

VIEW Conference



Oct 15-20, 2023

All Times in Central European Time (CET) – Updated 11/11/23 16:12:12

OCT 15th LOCATION: ITS ICT - PIAZZA DEI MESTIERI - VIA JACOPO DURANDI 10, TURIN

OCT 16th-20th LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN

**NOTE: Light Pass ticket
has access only to
Talks, Panels, Keynotes**

⇒ Sun 15th [VIEW Conference 2023](#) [CET]

24th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2023 | 15-20 OCT | Tickets at www.viewconference.it
Oct 15th Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 10 - Torino / Oct 16th-20th Location: OGR, Corso Castelfidardo, 22 - Torino

NOTE: Seating for smaller rooms is first come, first served. Show up early to have the best chance for a spot.

Sun 15	ITS 1	ITS 3	ITS 4	ITS 5	ITS 6	ITS 7	ITS Teatro
10:00	Art Direction, Visual Development and Stylization 10:00-17:30 CET [6-hour Workshop in English] In ITS 1 (In Person) ALMU REDONDO, Production Designer, Cartoon Saloon	Rome Wasn't Built In a Day, but this Game Level Was! 10:00-17:30 CET [6-Hour Workshop in English] In ITS 3 (In Person) NIKOLA DAMJANOVIĆ, Lead Game Artist, Nordeus	Master the Principles of Ideation: Learn How to Develop Original IP 10:00-17:30 CET [6-Hour Workshop in English] In ITS 4 (In Person) MIKE JELINEK, ArtD, Researcher, MX Lab, Inst of Design Faculty of ArchDesign, Slovak U. of Tech, Bratislava	A Brief History of Matte Painting 10:00-12:00 CET [2-Hour Workshop in English] In ITS 5 (In Person) TRENT CLAUSS, VFX Supervisor, Lola Visual Effects	Blender Animation Tools Introduction 10:00-12:30 CET [2.5-Hour Workshop in English] In ITS 6 (In Person) HELGE MAUS, Senior 3D & VFX Trainer, Blender for Production, Godot & Unity Artist, Composer, pixeltrain	Putting Narrow AI Tools in the Hands of Visual Creators and Future Technical Directors 10:00-13:00 CET [3-Hour Workshop in English] In ITS 7 (In Person) ELOI CHAMPAGNE, Production Technology Strategist, National Film Board of Canada	
10:15							
10:30							
10:45							
11:00							
11:15							
11:30							
11:45							
12:00							
12:15							Making of MIRA & ARTIFEX: Meet Filmmakers from IED Rome 12:00-13:00 CET [Talk in English] In ITS Teatro (In Person) SOFIA PORCÙ, Director & Director of Photography, MIRA, IED Rome SARA DAMIANI, Producer, ARTIFEX, IED Rome DARIO FACCHINI, Composer of Score and Soundtrack, ARTIFEX, IED Rome FABIANO PALMISANO, Artistic Director & Concept Artist, MIRA, IED Rome
12:30				Unlocking the Future of Digital Artistry: AI, VR, and Pixar's RenderMan Unveiled 12:15-14:15 CET [2-Hour Workshop in English] In ITS 5 (In Person) DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios			
12:45							
13:00							
13:15							
13:30							Exploring Latin American Animation 13:15-14:15 CET [Talk in English] In ITS Teatro (In Person) DAMNÉ JESÚS, Animation Producer, Educator, Journalist
13:45							
14:00							
14:15					Blender Rigging Introduction 14:00-16:30 CET [2.5-Hour Workshop in English] In ITS 6 (In Person)		
14:30					HELGE MAUS, Senior 3D & VFX Trainer, Blender for Production, Godot & Unity Artist, Composer, pixeltrain		Portfolio Reviews Session 1 14:30-15:30 CET [Portfolio Reviews in English] In ITS Teatro (In Person) TRENT CLAUSS, VFX Supervisor, Lola Visual Effects
14:45				Midjourney - Beyond the Basics 14:30-16:30 CET [2-Hour Workshop in English] In ITS 5 (In Person) DARYL ANSELMO, Artist & Advocate for Emerging Technologies			
15:00							
15:15							
15:30							
15:45							
16:00							Ask Me Anything About Character Animation for VFX 15:45-16:45 CET [Talk in English] In ITS Teatro (In Person) HAL HICKEL, Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner
16:15							
16:30							
16:45							
17:00							
17:15							How to Break into a Career in Animation, VFX and Games 17:00-18:30 CET [Panel in English] In ITS Teatro (In Person) DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios TRENT CLAUSS, VFX Supervisor, Lola Visual Effects JAN-BART VAN BEEK, Studio Director & Studio Art & Animation Director, Guerrilla Games ELOI CHAMPAGNE, Production Technology Strategist, National Film Board of Canada HAL HICKEL, Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner Moderator WIEKE SCHRACKAMP, Researcher, Valsplat
17:30							
17:45							
18:00							
18:15							
18:30							

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CON IL PATROCINIO DI



PARTNERS



VIEW Conference



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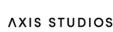
OCT 16th-20th LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN

➡ ⚡ Mon 16th **VIEW Conference 2023** [CET]

24th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2023 | 15-20 OCT | Tickets at www.viewconference.it
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Mon 16	Binario 3	Mezzanino	Teca B	Teca E
09:00	Mandalorian Season 3 09:00-10:00 CET [Talk in English/Italian] In Binario 3 (In Person) HAL HICKEL, Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner	The Animation of Nimona 09:00-12:00 CET [3-Hour Workshop in English] In Mezzanino (In Person) TED TY, Global Head of Character Animation, DNEG Animation	Dynamic Figure Drawing 09:00-11:00 CET [2-Hour Workshop in English] In Teca B (In Person) SCOTT EATON, Artist, Designer, Creative Technologist	AI-Powered Video Magic: Creating Trailers and Videos Made Simple 09:00-13:00 CET [Hands-on 4-Hour Workshop in English] In Teca E (In Person) ANDREAS MAANINKA, VFX Supervisor
10:00				
10:15	Creativity and Technology in the Age of Narrow AI 10:15-11:15 CET [Talk in English/Italian] In Binario 3 (In Person) ELOI CHAMPAGNE, Production Technology Strategist, National Film Board of Canada			
10:30				
10:45				
11:00				
11:15				
11:30	Pixels & Processors: The Relationship Between Art and Technology in Visual Storytelling 11:30-12:30 CET [Panel in English/Italian] In Binario 3 (In Person) JAMES KNIGHT, Global Director, Media & Entertainment / Visual Effects, AMD DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios JON WEISNER, Director, Global Black Belt, Microsoft NICOLAS VERLEY, Head of Business Development, Ranch Computing		Towards a New Virtual Production Workflow 11:15-13:15 CET [Workshop in English] In Teca B (In Person) AGUSTIN COSSA, Virtual Production Supervisor	
11:45				
12:00				
12:15		Amazing Strategies for Sculpting Collectibles (and Not Only) in ZBrush 12:15-14:15 CET [Workshop in English] In Mezzanino (In Person) DANIELE ANGELOZZI, Freelance 3D Sculptor & Certified Instructor		
12:30				
12:45	Cycles: Navigating Through Paradigm Shifts 12:45-13:45 CET [Talk in English/Italian] In Binario 3 (In Person) DARYL ANSELMIO, Artist & Advocate for Emerging Technologies			
13:00				
13:15				
13:30				
13:45				
14:00	Facial Anatomy for the Digital Artist 14:00-15:00 CET [Workshop in English] In Binario 3 (In Person) TRENT CLAUSS, VFX Supervisor, Lola Visual Effects		Bringing Characters to Life 13:30-14:30 CET [Masterclass in English] In Teca B (In Person) CRAIG CADWELL	
14:15				Breaking Down Key VFX Scenes in Guardians of the Galaxy Vol. 3 14:00-15:00 CET [Talk in English] In Teca E (Some Speakers Virtual) STEPHANE GERETTI, Overall VFX Supervisor, Guardians of the Galaxy Vol.3
14:30		Getting Under The Skin: Character & Creature Creation 14:30-15:30 CET [Talk in English] In Mezzanino (In Person) AMY ASH, Head of Characters, Axis Studios		
14:45			Animation Nation: an Encounter with Singapore Animation 14:45-15:45 CET [Talk in English] In Teca B (In Person) MICHAEL LIM, Festival Director, Animation Nation	
15:00				
15:15	Copyright and How to Secure Your Digital Artworks 15:15-16:15 CET [Talk in English] In Binario 3 (In Person) HEIDI WANG, Senior VP, Wacom			
15:30				
15:45				
16:00		AI Character Workshop with John Gaeta & Inworld.ai 16:00-17:30 CET [90 minute Workshop in English] In Mezzanino (In Person) JOHN GAETA, Chief Creative Officer, Inworld AI, Academy Award winner CLINT MCLEAN, Senior Character/Conversation Designer at Inworld, Inworld AI	How to Stay Positive in Our Industry? 16:00-17:00 CET [Panel in English] In Teca B (In Person) BRENDA XIMENA ROLDAN ROMERO, 3D Animator, Axis Studios BEATA PARCZEWSKA, Lead Simulation Artist, Medtronic, Secretary , London ACM SIGGRAPH BOYAN GEORGIEV, Lighting TD, DNEG Animation, Chair, London ACM SIGGRAPH AGATA M. SOCCINI, Researcher, Head of the VR Lab, University of Torino Moderator KATE GABRIEL, VFX Supervisor , No. 8	
16:15				
16:30	The Heartbeat of Creativity: Empowering Community Collaboration 16:30-17:00 CET [Talk in English] In Binario 3 (In Person) CLAUDIO MEIRELES, Head of Communities & Influencer Marketing, Chaos Group			Mock Interviews 16:30-17:30 CET [Talk in English] In Teca E (In Person) MICHAEL COLDEWEY, Professor of Concept Art, Drawing & Design, Media Design University of Applied Sciences in Munich
16:45				
17:00				
17:15				
17:30				
17:45	Showcasing Africa's Future 17:45-18:45 CET [Panel in English] In Binario 3 (In Person) ANTHONY SILVERSTON, Creative Director, Kizazi Moto: Generation Fire, Triggerfish TENDAY NYEKE, Executive Producer, Kizazi Moto: Generation Fire TSHEPO MOCHE, Director, First Totem Problems, Kizazi Moto: Generation Fire NGENDO MUKILI, Director, Enkal, Kizazi Moto: Generation Fire PETER RAMSEY, Director, Spiderman: Into the Spider-verse	The Future of Education: Spaghetti and Icebergs 17:45-18:45 CET [Panel in English] In Mezzanino (In Person) SIMON DEVEREUX, Founder/Director of ACCESS: VFX and Director, Global Talent Development, Framstore SAINT WALKER, Dean & Director of Industry Engagement, Escape Studios TIM MC LAUGHLIN, Texas A&M University MAURO BALDISSERA, Founder, Skyup Academy Moderator ALWYN HUNT, Head of Education, Partnerships, Adobe, Co-Founder, The Rookies	Remote Work Evolution: Lessons from Pearl Jam, Greta Thunberg, and COVID 17:15-18:15 CET [Talk in English] In Teca B (In Person) DANIEL ROIZMAN, Co-Founder & CEO, UME Studio	Blender 4.0 for Indies 17:45-18:45 CET [Talk in English] In Teca E (In Person) HELGE MAUS, Senior 3D & VFX Trainer, Blender for Production, Godot & Unity Artist, Compositor, pixelrain
18:00				
18:15				
18:30				
18:45				

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↷ ↶ Tue 17th **VIEW Conference 2023** [CET]

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Tue 17	Fucine	Binario 3	Mezzanino	Teca B
09:00	Nimona 09:00-10:15 CET [Panel in English/Italian] In Fucine (In Person) NICK BRUNO, Director, Nimona, Netflix TROY QUANE, Director, Nimona, Netflix ND STEVENSON, Author, Illustrator and Co-Producer, Nimona TED TY, Global Head of Character Animation, DNEG Animation			
09:15				
09:30				
09:45				
10:00				
10:15				
10:30	Global Collaboration: A Creative Imperative 10:30-11:30 CET [Keynote in English/Italian] In Fucine (In Person) GRETCHEN LIBBY, Director, Visual Computing, Amazon Web Services SAM REID, Head of Technology, Untold Studios			
10:45				
11:00				
11:15				
11:30				
11:45	Hatching A Plan 11:45-12:45 CET [Italian Premiere Talk in English/Italian] In Fucine (In Person) SAM FELL, Director, Chicken Run: Dawn of the Nugget, Aardman Animations, Netflix			
12:00				
12:15				
12:30				
12:45	The Art and Science of Trolls Band Together 13:00-14:00 CET [Talk in English] In Fucine (In Person) MARC J. SCOTT, Visual Effects Supervisor, Trolls Band Together, Dreamworks	Character Animation Workshop with Disney Legend Andreas Deja 12:45-14:45 CET [2-Hour Workshop in English] In Binario 3 (In Person) ANDREAS DEJA, Creator & Director, MUSHKA	Blender 4.0: Procedural Workflows with Geometry Nodes 12:45-15:45 CET [Workshop in English] In Mezzanino (In Person) HELGE MAUS, Senior 3D & VFX Trainer, Blender for Production, Godot & Unity Artist, Compositor, pixeltrain	Inclusive Hiring with ACCESS: VFX, Fostering Diversity and Equity in the VFX Industry 12:45-14:45 CET [2-Hour Workshop in English] In Teca B (In Person) SIMON DEVEREUX, Founder/Director of ACCESS: VFX and Director, Global Talent Development, Framstore
13:00				
13:15				
13:30				
13:45				
14:00				
14:15	Creating the World of THE CREATOR 14:15-15:15 CET [Talk in English] In Fucine (In Person) IAN COMLEY, VFX Supervisor, ILM London CHARMAINE CHAN, Associate Visual Effects Supervisor, ILM London			
14:30				
14:45				
15:00				
15:15		Procedural 3D Urban Environments: Challenges and Solutions 15:00-16:00 CET [Talk in English] In Binario 3 (In Person) MATTHIAS BUEHLER, Founder & CTO MSc Arch ETH Zurich		ToFilm Group and the Cinematic Allure of Piedmont 15:00-16:00 CET [Panel in English] In Teca B (In Person) FILIPPO ROBINO, Co-Founder, Alps Studios ENRICO DE LOTTO, Freelance Producer & Location Manager FABRIZIO NASTASI, Post-production Supervisor
15:30	The Future of Production Design 15:30-16:30 CET [Talk in English] In Fucine (In Person) JAN-BART VAN BEEK, Studio Director & Studio Art & Animation Director, Guerrilla Games JON BEESTON, Head of Art, Axis Studios ALMU REDONDO, Production Designer, Cartoon Saloon PETER RAMSEY, Director, Spiderman: Into the Spider-verse Moderator BARBARA ROBERTSON, Journalist		What We Talk About, When We Talk About Story 16:00-17:00 CET [Talk in English] In Mezzanino (In Person) CRAIG CALDWELL PHD, USTAR Professor, Department of Film & Media Arts	
15:45				
16:00				
16:15				UPP Recruitment #1: Become One of Us! 16:15-16:45 CET [Talk in English] In Teca B (In Person) GABRIELA KYLIŠOVÁ, HR Generalist, Universal Production Partners UPP MARTINA ŠRÁMKOVÁ, HR Generalist, Universal Production Partners UPP
16:30				
16:45	AI and Education 16:45-17:45 CET [Panel in English] In Fucine (In Person) LOTTE KRONBORG, Head of Studies for BFA Animation, The Animation Workshop, VIA University College, Denmark GRAY MARSHALL MS, MFA, Chair of Visual Effects, SCAD NEIL PEPLow, Director and CEO, London Film School TERRENCE MASSON, MFA Computer Arts Chair, School of Visual Arts (SVA), NYC Moderator SAINT WALKER, Dean & Director of Industry Engagement, Escape Studios	Paul Debevec at VIEW 2023 17:00-18:00 CET [Talk in English] In Binario 3 (In Person) PAUL DEBEVEC, Chief Research Officer, Eyeline Studios		
17:00				
17:15				
17:30				
17:45				
18:00	Panel: The Future of Storytelling 18:00-19:15 CET [Panel in English] In Fucine (In Person) SAM FELL, Director, Chicken Run: Dawn of the Nugget, Aardman Animations, Netflix JOAQUIM DOS SANTOS, Director, Spider-Man: Across the Spider-Verse, Sony Pictures Animation, Sony Pictures NICK BRUNO, Director, Nimona, Netflix TROY QUANE, Director, Nimona, Netflix JAMES KNIGHT, Global Director, Media & Entertainment / Visual Effects, AMD FAIK KARAOGLU, Executive Vice President, Wacom Moderator DAN SARTO, Co-Founder & Publisher, Animation World Network			
18:15				
18:30				
18:45				
19:00				
19:15				

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⇌ ⇌ **Wed 18th VIEW Conference 2023** [CET]

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Wed 18	Fucine	Binario 3	Mezzanino
09:00	A Look at Disney Animation's Wish 09:00-10:00 CET [Italian Premiere Talk in English/Italian] In Fucine (In Person) KYLE ODERMATT, VFX Supervisor, WISH, Disney Animation Studios		
09:15			
09:30			
09:45			
10:00			
10:15	Old and New: How Star Wars Shaped My Art and Design 10:15-11:15 CET [Keynote in English/Italian] In Fucine (In Person) DOUG CHIANG, Senior Vice President and Executive Design Director, Lucasfilm		
10:30			
10:45			
11:00			
11:15			
11:30	Killers of the Flower Moon: Telling the Story with Sound 11:30-12:30 CET [Talk in English/Italian] In Fucine (In Person) MARK ULANO, Sound Engineer, CAS, AMPS, Oscar winner	Empowering Creativity through Microsoft Azure 11:30-12:30 CET [Talk in English] In Binario 3 (In Person) CONNOR DOYLE, Microsoft RACHAEL PRUITT, Microsoft	From Passion to Profit: The Journey of My Creative Entrepreneurship 11:30-12:30 CET [Talk in English] In Mezzanino (Some Speakers Virtual) BOYAN GEORGIEV, Lighting TD, DNEG Animation, Chair, London ACM SIGGRAPH
11:45			
12:00			
12:15			
12:30			
12:45	My History with Ray Tracing, Or: How I learned to stop waiting and love Vantage 12:45-13:45 CET [Talk in English] In Fucine (In Person) CHRIS NICHOLS, Director, Chaos Labs, Host of CG Garage Podcast	Adventures in USD in Animation in Japan: ONI 12:45-13:45 CET [Talk in English] In Binario 3 (In Person) JEFF DILLINGER, VFX Supervisor & CEO, Megalis	Innovations in Real-Time and Remote Production for Media & Entertainment 12:45-13:45 CET [Talk in English] In Mezzanino (In Person) ARVIND ARUMBAKKAM, Director Business Alliance and Partnership, Wacom
13:00			
13:15			
13:30			
13:45			
14:00	Exploring the Boundaries of Creativity: AI, VR, and VFX 14:00-15:00 CET [Talk in English] In Fucine (In Person) DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios	From Gotham City to the Enterprise, a VFX Journey 14:00-15:00 CET [Talk in English] In Binario 3 (In Person) ANDREAS MAANINKA, VFX Supervisor	Deep Diving Into the World of the Creative Software Dreams 14:00-16:00 CET [Workshop in English] In Mezzanino (In Person) MARTIN NEBELONG, Freelance Artist and VR Pioneer
14:15			
14:30			
14:45			
15:00			
15:15	Out of Distribution: Thriving Creatively in the Age of AI 15:15-16:15 CET [Talk in English] In Fucine (In Person) SCOTT EATON, Artist, Designer, Creative Technologist	Intangible Chair: How to Think and Create through our Bodies 15:15-16:15 CET [Talk in English] In Binario 3 (In Person) MIKE JELINEK, ArtD, Researcher, MX Lab, Inst of Design Faculty of Arch/Design, Slovak U. of Tech, Bratislava	
15:30			
15:45			
16:00			
16:15			How to Improve Your VFX/Animation Production Controlling Workflow to Strengthen Your Profitability 16:15-17:15 CET [Talk in English] In Mezzanino (In Person) HEIKO BURKARD SMAIER, VFX Executive Producer, Head of Business/Legal Affairs, Accenture Song VFX In Conversation with RICHARD SCOTT, CEO & Co-Founder, Axis Studios
16:30	Seeding Super-Amplified Story Worlds and Other Musings 16:30-17:30 CET [Talk in English] In Fucine (In Person) JOHN GAETA, Chief Creative Officer, Inworld AI, Academy Award winner In Conversation with BARBARA ROBERTSON, Journalist	Henry Selick at VIEW 2023 16:30-17:30 CET [Talk in English] In Binario 3 (Some Speakers Virtual) HENRY SELICK, Director, Coraline, Wendell & Wild	
16:45			
17:00			
17:15			
17:30			UPP Recruitment #2: : Become One of Us! 17:30-18:00 CET [Talk in English] In Mezzanino (In Person) GABRIELA KYLUŠOVÁ, HR Generalist, Universal Production Partners UPP MARTINA ŠRÁMKOVÁ, HR Generalist, Universal Production Partners UPP
17:45	Across the Multiverse 17:45-18:45 CET [Talk in English] In Fucine (In Person) PETER RAMSEY, Director, Spiderman: Into the Spider-verse In Conversation with JOAQUIM DOS SANTOS, Director, Spider-Man: Across the Spider-Verse, Sony Pictures Animation, Sony Pictures		
18:00			
18:15			
18:30			
18:45			

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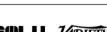
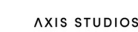
OCT 16th-20th LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN

⇌ Thu 19th [VIEW Conference 2023](#) [CET]

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Thu 19	Fucine	Binario 3	Mezzanino
09:00	Creating Worlds in the Spider-Verse 09:00-10:00 CET [Talk in English/Italian] In Fucine (In Person) JOAQUIM DOS SANTOS, Director, Spider-Man: Across the Spider-Verse, Sony Pictures Animation, Sony Pictures		
09:15			
09:30			
09:45			
10:00			
10:15	Open Source and the Future of the Creative Pipeline 10:15-11:15 CET [Talk in English/Italian] In Fucine (In Person) ANTONY PASSEMAR, Director and General Manager of Creative Tools, Amazon Web Services		
10:30			
10:45			
11:00			
11:15			
11:30	Migration 11:30-12:30 CET [Italian Premiere Talk in English/Italian] In Fucine (In Person) BENJAMIN RENNER, Director, Migration, Illumination		
11:45			
12:00			
12:15			
12:30			
12:45	A Masterclass Conversation about Art and Star Wars: A fireside chat with Doug Chiang 12:45-13:45 CET [Masterclass in English/Italian] In Fucine (In Person) DOUG CHIANG, Senior Vice President and Executive Design Director, Lucasfilm introduced by ALEXANDRE PONCET, Director, Composer, Film Historian	Frame by Frame: Equalizer 3 and Beyond 12:45-13:45 CET [Talk in English] In Binario 3 (In Person) FABIO GERRITO, Head of VFX Department / VFX Supervisor, Frame by Frame LISA SEPP-WILSON, Head of Production, VFX, Frame by Frame	Jumping into the Unknown: Look Development at Axis 12:45-13:45 CET [Talk in English] In Mezzanino (In Person) AMY ASH, Head of Characters, Axis Studios JON BEESTON, Head of Art, Axis Studios CHRISTIAN ILLINGWORTH, Creative Producer, Axis Studios
13:00			
13:15			
13:30			
13:45			
14:00	Panel: Art and AI 14:00-15:00 CET [Panel in English] In Fucine (In Person) SCOTT EATON, Artist, Designer, Creative Technologist DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios ANDREAS MAANINKA, VFX Supervisor RICHARD SCOTT, CEO & Co-Founder, Axis Studios 14:45 DARYL ANSELMO, Artist & Advocate for Emerging Technologies	Creating Visual Effects for Shadow & Bone Season 2 14:00-15:00 CET [Talk in English] In Binario 3 (In Person) JURI STANOSSEK, VFX Supervisor, Accenture Song VFX APOLLONIA HARTMANN, VFX Producer, Accenture Song VFX	REPLAY: Breaking Down Key VFX Scenes in Guardians of the Galaxy Vol. 3 14:00-15:00 CET [Talk in English] In Mezzanino (In Person) STEPHANE CERETTI, Overall VFX Supervisor, Guardians of the Galaxy Vol.3
14:15			
14:30			
14:45			
15:00			
15:15	Screening & Making of the Animated Short MUSHKA 15:15-16:15 CET [Talk in English] In Fucine (In Person) ANDREAS DEJA, Creator & Director, MUSHKA	Real Time Animation for Feature Film 15:15-16:15 CET [Panel in English] In Binario 3 (In Person) FELIX DUCHESNEAU, General Manager, Amazon Web Services Thinkbox, Amazon Web Services BEN MINALL, UE Business Director, Media & Entertainment, Americas/EMEA, Epic Games ANDY HAYES, Senior Visual Computing Solutions Architect, Amazon Web Services	Rainbow CGI Pipeline: an Italian Growth Story 15:15-16:15 CET [Talk in English] In Mezzanino (In Person) DIEGO VIEZZOLI, Supervising TD & Pipeline Supervisor, Rainbow CGI LEONARDO DELL'AGLI, CG Supervisor, Rainbow CGI
15:30			
15:45			
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16:30	Women in Animation: 2023 Vision 16:30-17:30 CET [Panel in English] In Fucine (In Person) LOTTE KRONBORG, Head of Studies for BFA Animation, The Animation Workshop, VIA University College, Denmark APOLLONIA HARTMANN, VFX Producer, Accenture Song VFX 17:00 AMY ASH, Head of Characters, Axis Studios OSNAT SHURER, Co-CEO, Baobab Studios 17:15 Moderator CAROLYN GIARDINA, Tech Editor, The Hollywood Reporter	Learn New Approaches to VFX Lighting 16:30-17:30 CET [Masterclass in English] In Binario 3 (In Person) JAKE MORRISON, Overall VFX Supervisor, Thor: Love and Thunder, Marvel Studios In Conversation with IAN FAILES, Editor, before & after	Fireside Chat Exploring New Technologies for Traditional Workflows 16:30-17:30 CET [Talk in English] In Mezzanino (Some Speakers Virtual) RICHARD KERRIS, VP Omniverse Platform, GM of Media & Entertainment, NVIDIA In Conversation with CRIS VALENZUELA, CEO, Runway
16:45			
17:00			
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17:30			
17:45	Miniatures and Motion Control in the Mondoverse 17:45-18:45 CET [Talk in English] In Fucine (In Person) HAL HICKEL, Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner	Filmaking's Role in Healing Our Planet 17:45-18:45 CET [Panel in English] In Binario 3 (In Person) SIMONE GIAMPAOLO, Director, Aardman Animations BRENDA XIMENA ROLDAN ROMERO, 3D Animator, Axis Studios FEDERICA GASBARRIO, Climate Activist, Author, and Presenter NICOLA SAMMARCO, Director, Storyboard Artist and Comics Author ALMU REDONDO, Production Designer, Cartoon Saloon	UPP Recruitment #3: Become One of Us! 17:45-18:15 CET [Talk in English] In Mezzanino (In Person) GABRIELA KYLIŠOVÁ, HR Generalist, Universal Production Partners UPP MARTINA ŠRÁMKOVÁ, HR Generalist, Universal Production Partners UPP
18:00			
18:15			
18:30			
18:45			
19:00	The Visual Effects of Barbie 18:45-19:45 CET [Talk in English] In Fucine (Some Speakers Virtual) 19:15 GLEN PRATT, Production VFX Supervisor, Barbie, Framestore		
19:15			
19:30			
19:45			

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VIEW Conference



Oct 15-20, 2023

All Times in Central European Time (CET) – Updated 11/11/23 16:12:13

OCT 16th-20th LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN

**NOTE: Light Pass ticket
has access only to
Talks, Panels, Keynotes**

← Fri 20th **VIEW Conference 2023** [CET]

24th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2023 | 15-20 OCT | Tickets at www.viewconference.it
Oct 15th Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 10 - Torino // Oct 16th-20th Location: OGR, Corso Castelfidardo, 22 - Torino
NOTE: Light Pass ticket has access only to Talks, Panels, and Keynotes

NOTE: Seating for smaller rooms is first come, first served. Show up early to have the best chance for a spot.

Fri 20	Fucine	Binario 3	Mezzanino
09:00	Recreating a Moment in History: The VFX of Oppenheimer 09:00-10:00 CET [Talk in English/Italian] In Fucine (Some Speakers Virtual) ANDREW JACKSON, Overall VFX Supervisor, Oppenheimer. DNEG VFX in Conversation with IAN FAILES, Editor, before & after	Sound Design 09:00-11:00 CET [2-Hour Workshop in English] In Binario 3 (In Person) MARK ULANO, Sound Engineer, CAS, AMPS, Oscar winner	
10:00			
10:15	The Future of VFX 10:15-11:15 CET [Panel in English/Italian] In Fucine (In Person) HAL HICKEL, Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner MIKE LASKER, VFX Supervisor, Spider-Man Across the Spider-Verse, Sony Pictures Imageworks, SPA TRENT CLAUD, VFX Supervisor, Lola Visual Effects ANDREAS MAANINKA, VFX Supervisor JOE LETTERI, Senior Visual Effects Supervisor, Wētā FX, 5-time Oscar winner		
10:30			
10:45			
11:00			
11:15		Becoming a Creative Problem Solver: Crafting High-End Visuals for Movies 11:15-12:15 CET [Talk in English] In Binario 3 (In Person) GIACOMO MINEO, Visual Effects Supervisor, DNEG	Drawing for Storyboard 11:15-15:15 CET [4-Hour Workshop in English] In Mezzanino (In Person) MICHAEL COLDEWEY, Professor of Concept Art, Drawing & Design, Media Design University of Applied Sciences in Munich
11:30	Playing with Fire and Water: Pixar's Elemental 11:30-12:30 CET [Talk in English/Italian] In Fucine (In Person) PETER SOHN, Vice-President, Creative & Director, Elemental, Pixar Animation Studios		
11:45			
12:00			
12:15			
12:30		A Dragon Ride: The Texturing Journey of House of the Dragon 12:30-13:30 CET [Talk in English] In Binario 3 (In Person) CLAUDIA MARVISI, Pixomondo	
12:45	Innovation & Avatar: The Way of Water 12:45-13:45 CET [Keynote in English/Italian] In Fucine (In Person) JOE LETTERI, Senior Visual Effects Supervisor, Wētā FX, 5-time Oscar winner		
13:00			
13:15			
13:30			
13:45		Adventures in USD with Animation 13:45-14:45 CET [Talk in English] In Binario 3 (In Person) PETER NOFZ, CTO, VFX Supervisor, Rodeo FX	
14:00	What Dreams Are Made Of: Telling Stories Immersively in 3D 14:00-15:00 CET [Talk in English] In Fucine (In Person) MARTIN NEBELONG, Freelance Artist and VR Pioneer introduced by KIRILL TOKAREV, Chief Editor & CEO, 80.lv		
14:15			
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15:00		The Making of Cartoon Saloon's Star Wars Visions Short Film 15:00-16:00 CET [Talk in English] In Binario 3 (In Person) ALMU REDONDO, Production Designer, Cartoon Saloon	
15:15	Horizon: Call of the Mountain. Lessons Learned from the Frontier of Virtual Reality 15:15-16:15 CET [Talk in English] In Fucine (In Person) JAN-BART VAN BEEK, Studio Director & Studio Art & Animation Director, Guerrilla Games RICHARD OUD, Studio Animation Director, Guerrilla Games introduced by KIRILL TOKAREV, Chief Editor & CEO, 80.lv		Transforming Animation, Unreal Engine 15:30-16:30 CET [Talk in English] In Mezzanino (In Person) BEN MINALL, UE Business Director, Media & Entertainment, Americas/EMEA, Epic Games
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