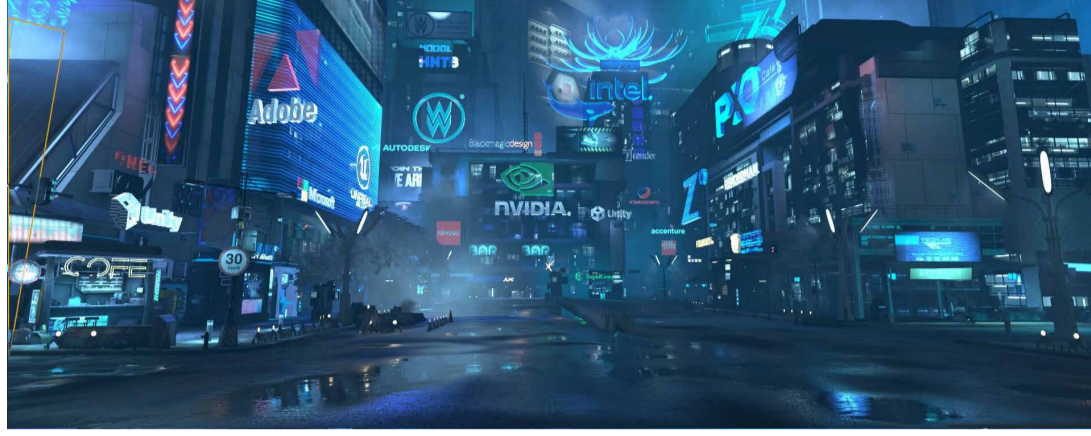


Join Us in Real-Time, About Real-Time, Using Real-Time Technology

The World's Premiere Event for Real-Time Technologies is around the corner!

The RealTime Conference kick starts on Monday, November 7 at 8 AM Eastern.

Discover RTC's November 2022 environments, designed by Pixomondo's amazing artists for RTC @ PXO and William F. White's LED Stage in Toronto!



"RealTime Conference provides once again the critical insights to the next reality we are stepping into - a photorealistic Metaverse where the real and virtual merge seamlessly together and barriers for social interactions began to disappear. On behalf of myself and Varjo, we thank the organizers and everyone in the real-time community for setting a new global benchmark for virtual events and exceptional speakers."

Jussi Mäkinen, CMO at Varjo.



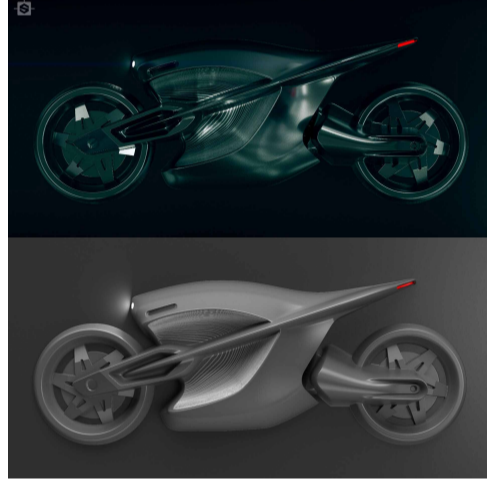
[Register now](#) and join 150+ of the real-time industry's top-notch speakers.

From Promise to Reality

Latest additions to the program include a fireside chat entitled "From Promise to Reality" between **Marc Whitten**, SVP & GM, Create@unity and **Jean-Michel Blottière**, Founder & CEO of The RealTime Conference.

Creativity: The Open Metaverse Technological Disruption

Sebastien Deguy, VP and Head of 3D & Metaverse at Adobe will discuss "Creativity: The Open Metaverse Technological Disruption" with **Andrei Zelenko**, 3D Artist. Andrei worked in various design fields (landscape, construction, furniture, and interior design) since 2012. Recently he became part of the team designing Romania's most ambitious research facility "The International Centre for Advanced Studies on River-Sea Systems - DANUBIUS-RI" as an expert in the field of landscape architecture.



Intel's Components for the Future of Visual Compute

Anton Kaplanyan - VP Graphic Research - Intel AXG and **Rama Haribara** - Principal Engineer (AI) - Intel Corporation will discuss "Intel's Components for the Future of Visual Compute". During this keynote presentation, Anton and Rama will talk about the products, solutions, and ecosystem Intel enables for the future needs of visual compute - be it entertainment, professional visualization, or the future of telecommunication and shared experiences. Intel is offering a spectrum of compute platforms and a unified open-source software stack for visual compute and content creation.

Real-Time Is Revolutionizing Data Interaction and Project Collaboration For AEC Professionals



RTC is proud to welcome **Nicolas Fonta**, Director & General Manager, Augmented & Virtual Reality (XR) at Autodesk for a fireside chat with **Mateusz Gawad** - Senior Associate, Visualization Regional Director – HOK. Topic: "Real-Time Is Revolutionizing Data Interaction and Project Collaboration For AEC Professionals".

George Matos, Senior Product Manager at NVIDIA will explain "How Architecture will play a role in designing the open metaverse".

Austin Reed, Associate Vice President, Director Creative Media Studio at HNTB will tell you everything you need to know about "Utilizing real-time technologies to solve complex engineering problems from design through construction".

Meeting the Challenge of Interoperability Across Real-Time Industries

Under the guidance of **Wanda Meloni**, CEO & Principal Analyst, and **Andrew Schmied**, COO at M2 Insights, **Christophe Caen** - Head of Client Strategy - Decision Counsel, **Alina Kadlubsky** - Art Director | Web XR Dev | Director of Communications Open AR Cloud and Managing Director of Open AR Cloud Europe | Lead Strategist CyberXR Coalition, **Louis Normandin** - COO - Wild Capture and Ian Ravensh-Bland - Co-Founder & CEO - SO REAL By Training, will dive into "Real-Time Interoperability : Insights from Across the Industry Spectrum".

Neil Trevett - VP Developer Ecosystems - NVIDIA | President – Khronos will present this track with a keynote entitled "A Real-time Voice for the Metaverse: Getting Involved in Interoperability".

The Metaverse Standards Forum was formed this year as a venue for collaboration among standards development organizations and industry to encourage the coordinated creation of open standards for the metaverse. The real-time community has vital expertise and a unique voice to influence and guide the metaverse's evolution. In this Keynote, Forum Chair Neil Trevett will explore how this unprecedented collaborative effort is advancing metaverse interoperability and invite the involvement of the real-time community.

Kevin Bjorke - Sr Application Engineer, **Ray Tracing** - Intel Corporation will follow Neil with a keynote "Why Standards Are Needed to Bridge the Islands of the Metaverse".

Last, but not least, **Ben Houston** - CTO – Threekit, **David Morin** - Executive Director - Academy Foundation | Industry Manager | Epic Games, **Guido Quaroni** - Senior Director of Engineering - Adobe 3D&I, and **Neil Trevett** - VP Developer Ecosystems - NVIDIA | President – Khronos - will close the Interoperability track by a panel "Real-Time Asset Interoperability: Challenges and Rewards" hosted by **Rachel Bradshaw** - Vice President of Account Services - Caster Communications.

Discover RTC full program [here](#). Meet with RTC November speakers [here](#).

[Register now](#) for free to join the annual virtual gathering of the industry's elite:

Learn from the best
Share your knowledge and experience
Meet with your peers
Grow your business!

