Panel Discussion Host Ian Failes - Founder - Befores and Afters Panel Discussion Host Ian Failes - Founder - Befores and Afters Panel Discussion Host Ian Failes - Conematographer and Filmmaker (CA) Stuart Rutherford - Co-Founder & Technical Director -
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The RTC November 7-9, 2022 program is a work in progress!

Please note that sessions marked as "TBA" will soon be populated, make sure to check back often for updates. Time zones currently reflect only Pacific & Eastern Time; however, all displayed time zones will be available shortly.

RTC: RealTime Conference NOVEMBER 7 - 9, 2022 - FULLY VIRTUAL

CREATIVITY, TECHNOLOGY, ECONOMICS - THE OPEN METAVERSE PARADIGM PROGRAM | WEDNESDAY NOVEMBER 9, 2022

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								_	RealTime Conference 2022
									Welcome
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		Jean-Michel Blottiere - Founder & CEO - RTC
									Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 3)
	Note: 10 and							Retail & 3D Commerce	Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Meet The Curators Host Jean-Michel Blottière - Founder & CEO - RealTime Conference Co-Curators Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany) Introduction to the Retail & 3D Commerce series of talks Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Hosts Felix Limper - CO-Founder - DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany) Speaker Joakim Tennfors - Head of Production - Fibbl (Sweden) The impact of real-time 3D on shopping in the metaverse Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Tobias Nientiedt - Principal CGI & Digital Content Production - Otto (GmbH & Co KG) WAM - Werbe- & Medienakademie Marquardt (Hamburg) Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Being for Metaverse & Autonomous Shopping (Poland) Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse
								-	Production - Otto (GmbH & Co KG) WAM - Werbe- & Medienakademie Marquardt (Hamburg) Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Being for Metaverse & Autonomous Shopping (Poland) Challenges with Interoperability for 3D Commerce in the Metaverse
	10:00 > 10:15 AM								Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
7:15 > 7:35 AM	10:15 > 10:35 AM	3:15 > 3:35 PM	4:15 > 4:35 PM	8:45 > 9:05 PM	12:15 > 12:35 AM	2:15 > 2:35 AM	4:15 > 4:35 AM		Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Keynote
								=	<u>Keynote Speaker</u> Russ Maschmeyer - Product Lead, AR/VR - Shopify (CA <u>Eric Florenzano</u> - Senior Developer - Shopify
	10:40 > 10:55 AM								Retail & 3D Commerce – The impact of real-time 3D on shopping in the metaverse

	10:40 > 10:55 AM								Dmitry Sokolov - Global Industry Lead, Retail - HP Inc. (Toronto)
	11:00 > 11:20 AM							3D Commerce	Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Keynote <u>Keynote Speakers</u> Stephanie Rubinstein - Developer Product Marketing - XR / AI / Cloud - NVidia (CA) Alex Qi - Creating AI Products - NVIDIA. Productizing
PST USA West Coast	11:25 > 11:55 AM 12:00 > 12:15 AM EST USA East Coast		CET Central Europe	IST India (Mumbai)	KST Korea + 1 Day	AEDT Australia + 1 Day	NZDT New Zealand + 1 Day	Sessions	bleeding-edge AI for the Billions (CA) Retail & 3D Commerce - The impact of real-time 3D on shopping in the metaverse Panel Discussion Host Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany) Panelists Eric Florenzano - Senior Developer - Shopify (CA) Russ Maschmeyer - Product Lead, AR/VR - Shopify (CA) Alex Qi - Creating AI Products - NVIDIA. Productizing bleeding-edge AI for the Billions Stephanie Rubinstein - Developer Product Marketing - XR / AI / Cloud - NVidia Dmitry Sokolov - Global Industry Lead, Retail - HP Inc. (Toronto) Spatial Commerce and XR - The Merger of Real and Virtual Worlds Networking Break Virtual Production Special Event
9:15 > 9:40 AM	10:15 > 10:40 PM	5:15 > 5:40 PM	6:15 > 6:40 PM	10:45 > 11:10 PM	2:15 > 2:40 AM	4:15 > 4:40 AM	6:15 > 6:40 AM		Host Julien Bouvier - Director of Event Marketing - Swapcard (France) Speakers Matt Snodgrass - VP of Marketing @ Swapcard (France) Fabien Mathieu - Machine Learning Researcher @ Swapcard (France) Built to Serve: How AI and Machine Learning Drive Human Connections
9:45 > 10:20 AM									Virtual Production Special Event <u>Host</u> Name tba - Title - Company (Country) TBA
10:25 > 11:00 AM								Virtual Production	Virtual Production Panel <u>Host</u> Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) <u>Panelists</u> Hasraf "HaZ" Dulull - Founder - HaZimation Director Producer (Film, TV & Videogames) (UK) Alvaro Garcia - Director- Mayhem Mirror Studios (London) Nguyen-Anh Nguyen - President - Second Tomorrow Studios (Montréal) The risks and benefits for small studios going real-time
11:05 > 11:45 AM									RealTime Society - A Member-Driven and Collaborative Problem-Solving Organization RTS Presentation Host Jean-Michel Blottiere - Founder - RealTime Society <u>Presenters</u> Rachel Bradshaw - VP of Account Services - Caster Communications Mateusz Gawąd - Senior Associate, Visualization Regional Director - HOK Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB Rotimi Seriki - Visualization Manager at HOK Ashley Crowder - co-Founder/CEO - VNTANA Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (London) Rachid El-Guerrab - Founder & CEO - Haiba Labs (CA) Jan Pinkava - Director, Pinkava Productions LLC (OR) Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) Philipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG Dan Frith - VP of 3D - Avataar.me Greg Mitchell - Cinematics Director and Developer / Real-Time Execution Barbara Marshall - Global Industry Lead, M&E - HP Rick Champagne - Industry Strategy & Marketing, Media & Entertainment - Nvidia Discover RTS activities and Special Interest Groups

11:45 > 12:15 PM									Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
									Immersion in Broadcast - Delivering Next-Generation
									Viewer Experiences Session Opening - Meet The Curators
									Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime
12:15 > 12:20 PM	3:15 > 3:20 PM	8:15 > 8:20 PM	9:15 > 9:20 PM	1:45 > 1:50 AM	5:15 > 5:20 AM	7:15 > 7:20 AM	9:15 > 9:20 AM		Conference <u>Co-Curators</u>
									Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Polaillon - Principal Product Manager -
									NVIDIA (Paris)
									Introduction to the "Immersion in Broadcast - Delivering Next-Generation Viewer Experiences" series of talks
									Immersion in Broadcast – Delivering Next-Generation
									Viewer Experiences <u>Hosts</u>
12:25 > 12:40 PM								dcast	Guillaume Polaillon - Principal Product Manager - NVIDIA (Paris) Sepi Motamedi - Industry Marketing, Broadcast -
12.23 / 12.401 14								n Broad	NVIDIA (Vancouver)
								ersion in Broadcast	<u>Speaker</u> Jerod Venema - CEO - LiveSwitch Inc. (Canada)
								Imme	Powering Interactive XR Experiences
									Immersion in Broadcast - Delivering Next-Generation Viewer Experiences
12:45 > 1:00 PM									Lewis Smithingham - SVP of Innovation & Creative Solutions - Media.Monks (NC)
1:00 > 1:15 PM									Immersion in Broadcast - Delivering Next-Generation Viewer Experiences
									Darin Friedman - Partner - PlanetX Studios (NY)
									Immersion in Broadcast – Delivering Next-Generation
1:20 > 1:35 PM									Viewer Experiences Ryan Jespersen - Director of Product Strategy - Dolby.
1.20 ~ 1.33 PM									io (OR) Immersive, Interactive & Social – a New Generation of
									Real-Time Streaming Experiences
									Immersion in Broadcast - Delivering Next-Generation
									Viewer Experiences Panel Discussion
									<u>Hosts</u> Guillaume Polaillon - Principal Product Manager - NVIDIA (Paris)
1:40 > 2:15 PM									Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver)
									<u>Panelists</u> Darin Friedman - Partner - PlanetX Studios (NY)
									Ryan Jespersen - Director of Product Strategy - Dolby. io (OR)
									Lewis Smithingham - SVP of Innovation & Creative Solutions - Media.Monks (NC) Jerod Venema - CEO - LiveSwitch Inc. (Canada)
2:15 > 2:45 PM									Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
USA West Coast	USA East Coast	United Kingdom	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
									Virtual Production Decentralization
									Meet the Curator <u>Host</u>
2:45 > 2:55 PM		10.45 × 10.55 DM	11:45 > 11:55 PM	1.15 × 1.75 AM	7:45 > 7:55 AM	0.4E > 0.EE AM	11:45 > 11:55 AM		Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)
2.43 2.55 PM	5.45 × 5.55 PM	10:45 > 10:55 PM	11:45 × 11:55 PM	4:15 > 4:25 AM	7:45 2 7:55 AM	9.45 > 9.55 AM	11:45 > 11:55 AM		<u>Curator</u> Philipp Wolf - Executive-in-Charge, Corporate Strategy -
									DNEG (Montréal) Presentation of the Virtual Production
									Decentralization track
									Virtual Production Decentralization Keynote
									Host
3:00 > 3:25 PM									Philipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)
									<u>Keynote Speaker</u> John McVay - Head of Teradici Strategic Alliances, HP Anyware - HP
									Title tba
								U	Virtual Production Decentralization
								ralizati	Panel
								Jecent	<u>Host</u> Philipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)
3:30 > 4:10 PM								tion [<u>Panelists</u> Zaira Brilhante - VP Head of Production - DNEG
								Virtual Production Decentralization	(London) Gladys Tong - Virtual Production Supervisor - Pixomondo
								rtual P	(Vancouver) Barbara Ford Grant - President - Prysm (LA)
								, i	Decentralized! How to enable distributed workforces
									Virtual Production Decentralization Fireside Chat
									<u>Hosts</u> Philipp Wolf - Executive-in-Charge, Corporate Strategy -
									DNEG (Montréal)
4:15 > 4:40 PM									<u>Speakers</u> Loretta Sarah Todd - Creative Director - IM4 Lab Indigenous VR/AR/XR Lab Filmmaker Writer Producer
									(BC) Steve Jelley - Co-CEO - Dimension (London)
									Carolyn Pitt, Esq. - Founder & CEO - Productions.com How decentralization is facilitating access to new pools
									of talent and paves the future of collaboration.
									Virtual Production Decentralization NVIDIA RealTime Live Demo
4:45 > 5:10 PM									<u>Presenters</u> Jeff Kember - Creative Technologist - NVIDIA Senior
									Director Product Management, Executive Briefing Centers and Technical Evangelists - NVIDIA (CA) Lee Fraser - Sr. Technical Specialist - Nvidia (Georgia - EST)
5:15 > 5:45 PM PST	EST	GMT	CET	IST	KST	AEDT	NZDT		Networking Break
USA West Coast	USA East Coast	United Kingdom + 1 Day	Central Europe + 1 Day	India (Mumbai) + 1 Day	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	Sessions
									Virtual Production Animation
									Meet with the Curator <u>Host</u>
5:45 > 5:55 PM	8:45 > 8:55 PM	1:45 > 1:55 AM	2:45 > 2:55 AM	7:15 > 7:25 AM	10:45 > 10.55 ***	12:45 > 12:55 PM	2:45 > 7·55 DM		<u>Host</u> Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)
2.12 × 2.12	۲۳۱ ور.ن - و	AM (C.1 - 7.12	AM (C., 2 - C., 2		AM ככ.טד	۲۲. ۲۲. ۲۲. ۲۲. ۲۳. ۲۳.	۲۳ (ر.۷ - ۲۰۰۰		<u>Curator</u> Doug Cooper - Vice President of Pipeline - Dreamworks
									Animation (CA) Presentation of the "Accelerating Animation Production with Real-Time Workflows" track.
									Virtual Production Animation Fireside Chat
									Host Doug Cooper - Vice President of Pipeline - Dreamworks
6:00 > 6:25 PM									Animation (CA) <u>Keynote Speakers</u>
								mation	Paul Fleschner - Producer - ReelFX (CA) Adam Maier - Creative Producer - Reel FX (CA)
								Production Animation	Accelerating Animation Production with Real-Time Workflows
								ductio	Virtual Production Animation
									Panel Discussion <u>Host</u>
								Virtual	<u>Host</u> Doug Cooper - Vice President of Pipeline - Dreamworks Animation
									<u>Panelists:</u> Paul Fleschner - Producer - ReelFX (CA)
6:30 > 7:10 PM									Adam Maier - Creative Producer - Reel FX (CA) Cosku Turhan - Realtime/Unreal DFX Supervisor - Spire
									Animation Studios, Inc. (LA) Dustin Warnock - Director of Animation - The Third Floor (LA)
									Yiotis Katsambas - Executive Director of Technology - Sony Pictures Animation (LA)
									Accelerating Animation Production with Real-Time Workflows
									RealTime Conference 2022
									Closing Words
7:15 > 7:25 PM									
7:15 > 7:25 PM									Jean-Michel Blottiere - Founder & CEO - RTC RTC 2022 Closing Remarks
7:15 > 7:25 PM 07:30 PM	10:30 PM	3:30 AM	4:30 AM	9:00 AM	12:30 PM	2:30 PM	4:30 PM		Jean-Michel Blottiere - Founder & CEO - RTC