



**VIEW Conference | 17TH INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | 2016 PROGRAM**

24 Oct preVIEW , Workshops Only  
 25 - 28 Oct - Conference/ Exhibit Floor  
 www.viewconference.it | Torino Incontra, Via Nino Costa 8

**preVIEW – WORKSHOPS AND BOOTCAMP**

**SUNDAY 23 OCTOBER**

**MONDAY 24 OCTOBER**

SUNDAY 23 OCTOBER		MONDAY 24 OCTOBER					
h	CINEMA MASSIMO – VIA VERDI 18	h	GIOLITTI	SELLA	EINAUDI	TERRAZZA EINAUDI	MOLLINO
9:00 10:00		9:00 10:00				<b>INTRODUCTION TO FILMMAKING AND VFX</b> BRITTANY DUKES, SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY H 9.30 - 11:30	<b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 18:30
10:00 11:00		10:00 11:00			<b>ANIMATION POSING AND COMPOSITION</b> TROY SALIBA, ANIMATION SUPERVISOR ALICE THROUGH THE LOOKING GLASS SONY PICTURES IMAGEWORKS H 10.00 - 11:30		
11:00 12:00	<b>THROUGH THE STREETS OF TURIN</b> SOPHIE-ANNE HERIN FREELANCE PHOTOGRAPHER H 11:00 - 13:00	11:00 12:00	<b>THE DNA OF DISNEY CHARACTER DESIGN</b> BYRON HOWARD, CO-DIRECTOR ZOOTOPIA / DISNEY ANIMATION STUDIOS H 10:45 - 12:15	<b>UE4 VIRTUAL MOVIE PRODUCTION WITH SEQUENCER</b> LUIS CATALDI, EDUCATION EVANGELIST EPIC GAMES H 10:30 - 12:30			
12:00 13:00		12:00 13:00	<b>PITCHING STORYBOARDS</b> CONRAD VERNON, CO-DIRECTOR SAUSAGE PARTY / COLUMBIA - ANNAPURNA h 12:30 - 13:30				
13:00 14:00		13:00 14:00					
14:00 15:00		14:00 15:00	<b>STORYTELLING WITH LIGHT</b> SHARON CALAHAN, DIRECTOR OF PHOTOGRAPHY THE GOOD DINOSAUR / DISNEY PIXAR h 14:00 - 16:00				
15:00 16:00	<b>THROUGH THE STREETS OF TURIN</b> SOPHIE-ANNE HERIN FREELANCE PHOTOGRAPHER H 14:30 - 16:30	15:00 16:00					
16:00 17:00		16:00 17:00	<b>VISUAL IMAGING IN THE ELECTRONIC AGE</b> DONALD GREENBERG, JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY h 16:15 - 18.15				
17:00 18:00		17:00 18:00					
18:00 18:30		18:00 18:30					



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**TUESDAY 25 OCTOBER**

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI	TERRAZZA EINAUDI	MOLLINO
8.00 9.00	<b>REGISTRATION</b>					
9.00 10.00	<p><b>KEYNOTE ADDRESS</b></p> <p><b>EVOLVING ZOOPTOIA</b></p> <p>BYRON HOWARD CO-DIRECTOR, ZOOPTOIA DISNEY ANIMATION STUDIOS</p>					<p><b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 18:30</p>
10.00 11.00	<p><b>BEHIND ILM'S VFX FOR MARVEL'S CAPTAIN AMERICA: CIVIL WAR</b></p> <p>RUSSELL EARL VFX SUPERVISOR INDUSTRIAL LIGHT &amp; MAGIC</p>				<p><b>VIEW-Educational: WORKSHOP</b> H 10:00 – 12:15</p> <p><b>INTRODUCTION TO FILMMAKING AND VFX</b> BRITTANY DUKES SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY</p>	
11.00 11.15	<b>COFFEE BREAK</b>					
11.15 12.15	<p><b>THE MAKING OF OPEN SEASON: SCARED SILLY</b></p> <p>DAVID FEISS, DIRECTOR OPEN SEASON: SCARED SILLY SONY PICTURES ANIMATION</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 11:15 - 13:15</p> <p><b>INTRO TO UNREAL ENGINE 4 - BUILDING A VR GAME FROM SCRATCH</b></p> <p>SJOERD DE JONG EPIC GAMES</p>			<p><b>VIEW-Educational: WORKSHOP</b> 10:00 – 12:15</p> <p><b>INTRODUCTION TO FILMMAKING AND VFX</b> BRITTANY DUKES SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY</p>	<p><b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 18:30</p>
12.15 13.15	<p><b>NEW DIRECTIONS FOR STYLIZED CG</b></p> <p>CHRIS PERRY ASSOCIATE PROFESSOR OF MEDIA ARTS AND SCIENCES HAMPSHIRE COLLEGE</p>					



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13.15 14.15	<b>LUNCH</b>					
14.15 15.15	<b>DESIGNING DAYDREAM</b> BRIAN PULLEN VR DESIGNER GOOGLE	<b>THE JOB MARKET: GENERALIST VS. SPECIALIST</b> LUCIA MODESTO CREATIVE, TECHNICAL PROJECT MANAGER TV GLOBO				<b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 18:30
15.15 16.15	<b>CLINICAL IMAGING OF THE HUMAN BODY: FOR HEALTH, VISUALIZATION AND PREDICTIVE ANALYTICS</b> PRATIK SHAH RESEARCH SCIENTIST MIT MEDIA LAB	<b>VIEW-Educational: WORKSHOP</b> H 15:15 – 16:15 <b>JOBS AND HIRING THE TRICKS OF THE TRADE</b> PAUL CUNNINGHAM - CEO / CO-FOUNDER JEFF BRUNNER - CO-FOUNDER CREATIVE HEADS				
16.15 16.30	<b>COFFEE BREAK</b>					
16.30 17.30	<b>VIRTUAL REALITY: JUMP INTO THE STORY</b> MAUREEN FAN CEO, CO-FOUNDER BAOBAB STUDIOS	<b>VIEW-Educational: WORKSHOP</b> H 16:30 – 17:30 <b>ON-RAMP TO UNREAL ENGINE</b> LUIS CATALDI UNREAL ENGINE EDUCATION EVANGELIST				<b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 18:30
17.30 18.30	<b>PANEL: STORYTELLING IN THE DIGITAL AGE: FILM VS TV SERIES</b> <b>BYRON HOWARD</b> - CO-DIRECTOR, ZOOTOPIA <b>CONRAD VERNON</b> - CO-DIRECTOR, SAUSAGE PARTY <b>CHRIS PERRY</b> - PROF. MEDIA ARTS & SCIENCES, HAMPSHIRE COLLEGE <b>SIMONE GIAMPAOLO</b> - DIRECTOR, BLUE ZOO STUDIOS <b>PAOLO MANERA</b> - DIRECTOR, PIEDMONT FILM COMMISSION					
18.30 19.30	<b>KEYNOTE ADDRESS</b> <b>VIRTUAL REALITY WHAT'S NECESSARY TO MAKE IT REAL?</b> DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY					



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**WEDNESDAY 26 OCTOBER**

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI	TERRAZZA EINAUDI	MOLLINO
8.00 9.00	<b>REGISTRATION</b>					
9.00 10.00	<b>ALICE THROUGH THE LOOKING GLASS</b> TROY SALIBA ANIMATION SUPERVISOR ALICE THROUGH THE LOOKING GLASS SONY PICTURES IMAGEWORKS	<b>VIEW-Educational: WORKSHOP</b> H 9:00 – 11:00  <b>DIRECTING THE VISUAL STORY</b> CHRIS PERRY ASSOCIATE PROFESSOR OF MEDIA ARTS AND SCIENCES HAMPSHIRE COLLEGE	<b>VIEW-Educational: WORKSHOP</b> H 9:00 – 11:00  <b>INTRODUCTION TO FILMMAKING AND VFX</b> BRITTANY DUKES SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY	<b>VIEW-Educational: WORKSHOP</b> H 9:00 – 18:00  <b>3D ANIMATION TASTER</b> ALEX WILLIAMS, <i>HEAD OF ANIMATION</i> ESCAPE STUDIOS	H 9:00 – 11:00  <b>FLOUR + SALT = ANIMATION</b> LUCIA MODESTO CREATIVE, TECHNICAL PROJECT MANAGER TV GLOBO	<b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 13:15
10.00 11.00	<b>INVESTING IN GAMES</b> LK SHELLEY AFFINITI AND IPC VENTURES					
11.00 11.15	<b>COFFEE BREAK</b>					
11.15 12.15	<b>THE VISUAL DESIGN OF "THE GOOD DINOSAUR"</b> SHARON CALAHAN DIRECTOR OF PHOTOGRAPHY THE GOOD DINOSAUR PIXAR ANIMATION STUDIOS	<b>VIEW-Educational: WORKSHOP</b> H 11:15 – 13:15  <b>HOW TO DEVELOP AND PUBLISH YOUR VIRTUAL REALITY GAME</b> LUCA DERIU FOUNDER, PLAYSYS		<b>VIEW-Educational: WORKSHOP</b> H 9:00 – 18:00  <b>3D ANIMATION TASTER</b> ALEX WILLIAMS, <i>HEAD OF ANIMATION</i> ESCAPE STUDIOS		<b>VIDEO GAMES BOOTCAMP</b> h 9.00 - 13:15
12.15 13.15	<b>THE SPIRIT OF STORYTELLING IN KUBO AND THE TWO STRINGS</b> MARC HAIMES SCREENPLAY WRITER KUBO AND THE TWO STRINGS LAIKA					



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13.15 14.15	LUNCH					
14.15 15.15	<p><b>A PAINTER'S VOCABULARY FOR GAMES</b></p> <p>ADAM VOLKER CREATIVE DIRECTOR MOONBOOT STUDIOS</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 14:15 – 16:15</p> <p><b>AN INTRODUCTION TO ENVIRONMENTS WORK</b></p> <p>AUDREY FERRARA CG SUPERVISOR MPC FILM</p>		<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 18:00</p> <p><b>3D ANIMATION TASTER</b></p> <p>ALEX WILLIAMS, HEAD OF ANIMATION ESCAPE STUDIOS</p>		
15.15 16.15	<p><b>ITALIAN PREMIERE</b></p> <p><b>GOOGLE SPOTLIGHT STORIES RAIN OR SHINE</b></p> <p>LUKE YOUNGMAN EXECUTIVE PRODUCER, NEXUS FELIX MASSIE DIRECTOR, NEXUS</p>					
16.15 16.30	COFFEE BREAK					
16.30 17.30	<p><b>FINDING HANK</b></p> <p>JOHN HALSTEAD SUPERVISING TECHNICAL DIRECTOR FINDING DORY PIXAR ANIMATION STUDIOS</p>			<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 18:00</p> <p><b>3D ANIMATION TASTER</b></p> <p>ALEX WILLIAMS, HEAD OF ANIMATION ESCAPE STUDIOS</p>		
17.30 18.30	<p><b>CREATING GAURAV: REDCHILLIES.VFX'S VFX ON 'FAN' MOVIE</b></p> <p>HAYYR HINGORANI CHIEF CREATIVE OFFICER, VFX SUPERVISOR REDCHILLIES.VFX</p>					
18.30 19.30	<p><b>DECONSTRUCTING DEADPOOL'S ACTION OPENER</b></p> <p>RYAN TUDHOPE VFX SUPERVISOR DEADPOOL CO-FOUNDER, ATOMIC FICTION</p>					



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THURSDAY 27 OCTOBER

	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI	TERRAZZA EINAUDI	MOLLINO
8.00 9.00	REGISTRATION					
9.00 10.00	<p><b>forma.8: THE INDIE RENAISSANCE</b></p> <p>MAURO FANELLI CO-FOUNDER MIXED BAG</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 11:00</p> <p><b>SCRUTINIZING THE WRITING PROCESS &amp; LIFESTYLE: 7 HACKS TO AVOID BECOMING A HACK</b></p> <p>MARC HAIMES SCREENPLAY WRITER KUBO AND THE TWO STRINGS LAIKA</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 11:00</p> <p><b>INTRODUCTION TO FILMMAKING AND VFX</b></p> <p>BRITTANY DUKES SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY</p>		<p>H 9:00 – 11:00</p> <p><b>FLOUR + SALT = ANIMATION</b></p> <p>LUCIA MODESTO CREATIVE, TECHNICAL PROJECT MANAGER TV GLOBO</p>	
10.00 11.00	<p><b>COMIC AND IMMERSIVE STORYTELLING IN VIRTUAL REALITY</b></p> <p>FABIO CORRIROSSI HEAD GAME DEVELOPER ONIRIDE</p>					
11.00 11.15	COFFEE BREAK					
11.15 12.15	<p><b>KEEPING IT REAL MAKING VIDEOGAMES BY HAND</b></p> <p>DANIEL FOUNTAIN PROGRAMMER, PUZZLE DESIGNER LUMINO CITY STATE OF PLAY</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 11:15 - 13:15</p> <p><b>STORYBOARDING IN FEATURE ANIMATION</b></p> <p>DAVID FEISS DIRECTOR OPEN SEASON: SCARED SILLY SONY PICTURES ANIMATION</p>				
12.15 13.15	<p><b>THE EMOTIONS OF GAME DEVELOPMENT</b></p> <p>DARYL ANSELMO ART &amp; CREATIVE DIRECTOR ZYNGA</p>					



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13.15 14.15	<b>LUNCH</b>					
14.15 15.15	<b>CRAFTING A PHOTOREAL JUNGLE FOR DISNEY'S THE JUNGLE BOOK</b>  AUDREY FERRARA ENVIRONMENT SUPERVISOR THE JUNGLE BOOK MPC					
15.15 16.15	<b>NEUROSCIENCE AND VIDEO-GAMES: A NEW CLASS OF MEDICINE</b> ADAM GAZZALEY CO-FOUNDER, CHIEF SCIENCE ADVISOR AKILI INTERACTIVE MATTHEW OMERNICK CO-FOUNDER, CHIEF CREATIVE OFFICER AKILI INTERACTIVE	<b>PRESENTING THE ITALIAN VFX ASSOCIATION (AVFX)</b>  FRANCO VALENZIANO PRESIDENT ITALIAN VFX ASSOCIATION				
16.15 16.30	<b>COFFEE BREAK</b>					
16.30 17.30	<b>MAKING "THE ROOM" &amp; THE LOST BUSINESS OF ART</b>  BARRY MEADE CO-FOUNDER, BUSINESS DIRECTOR FIREPROOF STUDIOS	<b>VIEW-Educational: WORKSHOP</b> H 16:30 – 18:30  <b>PORTFOLIO REVIEW LIVE</b>  J.C. CORNWELL ARTIST MANAGER SONY PICTURES IMAGEWORKS				
17.30 18.30	<b>KEYNOTE ADDRESS</b>  <b>THE MAKING OF STORKS</b>  BRAD LEWIS PRODUCER STORKS WARNER BROS					
18.30 19.30	<b>TEN YEARS OF VISUAL EFFECTS AT LAIKA</b>  STEVE EMERSON VFX SUPERVISOR KUBO AND THE TWO STRINGS LAIKA					



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FRIDAY 28 OCTOBER

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8.00 9.00	REGISTRATION					
9.00 10.00	<p><b>THE MAKING OF PATRICK OSBORNE'S PEARL DESIGNING FOR STORY IN NEW MEDIA</b></p> <p>KAREN DUFILHO-ROSEN EXECUTIVE PRODUCER PEARL GOOGLE SPOTLIGHT STORIES</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 10:30</p> <p><b>PITCH PERFECT</b></p> <p>DARYL ANSELMO ART &amp; CREATIVE DIRECTOR ZYNGA</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 9:00 – 11:00</p> <p><b>INTRODUCTION TO FILMMAKING AND VFX</b></p> <p>BRITTANY DUKES SCREENWRITER, AUDIO TECH, MEDIA PRODUCTION - FULL SAIL UNIVERSITY</p>		<p>H 9:00 – 11:00</p> <p><b>FLOUR + SALT = ANIMATION</b></p> <p>LUCIA MODESTO CREATIVE, TECHNICAL PROJECT MANAGER TV GLOBO</p>	
10.00 11.00	<p><b>KEYNOTE ADDRESS</b> <b>VIRTUAL REALITY</b> <b>WHAT'S NECESSARY TO MAKE IT REAL? REDUX</b></p> <p>DONALD GREENBERG JACOB GOULD SCHURMAN PROFESSOR OF COMPUTER GRAPHICS CORNELL UNIVERSITY</p>					
11.00 11.15	COFFEE BREAK					
11.15 12.15	<p><b>PANEL: THE FUTURE OF GAMES</b> <b>SIOBHAN REDDY</b> - STUDIO DIRECTOR, MEDIA MOLECULE / <b>ADAM GAZZALEY</b> - CHIEF SCIENCE ADVISOR, AKILI / <b>MATT OMERNICK</b> - CHIEF CREATIVE OFFICER, AKILI / <b>MASSIMO GUARINI</b> - CREATIVE DIRECTOR, OVOSONICO / <b>PIETRO RIGHI</b> <b>RIVA</b> - CO-FOUNDER, SANTA RAGIONE / <b>MARCO</b> <b>MAZZAGLIA</b> - IT MANAGER, GAME EVANGELIST</p>	<p><b>VIEW-Educational: WORKSHOP</b> H 11:15 – 13:15</p> <p><b>PROCEDURAL TECHNIQUES USING HOUDINI</b></p> <p>DEBORAH FOWLER PROFESSOR OF VISUAL EFFECTS SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)</p>				
12.15 13.15	<p><b>THE ART AND SCIENCE BEHIND CREATING A PHOTOREALISTIC JUNGLE BOOK</b></p> <p>ROB LEGATO VFX SUPERVISOR THE JUNGLE BOOK TWICE ACADEMY AWARD WINNER</p>					





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13.15 14.15	LUNCH					
14.15 15.15	<p><b>IMMERSIVE CINEMA STORIES FROM THE EXPERIMENTS UNDERWAY AT LUCASFILM'S ILMxLAB</b></p> <p>ROB BREDOW CHIEF TECHNOLOGY OFFICER LUCASFILM</p>					
15.15 16.15	<p><b>KEYNOTE ADDRESS</b></p> <p><b>THE MARVEL METHOD: A LOOK INSIDE MARVEL STUDIOS</b></p> <p>A CONVERSATION WITH VICTORIA ALONSO, EXECUTIVE PRODUCER, MARVEL STUDIOS. CONDUCTED BY BARBARA ROBERTSON</p>					
16.15 16.30	COFFEE BREAK					
16.30 17.30	<p><b>KEYNOTE ADDRESS</b></p> <p><b>TROLLS - A FUZZY IMMERSION</b></p> <p>MIKE MITCHELL, DIRECTOR WALT DOHRN, CO-DIRECTOR TROLLS - DREAMWORKS ANIMATION</p>					
17:30 18:30	<p><b>KEYNOTE ADDRESS</b></p> <p><b>DIRECTING A CAREER</b></p> <p>CONRAD VERNON CO-DIRECTOR, SAUSAGE PARTY ANNAPURNA / COLUMBIA</p>					
18:30 19:30	<p><b>THE VISUAL EFFECTS OF STAR WARS: THE FORCE AWAKENS</b></p> <p>ROGER GUYETT OVERALL VFX SUPERVISOR STAR WARS: THE FORCE AWAKENS INDUSTRIAL LIGHT &amp; MAGIC</p>					