

VIEW 8 | Virtuality Conference

Wed Nov 7

Creating a Digital Future 6-9 NOV 07

	Creating a Digi	tal Future 6-9 Ni		
Wed Nov 7	Sala Cavour	Sala Giolitti	Sala Einaudi	Sala Sella
09:00 - 10:00	VIEW'S CLASSES Painting Paris for Ratatouille: A Matte Painter at Pixar Paul Topolos Digital Matte Painter <u>Pixar Animation Studios</u> ANIMATION & VFX 2D/3D effects in Pixar Animation Studios'	Virtual Reality and real business: international opportunities and comparisons <u>Torino Chamber of Commerce</u> and A.P.I. Torino		VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
10:00 - 11:00	Ratatouille Alex Harvill Technical Director Pixar Animation Studios	Virtual Reality and real business: international opportunities and comparisons <u>Torino Chamber of Commerce</u> and A.P.I. Torino		Screening VIEW - VIRTUALITY Award
11:00 - 11:15	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK
11:15 - 12:15	ANIMATION & VFX Pixar Animation Studios' Ratatouille: Technical Challenges & Achievements Jessica McMackin Technical Director <u>Pixar Animation Studios</u>	Virtual Reality and real business: international opportunities and comparisons <u>Torino Chamber of Commerce</u> and A.P.I. Torino		VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
12:15 - 13:15	Virtual Worlds 12.15-12.40 12.40 - 13.05 The Italia Vera Project Carlo Biscaretti di Ruffia Gnosys Partner Linden Lab	Virtual Reality and real business: international opportunities and comparisons <u>Torino Chamber of Commerce</u> and A.P.I. Torino	MASTERCLASSES Softimage XSI Let's PLAY—3D Game Development SOFTIMAGE Guest: Playstos Entertainment	VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
13:15 - 14:15	LUNCH	LUNCH	LUNCH	LUNCH
14:15 - 15:15	CULTURAL HERITAGE & ARCHITECTURE Local Marketing and New Virtual Media Gabriele Guidi, Maurizio Turinetto Robertino Auricchio, Luigi Gilli <u>Fondazione Ultramundum</u>	VIEW'S CLASSES Designing the Virtual Image Fabrizio Valpreda Ordinary Professor Politecnico of Torino	MASTERCLASSES Softimage XSI Let's PLAY—3D Game Development SOFTIMAGE Guest: Playstos Entertainment	VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
15:15 - 16:15	CULTURAL HERITAGE & ARCHITECTURE Local Marketing and New Virtual Media Greg Howes, Lorenzo Bidone Fulvio Dominici Fondazione Ultramundum	VIEW'S CLASSES Open Source Solutions for video streaming Angelo Raffaele Meo Ordinary Professor <u>Politecnico of Torino</u>	MASTERCLASSES Softimage XSI Let's PLAY—3D Game Development SOFTIMAGE Guest: Playstos Entertainment	VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
16:15 - 16:30	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK
16:30 - 17:30	ANIMATION & VFX Get a grip! Andrew Daffy Managing Director <u>The House of Curves</u>	VIEW'S CLASSES Lights, Pictures and Visions: from Reality to Virtuality Nello Balossino Ordinary Professor <u>University of Torino</u>	MASTERCLASSES Speed Animation: input-driven 3D Animations techniques Luigi Tramontana CTO/Head of R&D <u>Craft Animations AB</u>	VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
17:30 - 18:30	EU Realities 17.30 - 17.55 17.55 - 18.20 EDI's work pipeline in comparison Gaia Bussolati Andrea Zimbaro EDI Effetti Digitali Italiani		MASTERCLASSES Speed Animation: input-driven 3D Animations techniques Luigi Tramontana CTO/Head of R&D <u>Craft Animations AB</u>	VIEW - VIRTUALITY AWARD Screening VIEW - VIRTUALITY Award
18:30 - 19:30	ANIMATION & VFX From Shrek to Shrek the Third Character Setup Evolution Lucia Modesto Character Technical Director Supervisor <u>PDI Dreamworks</u>			
EVERYDAY at Ristorino in front of the Torino Hall	ART INSTALLATION SOE THE SPACE ON E Immersive 3D Stereo Interactive Virtual Reality Art		27	

· ET		Virtuali		rence
Thu Nov 8	_ Creating a Digi Sala Cavour	tal Future 6-9 N Sala Giolitti	OV 07 Sala Einaudi	Sala Sella
		MASTERCLASSES	Sala Linauui	Sala Sella
09:00 - 10:00	Surf's Up A Practical Guide to Making Waves Danny Dimian Computer Graphics Supervisor Sony Pictures Imageworks	NVSG – The High Quality, Real-time Rendering Scene Graph Holger Kunz NVIDIA Workstation Tools and SDKs team Manager NVIDIA		
10:00 - 11:00	DIGITAL DESIGN Progressive Film Design new tendencies in digital times Tino Schaedler Art Director for digital sets	MASTERCLASSES NVSG – The High Quality, Real-time Rendering Scene Graph Holger Kunz NVIDIA Workstation Tools and SDKs team Manager <u>NVIDIA</u>		
11:00 - 11:15	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK
11:15 - 12:15	DIGITAL DESIGN Conceptual Design and the Digital Process James Clyne Conceptual Artist	MASTERCLASSES Virtual Reality, Simulation, Training: commercial-off-the-shelf software concepts - the experience effect Gael Ramaen <u>ANTYCIP</u>		
12:15 - 13:15	DIGITAL DESIGN Digital Design Down Under: New Tools for the Film Production Designer in Australasia <u>Grant Major</u> Production Designer	MASTERCLASSES Softimage XSI for Visual Effects (VFX) Special First Time: Technology demo of "moondust", particles & rendering <u>SOFTIMAGE</u> Special Guest: Xchanges VFX		
13:15 - 14:15	LUNCH	LUNCH	LUNCH	LUNCH
14:15 - 15:15	DESIGN Pragmatised Emotions The art of the future designers Muqeem Khan Assistant professor of Graphic Design <u>Virginia Commonwealth</u> <u>University in Qatar</u>	MASTERCLASSES Softimage XSI for Visual Effects (VFX) Special First Time: Technology demo of "moondust", particles & rendering <u>SOFTIMAGE</u> Special Guest: Xchanges VFX		
15:15 - 16:15	EU Realities 15.15 - 15.45 15.45 - 16.15 The Landscape and Roadmap of Presence Research in Europe <u>PEACH</u> Torino 2008 World Design Capital <u>PEACH</u> Gianluca Zaffiro Paola Zini	MASTERCLASSES Softimage XSI for Visual Effects (VFX) Special First Time: Technology demo of "moondust", particles & rendering SOFTIMAGE Special Guest: Xchanges VFX		
16:15 - 16:30	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK
16:30 - 17:30	GAMING & MOVIES Bridging the Gap between Games & Movies Ken Perlin Professor Media Research Laboratory New York University	MASTERCLASSES Geocities Mike Springer Software engineer <u>GOOGLE</u>		
17:30 - 18:30	SCHOOLS Animation, Visual Effects and Digital Postproduction at Filmakademie Sabine Hirtes Studies Coordinator and 20/30 Software Support Filmakademie	MASTERCLASSES Geocities Mike Springer Software engineer GOOGLE		
18:30 - 19:30	ANMATION & VFX Digital Face Cloning at ILM Christophe Hery Research and Development Lead Industrial Light and Magic			
EVERYDAY at Ristorino n front of the Torino Hall	ART INSTALLATION SOE THE SPACE ON I Immersive 3D Stereo Interactive Virtual Reality Ar		17	

VIEW 8 Virtuality Conference Creating a Digital Future 6-9 NOV 07						
Fri Nov 9	Sala Cavour	Sala Giolitti	Sala Einaudi	Sala Sella		
09:00 - 10:00	ANMATION & VFX Beowulf: Creating Compelling Character Animation Parag Havaldar Lead R&D Engineer Sony Pictures Imageworks	MASTERCLASSES Softimage XSI There's something new under the hood <u>SOFTIMAGE</u> Special Guest: Milestone				
10:00 - 11:00	ALTERNATIVE REALITY GAME Unbound: Digital Storytelling in a Boundaryless World Dave Szulborski	MASTERCLASSES Softimage XSI There's something new under the hood <u>SOFTIMAGE</u> Special Guest: Milestone				
<u>11:00 - 11:15</u>	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK		
11:15 - 12:15	ALTERNATIVE REALITY GAME Play It Before You Live It : World Without Oil and the Future(s) of Serious Alternate Reality Games Ken Eklund	MASTERCLASSES Softimage XSI There's something new under the hood SOFTIMAGE Special Guest: Milestone				
12:15 - 13:15	ARCHITECTURE, VISUALISATION, ENGINEERING The Future of Visualization Doug Eberhard Chief Technology Officer <u>Parsons Brinckerhoff</u>	MASTERCLASSES Softimage XSI There's something new under the hood SOFTIMAGE Special Guest: Milestone				
13:15 - 14:15	LUNCH	LUNCH	LUNCH	LUNCH		
14:15 - 15:15	ARCHITECTURE, VISUALISATION, DESIGN	TED Technology Entertainment Design Ted				
15:15 - 16:15	ARCHITECTURE, VISUALISATION, DESIGN	MASTERCLASSES AUTODESK TBC				
16:15 - 16:30	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK		
16:30 - 17:30	GAMING The future of Virtual Universes Jorgen Tharaldsen Game Director Funcom	MASTERCLASSES AUTODESK TBC				
17:30 - 18:30	FEATURE PRESENTATION Creating the Look for Ratatouille Sharon Calahan Director of Photography and Lighting <u>Pixar Animation Studios</u>					
EVERYDAY at Ristorino in front of the Torino Hall	ART INSTALLATION SOE THE SPACE ON Immersive 3D Stereo Interactive Virtual Reality A		07			