

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.

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		<p>RealTime Conference 2022 Welcome</p> <p>Jean-Michel Blottiere - Founder & CEO - RTC</p> <p>Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 1)</p>
	08:05 > 8:15 AM								<p>Digital Couture: Artisans of the Metaverse Meet the Curators</p> <p>Ashley Crowder - co-Founder/CEO - VNTANA Matthew Drinkwater - Head of Innovation Agency - London College of Fashion (London) Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (London)</p> <p>A Snapshot of Digital Fashion Scene - Introduction to the Digital Fashion @ RTC series of talks</p>
	8:20 > 8:35 AM								<p>Digital Couture: Artisans of the Metaverse Fireside Chat</p> <p>Sallyann Houghton - Innovation Lab London, New Business, Fashion Industry / M&E - Epic Games (London) Gary James McQueen - Creative Director - Gary James McQueen Digital Ltds (UK)</p> <p>Awakening' - An entirely digital fashion shoot using the latest technology to demonstrate the art of virtual realism.</p>
	8:40 > 8:55 AM								<p>Digital Couture: Artisans of the Metaverse</p> <p>Niall Hendry - Head of Partnerships - Move AI (UK)</p> <p>The Future of Fashion through Digitising Human Motion</p>
	9:00 > 9:15 AM								<p>Digital Couture: Artisans of the Metaverse</p> <p>Ashley Crowder - co-Founder/CEO - VNTANA (LA)</p> <p>Beyond the Hype: The Real Value and Uses of Real-Time 3D, Today in Fashion</p>
	9:20 > 9:40 AM								<p>Digital Couture: Artisans of the Metaverse Keynote</p> <p>Matt Workman - Developer - Cinematography Database (MA)</p> <p>Dressing MetaHumans</p>
	9:45 > 10:15 AM								<p>Digital Couture: Artisans of the Metaverse Panel Discussion</p> <p>Hosts Costas Kazantzis - Creative Technologist - Fashion Innovation Agency at London College of Fashion New Media + Fashion Tech - Disseminating Fashion within Hybrid Worlds (UK) Moin Roberts-Islam - Technology Development Manager - Fashion Innovation Agency at LCF Fashion Tech and Sustainability Innovation</p> <p>Panelists Johannes Saam - Futurist / Creative Technologist - Framestore / Ataraverse (Sydney, Australia) Josephine Miller - Art Director & AR/VR/3D Artist (UK) Christie Lau - AR/VR Digital Fashion Designer (UK)</p> <p>AI and AR - Digital Fashion in the Physical World</p>
10:15 > 10:30									Networking Break
USA West Coast	USA East Coast	United Kingdom	Central Europe	India (Mumbai)	Korea + 1 Day	Australia + 1 Day	New Zealand + 1 Day	Sessions	
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		<p>Creativity, Technology, Economics The Open Metaverse Paradigm Fireside Chat</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)</p> <p>Keynote Speaker Marc Whitten - SVP & GM - Create@Unity (WA)</p> <p>From Promise To Reality</p>
8:00 > 8:40 AM									<p>Creativity, Technology, Economics The Open Metaverse Paradigm Fireside Chat</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)</p> <p>Keynote Speakers Sebastien Deguy - VP and Head of 3D & Metaverse - Adobe Tamy Boubekeur - Director of Adobe Research Paris - Adobe (France)</p> <p>How New Technologies Disrupt 3D Creation</p>
8:45 > 9:25 AM									<p>Creativity, Technology, Economics The Open Metaverse Paradigm Keynote</p> <p>Host Rick Champagne - Industry Strategy and Marketing, Media & Entertainment - NVIDIA</p> <p>Keynote Speaker Richard G. Kerris - Vice President, Omniverse Platform Development IGM of M&E - NVIDIA</p>
9:30 > 10:10 AM									<p>Creativity, Technology, Economics The Open Metaverse Paradigm Keynote</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)</p> <p>Keynote Speakers Anton Kaplanyan - VP Graphic Research - Intel AXG (CA) Rama Harihara - Principal Engineer (AI) - Intel Corporation (CA)</p> <p>Intel's Components for the Future of Visual Compute</p>
10:15 > 10:30 AM									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	
10:30 > 10:40 AM	1:30 > 1:40 PM	6:30 > 6:40 PM	7:30 > 7:40 PM	12:00 > 12:10 AM	3:30 > 3:40 AM	5:30 > 5:40 AM	7:30 > 7:40 AM		<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation Session Opening - Meet The Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Co-Curators Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Introduction to the Digital Twins, Computer-Aided Engineering (CAE) & Simulation series of talks</p>
10:45 > 11:10 AM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation Keynote</p> <p>Hosts Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Keynote Speaker Bob Pette - VP/GM, Enterprise Visualization - NVIDIA (CA)</p>
11:15 > 11:30 AM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation</p> <p>Prith Banerjee - Chief Technology Officer - ANSYS, Inc (CA)</p> <p>Hybrid Digital Twins: Combining Data Analytics and Physics Based Simulation</p>
11:35 > 11:50 AM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation</p> <p>Marek Polčák - Co-Founder - Vrgineers Co-Founder - Quanti company (Czech)</p> <p>Mixed Reality technology in pilot training</p>
11:55 > 12:10 AM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation</p> <p>Thomas Angermeier - Product Manager Automotive Virtual Twin (AVT) and Virtual Product Specialist - Audi Business Innovation GmbH (Germany) AVP: Automotive Visualization Platform - on the base of Virtual Twins</p>
12:15 > 12:30 PM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation</p> <p>Lukas Stranger - CEO at NXRT Mixed Reality Test Drive Solution for Sales, Training & Engineering (Austria)</p> <p>Simulation In Mobility - A holistic approach by NXRT</p>
12:35 > 12:50 PM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation</p> <p>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)</p> <p>Italdesign Concept Lab: back to the future and beyond</p>
12:55 > 1:30 PM									<p>Digital Twins, Computer-Aided Engineering (CAE) & Simulation Panel Discussion</p> <p>Hosts Jan Pflueger - Founder & Advisor - AdvixXR (Germany) Elizabeth Baron - Enterprise Solutions Executive - Unity Technologies (MI)</p> <p>Panelists Denis Agnelli - Head of Technical ICT - Italdesign Giugiaro (Italy) Thomas Angermeier - Virtual Product Specialist - Audi Business Innovation GmbH (Germany) Prith Banerjee - Chief Technology Officer - ANSYS, Inc (CA) Rama Harihara - Principal Engineer (AI) - Intel Corporation (CA) Bob Pette - VP/GM, Enterprise Visualization - NVIDIA (CA) Marek Polčák - Co-Founder - Vrgineers Co-Founder - Quanti company (Czech) Lukas Stranger - CEO at NXRT Mixed Reality Test Drive Solution for Sales, Training & Engineering (Austria)</p> <p>Master the Challenge and Get Insights</p>
1:30 > 1:45 PM									Networking Break
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1:45 > 1:50 PM	4:45 > 4:50 PM	9:45 > 9:50 PM	10:45 > 10:50 PM	3:15 > 3:20 AM	6:45 > 6:50 AM	8:45 > 8:50 AM	10:45 > 10:50 PM		<p>Explore the Business Metaverse Meet the Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Amy Peck - CEO - EndeavorXR (CA) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>Introduction to the "Explore the Business Metaverse" session</p>
1:50 > 2:05 PM									<p>Explore the Business Metaverse Keynote</p> <p>Amy Peck - CEO - EndeavorXR (CA)</p> <p>The Metaverse for Business: Moving Past the Hype</p>
2:10 > 2:55 PM									<p>Explore the Business Metaverse Panel Discussion</p> <p>Hosts Amy Peck - CEO - EndeavorXR (CA) Jan Pflueger - Founder & Advisor - AdvixXR (Germany)</p> <p>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) Rea - Metaverse Strategy & Extended Reality Lead Europe & APAC - Accenture (UK) Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Beings for Metaverse & Autonomous Shopping (Poland)</p> <p>What is the Metaverse for Business?</p>
3:00 > 3:30 PM									Networking Break
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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 > 11:00 AM	12:30 > 1:10 PM		<p>SIGGRAPH & SIGGRAPH Asia Special Event</p> <p>Host Joaquim Jorge - Distinguished Speaker - ACM SIGGRAPH</p> <p>Panelists Jesse Barker - ACM SIGGRAPH EC Chair 2022 - 2023 (SF) Bonnie Mitchell - SIGGRAPH History Archives Director (Ohio)</p> <p>Real-Time at SIGGRAPH 2022: A retrospective Real-Time at SIGGRAPH Asia 2022: An Early Look</p>
4:15 > 4:30 PM									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	
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		<p>Virtual Production Meet the Curators</p> <p>Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p>Curators Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p>Presentation of the Virtual Production track</p>
4:40 > 5:00 PM									<p>Virtual Production</p> <p>Chris Edwards - CEO - The Third Floor (LA)</p> <p>Proper Prep for Virtual Production</p>
5:05 > 5:25 PM									<p>Virtual Production</p> <p>Kathryn Brillhart - DP & Virtual Production Supervisor (LA)</p> <p>Virtual Production: Leaning into "Collective Genius"</p>
5:30 > 5:50 PM									<p>Virtual Production</p> <p>Tucker Downs - R&D Manager / Color Scientist - Roe Visual (LA)</p> <p>History and Directions in LED Product Design</p>
5:55 > 6:15 PM									<p>Virtual Production</p> <p>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)</p> <p>The Future of Virtual Production Technology</p>
6:20 > 7:00 PM									<p>Virtual Production Fireside Chat</p> <p>Hosts Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p>Keynote Speaker James Thomas - Virtual Production Executive - Amazon Studios</p>
7:05 > 7:25 PM									<p>Virtual Production Fireside Chat</p> <p>Hosts Paolo Tamburrino - Executive Producer - Pixomondo (Toronto) Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p>Keynote Speaker James Thomas - Virtual Production Executive - Amazon Studios</p>
7:30 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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RTC RealTime Conference

NOVEMBER 7 - 9, 2022 - FULLY VIRTUAL

CREATIVITY, TECHNOLOGY, ECONOMICS - THE OPEN METAVERSE PARADIGM

PROGRAM | TUESDAY NOVEMBER 8, 2022

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 <i>Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 2)</i>
	8:05 > 8:10 AM								Tools to Develop the Future (Part 1 - Solutions) Meet the curators Host Jean-Michel Blottiere - CEO - RealTime Conference (NY) Curators Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Netherlands) <i>Creativity, Technology, Economics: The Open Metaverse Paradigm Introduction to the Tools to Develop the Future (Part 1 - Solutions)</i>
	8:15 > 8:30 AM								Tools to Develop the Future (Part 1 - Solutions) Gabriele Romagnoli - Head of Business - ShapesXR (The Netherlands) <i>Designing Productivity Tools for Mixed Reality</i>
	8:35 > 8:50 AM								Tools to Develop the Future (Part 1 - Solutions) Mads Troelsgaard - CEO & Co-Founder - SynergyXR (Denmark) <i>Building the Corporate Metaverse</i>
	8:55 > 9:10 AM								Tools to Develop the Future (Part 1 - Solutions) Graham Breen - Business Development & Partnerships - Innoactive (UK) <i>Solving VR's Last Mile Problem</i>

Networking Break

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6:30 > 6:55 AM	9:30 > 9:55 AM	2:30 > 2:55 PM	3:30 > 3:55 PM	8:00 > 8:05 PM	11:30 > 11:55 AM	1:30 > 1:55 AM	3:30 > 3:55 AM		Tools to Develop the Future (Part 2 - Technology) Hosts Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Netherlands) <i>Creativity, Technology, Economics: The Open Metaverse Paradigm Introduction to the Tools to Develop the Future (Part 2 - Hardware)</i>
	9:40 > 9:55 AM								Tools to Develop the Future (Part 2 - Technology) Madara Kalniņa-Kalnmale - Co-Founder - RedFrog (Latvia) <i>From Hardware to Applications</i>
	10:00 > 10:15 AM								Tools to Develop the Future (Part 2 - Technology) Oliver Wöhler - VR AR AI 5G Innovative B2C, B2B Technology - PicoXR Europe (Germany) <i>Where Pico made the difference for Enterprise</i>
	10:20 > 10:35 AM								Tools to Develop the Future (Part 2 - Technology) Jonathan Martin - Director, Professional Services - Magic Leap (Virginia / VA)
	10:40 > 10:55 AM								Tools to Develop the Future (Part 2 - Technology) Cole Heiner - Senior Interaction Designer - Cognixion (CA) <i>Designing for Assisted Reality</i>
	11:00 > 11:25 AM								Tools to Develop the Future (Part 2 - Technology) Keynote Bruce Blaho - CTO, Advanced Compute & Solutions (ACS) - HP (CO) <i>The future of compute and its role in the development and experience of the metaverse</i>
	11:30 > 12:25 PM								Tools to Develop the Future (Part 2 - Technology) Panel Discussion Hosts Jan Pflueger - Founder & Advisor - AdvisXR (Germany) Gabriele Romagnoli - Head of Business - ShapesXR (The Netherlands) Panelists 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) Mads Troelsgaard - CEO & Co-Founder - SynergyXR (Denmark) Oliver Wöhler - VR AR AI 5G Innovative B2C, B2B Technology - PicoXR Europe (Germany) <i>How Solutions and Tech Will Shape our Future</i>

Networking Break

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10:00 > 10:10 AM	1:00 > 1:10 PM	6:00 > 6:10 PM	7:00 > 7:10 PM	11:30 > 11:40 AM	3:00 > 3:10 AM	5:00 > 5:10 AM	7:00 > 7:10 AM		Architecture, Engineering, Construction & Operations (AECO) Meet The Curators Host Jean-Michel Blottiere - CEO - RealTime Conference (NY) Curators Mateusz Gawad - Senior Associate, Visualization Regional Director - HOK (Washington DC) Rotimi Seriki - Visualization Manager at HOK (CA) <i>Introduction to the AECO series of talks</i>
	10:15 > 10:40 AM								Architecture, Engineering, Construction & Operations (AECO) Fireside Chat Hosts Mateusz Gawad - Senior Associate, Visualization Regional Director - HOK (Washington DC) Rotimi Seriki - Visualization Manager at HOK Speaker Nicolas Fonta - Director & General Manager, Augmented & Virtual Reality (XR) - Autodesk <i>Real-Time Is Revolutionizing Data Interaction and Project Collaboration For AEC Professionals</i>
	10:45 > 11:00 AM								Architecture, Engineering, Construction & Operations (AECO) George Matos - Senior Product Manager - NVIDIA <i>How Architecture will play a role in designing the open metaverse</i>
	11:05 > 11:20 AM								Architecture, Engineering, Construction & Operations (AECO) Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB (Kansas) <i>Utilizing real-time technologies to solve complex engineering problems from design through construction</i>
	11:25 > 11:55 AM								Architecture, Engineering, Construction & Operations (AECO) Panel Discussion Hosts Mateusz Gawad - Senior Associate, Visualization Regional Director - HOK Rotimi Seriki - Visualization Manager at HOK Panelists Nicolas Fonta - Director & General Manager, Augmented & Virtual Reality (XR) - Autodesk George Matos - Senior Product Manager - NVIDIA Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB

Networking Break

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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	
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		Interactive Storytelling Meet The Curators Host Jean-Michel Blottiere - CEO - RealTime Conference (NY) Curators Rachid El-Guerrab - Founder & CEO - Haiba Labs (CA) Jan Pinkava - Director, Pinkava Productions LLC (OR) <i>Introduction to the Interactive Storytelling panel</i>
	12:55 > 1:55 PM								Interactive Storytelling: Controlling the Interactive Narrative Panel Discussion Hosts Rachid El-Guerrab - Founder & CEO - Haiba Labs (CA) Jan Pinkava - Director, Pinkava Productions LLC (OR) 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'Reilly - Co-Founder & Executive Creative Director - Nexus Studios (UK) <i>Controlling the Interactive Narrative</i>

Networking Break

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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	
2:30 > 3:10 PM	5:30 > 6:10 PM	10:30 > 11:10 AM	11:30 > 12:10 AM	4:00 > 4:40 AM	7:30 > 8:10 AM	9:30 > 10:10 PM	11:30 > 12:10 PM		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 Echo (Toronto) <i>Virtual Production: lights, camera, and everything in between</i>
	3:15 > 3:55 PM								Virtual Production Panel Discussion Host Ian Failes - Founder - Before and Afters Panelists: Paul Debevec - Director of Research, Creative Algorithms and Technology - Netflix Jake Morrison - VFX Supervisor - Marvel Studios (CA) Bill Pope - Cinematographer and Filmmaker (CA) Stuart Rutherford - Co-Founder & Technical Director - Satellite Lab (CA) Carlo Van de Roer - Co-Founder & Director - Satellite-Lab (CA) <i>Groundbreaking On Set Lighting Technologies</i>

Networking Break

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4:15 > 4:20 PM	7:15 > 7:20 PM	12:15 > 12:20 PM	1:15 > 1:20 PM	5:45 > 5:50 AM	9:15 > 9:20 AM	11:15 > 11:20 PM	1:15 > 1:20 PM		Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries Meet the Curators Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY) Curators Wanda Meloni - CEO & Principal Analyst - M2 Insights (LA) Andrew Schmied - COO - M2 Insights (Toronto) <i>Opening intro and presentation of the "Meeting the Challenge of Interoperability Across Real-Time Industries" track</i>
	4:25 > 4:50 PM								Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries Keynote Keynote Speaker Neil Trevett - VP Developer Ecosystems - NVIDIA President - Khronos (CA) <i>Our Shared Opportunity To Create an Open and Inclusive Metaverse</i>
	4:55 > 5:15 PM								Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries TBA
	5:20 > 5:40 PM								Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries Kevin BJORKE - Sr Application Engineer, Ray Tracing Sr Application Engineer, Ray Tracing - Intel Corporation (CA) <i>Why Standards Are Needed to Bridge the Islands of the Metaverse</i>
	5:45 > 6:25 PM								Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries Fireside Chat Hosts Wanda Meloni - CEO & Principal Analyst - M2 Insights (LA) Andrew Schmied - COO - M2 Insights (Toronto) Panelists Ian Bland - Co founder & CEO - SO REAL (Switzerland) Christophe Caen - Head of Client Strategy - Decision Counsel (CA) Alina Kadlubsky - Art Director Web XR Dev Director of Communications Open AR, Cloud and Managing Director of Open AR, Cloud and Managing Director of Open AR, Cloud and Managing Director - Epic Games (LA) Louis Normandin - COO - Wild Capture (LA) <i>Real-Time Interoperability: Insights from Across the Industry Spectrum</i>
	6:30 > 7:25 PM								Interoperability - Meeting the Challenge of Interoperability Across Real-Time Industries Host Rachel Bradshaw - Vice President of Account Services - Caster Communications (Virginia) Panelists Ben Houston - CTO - Threekit David Morin - Executive Director - Academy Software Foundation Industry Manager - Epic Games (LA) Guido Quaroni - Senior Director of Engineering - Adobe 3D&I (CA) <i>Real-Time Asset Interoperability: Challenges and Rewards</i>

End of RTC November 2022 - 2nd Day

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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 Midn	2:00 AM		<p align="center">RealTime Conference 2022 <i>Welcome</i></p> <p>Jean-Michel Blottiere - Founder & CEO - RTC</p> <p><i>Welcome to RTC 2022 - November 7-9 Creativity, Technology, Economics The Open Metaverse Paradigm (Day 3)</i></p>
	8:05 > 8:10 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Meet The Curators</p> <p align="center">Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference</p> <p align="center">Co-Curators Felix Limper - Head of Operations - RapidCompact by DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany)</p> <p><i>Introduction to the Retail & 3D Commerce series of talks</i></p>
	8:15 > 8:30 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Hosts Felix Limper - Co-Founder - DGG (Germany) Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany)</p> <p align="center">Speaker Joakim Tennfors - Head of Production - Fibbl (Sweden)</p> <p><i>The Impact of real-time 3D on shopping in the metaverse</i></p>
	8:35 > 8:50 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Host Tobias Nientiedt - Principal CGI & Digital Content Production - Otto (GmbH & Co KG) WAM - Werbe- & Medienakademie Marquardt (Hamburg)</p> <p><i>How we organize our 3D model production</i></p>
	8:55 > 9:10 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Hosts Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Being for Metaverse & Autonomous Shopping (Poland)</p> <p><i>Virtual Beings - An autonomous customer experience of the future</i></p>
	9:15 > 9:30 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Host Perry Nightingale - VP Creative AI - WPP (UK)</p> <p><i>Data-driven real-time 3D that transforms e-commerce</i></p>
	9:35 > 10:00 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Panel Discussion</p> <p align="center">Host Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany)</p> <p align="center">Panelists Joakim Tennfors - Title - Fibbl (Sweden) Tobias Nientiedt - Principal CGI & Digital Content Production - Otto (GmbH & Co KG) WAM - Werbe- & Medienakademie Marquardt (Hamburg) Krzysztof (Chris) Wrobel - Founder & CEO - Virbe - Virtual Being for Metaverse & Autonomous Shopping (Poland)</p> <p><i>Challenges with Interoperability for 3D Commerce in the Metaverse</i></p>

Retail & 3D Commerce

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		<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Keynote</p> <p align="center">Host Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany)</p> <p align="center">Keynote Speakers Russ Maschmeyer - Product Lead, AR/VR - Shopify (CA) Eric Florenzano - Senior Developer - Shopify</p>
	10:40 > 10:55 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Host Dmitry Sokolov - Global Industry Lead, Retail - HP Inc. (Toronto)</p>
	11:00 > 11:20 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Keynote</p> <p align="center">Keynote Speakers Stephanie Rubinstein - Developer Product Marketing - XR / AI / Cloud - Nvidia (CA) Alex QI - Creating AI Products - NVIDIA, Productizing bleeding-edge AI for the Billions (CA)</p> <p><i>Avatars and Real-Time in 3D Commerce : The impact of real-time 3D on shopping in the metaverse</i></p>
	11:25 > 11:55 AM								<p align="center">Retail & 3D Commerce - The Impact of real-time 3D on shopping in the metaverse</p> <p align="center">Panel Discussion</p> <p align="center">Host Max Limper - CEO & CO-Founder - RapidCompact by DGG (Germany)</p> <p align="center">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)</p> <p><i>Spatial Commerce and XR - The Merger of Real and Virtual Worlds</i></p>

Retail & 3D Commerce

12:00 > 12:15 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	
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		<p align="center">Virtual Production <i>Special Event</i></p> <p align="center">Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p align="center">Speakers Matt Snodgrass - VP of Marketing @ Swacard (France) Fabien Mathis - Machine Learning Researcher @ Swacard (France)</p> <p><i>Built to Serve: How AI and Machine Learning Drive Human Connections</i></p>
	9:45 > 10:20 AM								<p align="center">Virtual Production <i>Special Event</i></p> <p align="center">Host Bill Baggelaar - EVP & CTO, Technology Development- Sony Pictures Entertainment (CA)</p> <p align="center">Panelists: Josh Kerekes - Head of Virtual Production, PXO Carl Walters - Head of Studio, North America, PXO Ryan Beagan - Virtual Production Supervisor</p> <p><i>What's next for Virtual Production?</i></p>
	10:25 > 11:00 AM								<p align="center">Virtual Production <i>Panel</i></p> <p align="center">Host Paolo Tamburrino - Executive Producer - Pixomondo (Toronto)</p> <p align="center">Panelists 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)</p> <p><i>The risks and benefits for small studios going real-time</i></p>
	11:05 > 11:45 AM								<p align="center">RealTime Society - A Member-Driven and Collaborative Problem-Solving Organization</p> <p align="center">RTS Presentation</p> <p align="center">Host Jean-Michel Blottiere - Founder - RealTime Society</p> <p align="center">Presenters Rachel Bradshaw - VP of Account Services - Caster Communications Mateusz Gawqđ - Senior Associate, Visualization Regional Director - HOK Austin Reed - Associate Vice President, Director Creative Media Studio - HNTB Rotimi Seriki - Visualization Manager at HOK 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) Phillipp 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</p> <p><i>Discover RTS activities and Special Interest Groups</i></p>

Virtual Production

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	
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		<p align="center">Immersion in Broadcast - Delivering Next-Generation Viewer Experiences</p> <p align="center"><i>Session Opening - Meet The Curators</i></p> <p align="center">Host Jean-Michel Blottiere - CEO & Co-Founder - RealTime Conference</p> <p align="center">Co-Curators Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Polallion - Principal Product Manager - NVIDIA (Paris)</p> <p><i>Introduction to the "Immersion in Broadcast - Delivering Next-Generation Viewer Experiences" series of talks</i></p>
	12:25 > 12:40 PM								<p align="center">Immersion in Broadcast - Delivering Next-Generation Viewer Experiences</p> <p align="center">Hosts Sepi Motamedi - Industry Marketing, Broadcast - NVIDIA (Vancouver) Guillaume Polallion - Principal Product Manager - NVIDIA (Paris)</p> <p align="center">Speaker Jerod Venema - CEO - LiveSwitch Inc. (Canada)</p> <p><i>Powering Interactive XR Experiences</i></p>
	12:45 > 1:00 PM								<p align="center">Immersion in Broadcast - Delivering Next-Generation Viewer Experiences</p> <p align="center">Lewis Smithingham - SVP of Innovation & Creative Solutions - Media.Monks (NC)</p> <p><i>Virtualized Workflow for Spatial Broadcasting</i></p>
	1:00 > 1:15 PM								<p align="center">Immersion in Broadcast - Delivering Next-Generation Viewer Experiences</p> <p align="center">Darin Friedman - Partner - PlanetX Studios (NY) Jason P. Rothberg - Co-Founder Chief Executive Officer - xavatarco Kevin Sharpley - Co-Founder & Chief Operations Officer - xavatarco</p> <p><i>Avatars, Metaverse, Entertainment - The next phase of connectivity</i></p>
	1:20 > 1:35 PM								<p align="center">Immersion in Broadcast - Delivering Next-Generation Viewer Experiences</p> <p align="center">Ryan Jaspersen - Director of Product Strategy - Dolby.io (OR)</p> <p><i>Immersive, Interactive & Social - a New Generation of Real-Time Streaming Experiences</i></p>

Immersion in Broadcast

1:40 > 2:15 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	
2:45 > 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 > 7:55 AM	9:45 > 9:55 AM	11:45 > 11:55 AM		<p align="center">Virtual Production Decentralization</p> <p align="center"><i>Meet the Curator</i></p> <p align="center">Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)</p> <p align="center">Curator Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p><i>Presentation of the Virtual Production Decentralization track</i></p>
	5:00 > 5:25 PM								<p align="center">Virtual Production Decentralization</p> <p align="center">Keynote</p> <p align="center">Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p align="center">Keynote Speaker John McVay - Head of Teradici Strategic Alliances, HP Anyware - HP</p> <p><i>Title tba</i></p>
	5:30 > 4:10 PM								<p align="center">Virtual Production Decentralization</p> <p align="center">Panel</p> <p align="center">Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p align="center">Panelists Zaira Brilhante - VP Head of Production - DNEG (London) Chra Edwards - CEO - Third Floor (LA) Barbara Ford Grant - President - Prysm (LA) Gladys Tong - Virtual Production Supervisor - Pixomondo (Vancouver)</p> <p><i>Decentralized! How to enable distributed workforces</i></p>
	4:15 > 4:40 PM								<p align="center">Virtual Production Decentralization</p> <p align="center">Fireside Chat</p> <p align="center">Hosts Phillipp Wolf - Executive-in-Charge, Corporate Strategy - DNEG (Montréal)</p> <p align="center">Speakers 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</p> <p><i>How decentralization is facilitating access to new pools of talent and paves the future of collaboration.</i></p>
	4:45 > 5:10 PM								<p align="center">Virtual Production Decentralization</p> <p align="center">NVIDIA RealTime Live Demo</p> <p align="center">Presenters 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)</p>

Virtual Production | Decentralization

5:15 > 5:45 PM									Networking Break
PST	EST	GMT	CET	IST	KST	AEDT	NZDT		
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
	5:45 > 5:55 PM	1:45 > 1:55 AM	2:45 > 2:55 AM	7:15 > 7:25 AM	10:45 > 10:55 AM	12:45 > 12:55 PM	2:45 > 2:55 PM		<p align="center">Virtual Production Animation</p> <p align="center">Meet with the Curator</p> <p align="center">Host Jean-Michel Blottiere - Founder & CEO - RealTime Conference (NY)</p> <p align="center">Curator Doug Cooper - Vice President of Pipeline - Dreamworks Animation (CA)</p> <p><i>Presentation of the "Accelerating Animation Production with Real-Time Workflows" track.</i></p>
	6:00 > 6:25 PM								<p align="center">Virtual Production Animation</p> <p align="center">Fireside chat</p> <p align="center">Host Doug Cooper - Vice President of Pipeline - Dreamworks Animation (CA)</p> <p align="center">Keynote Speakers Paul Fleschner - Producer - ReelFX (CA) Adam Maier - Creative Producer - Reel FX (CA)</p> <p><i>Accelerating Animation Production with Real-Time Workflows</i></p>
	6:30 > 7:10 PM								<p align="center">Virtual Production Animation</p> <p align="center">Panel Discussion</p> <p align="center">Host Doug Cooper - Vice President of Pipeline - Dreamworks Animation</p> <p align="center">Panelists: Paul Fleschner - Producer - ReelFX (CA) 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) Viotis Katsambas - Executive Director of Technology - Sony Pictures Animation (LA)</p> <p><i>Accelerating Animation Production with Real-Time Workflows</i></p>
	7:15 > 7:25 PM								<p align="center">RealTime Conference 2022</p> <p align="center"><i>Closing Words</i></p> <p align="center">Jean-Michel Blottiere - Founder & CEO - RTC</p> <p><i>RTC 2022 Closing Remarks</i></p>

Virtual Production | Animation