

With over 20,000 participants since its inception in April 2020, RTC is the world's premiere event for the real-time community. RTC returns November 7-9 with the theme

Creativity, Technology, Economics: The Open Metaverse Paradigm.

[Register now](#) 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!

Creativity, Technology, Economics The Open Metaverse Paradigm

From Virtual Production to Broadcast, from Digital Fashion to Retail & 3D Commerce, from Digital Twins, Computer-Aided Engineering (CAE) & Simulation to Architecture, Engineering, Construction & Operations (AECO), from Interoperability to Training and Education, RTC November 2022 brings knowledgeable leaders, experts and innovators from all over the world to learn, share, network, recruit and grow their businesses, across industries and across the globe.

RTC is community- driven, free and fully virtual – thus carbon foot-print aware.

Program and Speakers







Discover RTC November 7-9 Program [here](#) and our first confirmed speakers [here](#).

Additional topics and speakers will be announced throughout October 2022. Contact Jean-Michel.Blottiere@realtimeconference.com if you want to join the conversation.

Industry Spotlight: Virtual Production

RTC is where the media and entertainment community gather to understand the impact of real-time technologies on production. Here is a preview of Virtual Production tracks and panels at RTC November 7-9.

Featured Session: Groundbreaking On- Set Lighting Technologies

 <p>HOST IAN FAILES - FOUNDER - BEFORES AND AFTERS</p>	 <p>PANELIST PAUL DEBEVEC - DIRECTOR OF RESEARCH, CREATIVE ALGORITHMS AND TECHNOLOGY - NETFLIX</p>
 <p>PANELIST JAKE MORRISON - VFX SUPERVISOR - MARVEL STUDIOS</p>	 <p>PANELIST BILL POPE - CINEMATOGRAPHER AND FILMMAKER</p>
 <p>PANELIST STUART RUTHERFORD - CO-FOUNDER & TECHNICAL DIRECTOR - SATELLITE LAB</p>	 <p>PANELIST CARLO VAN DE ROER - CO-FOUNDER & DIRECTOR - SATELLITE-LAB</p>

Next-Level techniques for capturing footage for VFX centric feature films are finally ready for their first practical applications, as recently showcased in Marvel's Thor: Love & Thunder. The panel discusses the what, how and - most

Tracks and Panels

• The risks and benefits for small studios going to real-time

Join smaller studios' journeys and learn how they managed to limit the risks of adopting real-time technologies into their creative ecosystem. This panel will explore how technology providers can help studios transition from linear to real-time workflows.

• Let's be honest! Experiences made on the big screen

Big studios are embracing Virtual Production on set. In this panel, industry leaders will frankly discuss their experiences with real-time technology adoption, including lessons learned, what went well, and what went wrong - from risk mitigation to economic truth.

Immersion in Broadcast - Delivering Next-Generation Viewer Experiences

Software-defined broadcast infrastructure is the future of the industry, enabling creativity and distribution of entertainment like never seen before. Our panel of experts will dive into the opportunities that technologies facilitated by this infrastructure – such as AI and XR – can bring to broadcast, and the doors it opens to immersive experiences for viewers. Panelists will give a behind-the-scenes look at some of their latest innovations in immersive media and chronicle their exploration of virtual worlds to date. Finally, they will discuss solutions to the challenges around adopting and implementing the infrastructure needed to make broadcasting from the metaverse a reality.

Virtual Production | The Future of Virtual Production Technology

The future of virtual production is here today. Let's meet and discuss with industry-leading virtual production experts on trends and upcoming innovations, helping creatives unleash the next generation of real-time technologies and platforms for virtual production.

Decentralized! How to enable distributed workforces

More and more real-time workflows are implemented in distributed teams. This panel will explore how these technologies are facilitating access to new pools of talent and paving the way towards the future of collaboration.

Beyond Media & Entertainment

• Digital Twins, Computer-Aided Engineering (CAE) & Simulation

On the Enterprise front, we will explore how **Digital Twins, Computer-Aided Engineering (CAE) & Simulation** are key to leverage contextual knowledge through complex and realistic scenarios for testing, training and more, with the participation of **Audi Business Innovation** and **NVIDIA**.

• Tools to Develop the Future

How do we empower creatives, storytellers and experience designers with accessible tools to shapes their imagination? The **Tools to Develop the Future** will give you insights about solutions to build the Metaverse and beyond. Get a glimpse of new possibilities to work with Extended Reality tools to populate the Metaverse and learn more about emerging technologies and services from thought leaders and creators in this exciting field.

And More...

Virtual Production | Accelerating Content Creation with Machine Learning

Real-Time at SIGGRAPH 2022: A retrospective | Real-Time at SIGGRAPH Asia 2022: An Early Look

Architecture, Engineering, Construction & Operations (AECO)

Interactive Storytelling / Storytelling in the metaverse / Storytelling for the metaverse

Training and Education

Virtual Production | Accelerating Animation Production with Real-Time Workflows

Interoperability | Meeting the Challenge of Interoperability Across Real-Time Industries

Full RayTracing in Real-Time for Virtual Production

Retail & 3D Commerce

Digital Fashion

GET INVOLVED IN RTC NOVEMBER 7 - 9 2022


EXHIBIT


SPEAKERS


PRESS

