

VIEW Conference 2025 Program



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

All Times in Central European Time (CET) – Updated 21/09/25 20:12:33

OCT 12/13 LOCATION: ITS ICT - PIAZZA DEI MESTIERI - VIA JACOPO DURANDI 13, TURIN

OCT 14/15/16/17 LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN

Evening Screenings LOCATION: CINEMA IDEAL, CORSO GIAMBATTISTA BECCARIA, 4, TURIN

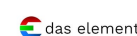
→ Sun 12th **VIEW Conference 2025** (CET)

25th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | www.viewconf.org/2025 | 12-17 OCT | Tickets at www.viewconf.org/2025
Oct 19/23 Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino | Oct 14/15/16/17 Location: OGR, Corso Castelfidardo, 22 - Torino | Evening Screenings: Cinema Ideal, Corso Giambattista Beccaria, 4 - Torino
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	ITS 1	ITS 2	ITS 3	ITS 4	ITS 5	ITS 6	ITS 7	ITS 8	ITS 9	ITS 10	ITS 11	ITS 12	ITS 13	ITS 14	ITS TEATRO	SALA POLIFUNZIONALE	
09:00	Learn the History of Visual Effects 09:00-12:00 CET (3-hour Workshop in English) In ITS 1 (IN PERSON ONLY) IAN FAULES Editor, before & after	Creating Characters with Visual Identity: Collage Illustration through Shape, Color, and Story 09:00-10:30 CET (Talk in English) In ITS 2 (IN PERSON ONLY) FEDERICA ANDREATI Illustrator, Collage Artist		Deep Dive Procreate 09:00-12:00 CET (4-hour Workshop in English) In ITS 4 (IN PERSON ONLY) KYLE T. WEBSTER Illustrator & Brush Designer, Procreate	Katana: From Multishot to Multitask 09:00-10:30 CET (Workshop in English) In ITS 5 (IN PERSON ONLY) CHRISTOPH GRINETENOV Owner & Lead Developer, Renderfarm Student Look, Laptop Shaders ERNEST JANSSEN GROESBECK, Stylized Rendering Look Development Artist, Renderman		Creating the World of Game of Thrones 09:00-10:30 CET (Workshop in English) In ITS 8 (IN PERSON ONLY) GERARDO ESPPOSITO Head of CG, Digital Dark Studio		From Zero to Hero 09:00-10:30 CET (Talk in English) In ITS 9 (IN PERSON ONLY) GERARDO ESPPOSITO Head of CG, Digital Dark Studio		Sketching: Create the Line Before the Color 09:00-10:30 CET (Talk in English) In ITS 10 (IN PERSON ONLY) MICHAEL COLDEWEY Professor of Concept Art, Drawing & Design, Media Design University of Applied Sciences in Munich	Aspects of Visualization with Unreal Engine 09:00-10:30 CET (Workshop in English) In ITS 11 (IN PERSON ONLY) ANDREA SALVATORE 3D Artist	How to Make a Creature: Mastering Secondary and Tertiary Details 09:00-10:30 CET (Workshop in English) In ITS 12 (IN PERSON ONLY) ANDREA SALVATORE 3D Artist	Designing for the Mind: A Dive into Product Psychology in UX and Product Design 09:00-10:30 CET (Workshop in English) In ITS 13 (IN PERSON ONLY) RICCARDO RUSSANO UX Designer, Unleashr	Code Meets Creativity: A Creative's Journey into Tech 09:00-11:00 CET (Workshop in English) In ITS 14 (IN PERSON ONLY) JONAS HILGERS Founder, Das Element	Shoreline: Chris, Bring Them in the Back 09:00-10:00 CET (Workshop in English) In ITS TEATRO (IN PERSON ONLY) SANT WALKER Programme Leader, Postgraduate Media, University of Northumbria	Portfolio Reviews: 3D Animation, 3D Generalists 10:30-11:15 CET (Portfolio Reviews in English) In SALA POLIFUNZIONALE (IN PERSON ONLY) BRENDA MINEMA RODRIGUEZ ROMERO 3D Animator, DNEG
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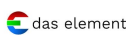
→ ← **Mon 13th VIEW Conference 2025** [CET]

25th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2025 | 12-17 OCT | Tickets at www.viewconference.it
Oct 12/13 Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino // Oct 14/15/16/17 Location: OGR, Corso Castelfidardo, 22 - Torino // Evening Screenings: Cinema Ideal, Corso Giambattista Beccaria, 4 - Torino
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Mon 13	ITS 3	ITS 4	ITS 5	ITS 10	ITS 15	SALA POLIFUNZIONALE
09:00	Acting Beats, Accents & Facial Connection: Making Performance Feel Real 09:00-12:00 CET [Workshop in English] In ITS 3 (IN PERSON ONLY) ALEXIS WANNERD, Animation Supervisor, Fortiche Production	Virtual Production 09:00-15:00 CET [Workshop in English] In ITS 4 (IN PERSON ONLY) HABIB ZARGARPOUR, Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC School of Cinematic Arts	Knock Knock, Who's There? 09:00-16:30 CET [Workshop in English] In ITS 5 (IN PERSON ONLY) KRIS PEARN, Director, Sony Pictures Animation	Environment Creation for Real-Time 09:00-12:00 CET [Workshop in English] In ITS 10 (IN PERSON ONLY) GENNARO ESPOSITO, Head of CG, Digital Shark Studio	Concept Art for Games 09:00-16:30 CET [Workshop in English] In ITS 15 (In Person) MICHAEL COLDEWEY, Professor of Concept Art, Drawing & Design, Media Design University of Applied Sciences in Munich	Observation and Study for Advancing Your Animation! Part 1 09:00-11:00 CET [Workshop in English] In SALA POLIFUNZIONALE (IN PERSON ONLY) TED.TY, Global Head of Character Animation, DNEG Animation
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12:30	Stylized Worlds with RenderMan XPU: A Creative Workshop 12:15-14:15 CET [Workshop in English] In ITS 3 (IN PERSON ONLY) DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios			3D Modeling/Texturing in Maya and Substance Painter 12:15-14:15 CET [Workshop in English] In ITS 10 (IN PERSON ONLY) GENNARO ESPOSITO, Head of CG, Digital Shark Studio		Observation and Study for Advancing Your Animation! Part 2 11:00-13:00 CET [Workshop in English] In SALA POLIFUNZIONALE (IN PERSON ONLY) TED.TY, Global Head of Character Animation, DNEG Animation
12:45						
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14:30	Portfolio Reviews: Tips and Tricks 14:30-15:30 CET [Portfolio Reviews in English] In ITS 3 (IN PERSON ONLY) BRENDA XIMENA ROLDAN ROMERO, 3D Animator, DNEG ETHAN FRANCIS, CG Generalist, Black Kite Studios			Creative Careers Unfiltered: Motivation, Mentorship & Meaningful Networking 14:20-15:30 CET [Panel in English] In ITS 10 (IN PERSON ONLY) BRENDA XIMENA ROLDAN ROMERO, 3D Animator, DNEG ETHAN FRANCIS, CG Generalist, Black Kite Studios		From Phoenician Scheme to Grand Budapest Hotel: Designing Miniature Sets for Wes Anderson Films 13:15-15:15 CET [Masterclass in English] In SALA POLIFUNZIONALE (IN PERSON ONLY) SIMON WEISSE, VFX Miniature Unit Supervisor and Props Designer
14:45						
15:00						
15:15		Portfolio Reviews: Concept Art 15:15-16:15 CET [Portfolio Reviews in English] In ITS 4 (In Person) KIERAN BELSHAW, Concept Artist				
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				Ask Me Anything: Bringing Creatures and Characters to Life in Production 15:45-16:45 CET [Masterclass in English] In ITS 10 (In Person) ANDREA SALVATORI, 3D Artist		AMA: Nonno Edition, Doubts and Hopes for a Future Self 15:30-16:30 CET [Talk in English] In SALA POLIFUNZIONALE (In Person) LUCA PRASSO, Sr. Technical Artist, Android Perception Team, Google
						How It Started, How Its Going 16:45-17:45 CET [Talk in English] In SALA POLIFUNZIONALE (In Person) DYLAN SISSON, Artist & Designer, RenderMan, Pixar Animation Studios TED.TY, Global Head of Character Animation, DNEG Animation KYLE T. WEBSTER, Illustrator & Brush Designer, Procreate LUCA PRASSO, Sr. Technical Artist, Android Perception Team, Google KRIS PEARN, Director, Sony Pictures Animation Moderator BARBARA ROBERTSON, Journalist

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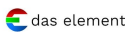
→ ← **Tue 14th VIEW Conference 2025** [CET]

25th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2025 | 12-17 OCT | Tickets at www.viewconf.com/2025
Oct 12/13 Location: ITS ICT - Piazza dei Medici - Via Jacopo Durand, 13 - Torino // Oct 14/15/16/17 Location: OGR, Corso Castelfidardo, 22 - Torino // Evening Screenings: Cinema Ideal, Corso Giambattista Beccaria, 4 - Torino

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Tue 14	FUCINE	BINARIO3	MEZZANINO	CINEMA IDEAL
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Evening Screenings LOCATION: CINEMA IDEAL, CORSO GIAMBATTISTA BECCARIA, 4, TURIN

→ ← **Wed 15th VIEW Conference 2025** [CET]

25th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2025 | 12-17 OCT | Tickets at www.viewconference.it
Oct 12/13 Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino // Oct 14/15/16/17 Location: OGR, Corso Castelfidardo, 22 - Torino // Evening Screenings: Cinema Ideal, Corso Giambattista Beccaria, 4 - Torino

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Wed 15	FUCINE	BINARIO3	MEZZANINO
09:00	The Bad Guys 2 09:00-10:00 CET [Talk in English] In FUCINE (IN PERSON ONLY) MATT BAER, VFX Supervisor, The Bad Guys 2, Dreamworks Animation PIERRE PERIFEL, Director, The Bad Guys 2, Dreamworks Animation		
09:15			
09:30			
09:45			
10:00			
10:15	Fantastic Four: First Steps 10:15-11:15 CET [Talk in English] In FUCINE (IN PERSON ONLY) DANIELE BIGLI VFX Supervisor, Fantastic Four: First Steps, ILM	The Splat Frontier: Experimenting with 3D Gaussian Splatting 10:15-11:15 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) ELOI CHAMPAGNE Head, Technical Direction and Production Technology, National Film Board of Canada	Claynosaur: Rise of the Interactive Franchises: Why the Future Belongs to Creators 10:15-11:15 CET [Talk in English] In MEZZANINO (In Person) NICHOLAS CABANA Creative Director and Co-Founder, Claynosaurz
10:30			
10:45			
11:00			
11:15			
11:30	Stitching It Together: Embracing Chaos in Crafting VFX for Live-Action Lilo & Stitch 11:30-12:30 CET [Talk in English] In FUCINE (IN PERSON ONLY) CRAIG HAMMACK Overall VFX Supervisor, Lilo & Stitch, Industrial Light & Magic (ILM)	Capturing the Human Essence: Advances in 3D & 4D Scanning 11:30-12:30 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) JINGYI ZHANG Founder, Corbel3D	Is VFX a Sustainable Business Model? 11:30-12:30 CET [Talk in English] In MEZZANINO (In Person) HEIKO BURKARDMAIER VFX Executive Producer, Head of Business/Legal Affairs, Accenture Song VFX
11:45			
12:00			
12:15			
12:30			
12:45	VFX for The Studio 12:45-13:15 CET [Talk in English] In FUCINE (IN PERSON ONLY) JAKE MAYMUDES Founder & CEO, Wylie Co. VFX SANDRO BLATTNER Overall Visual Effects Supervisor, The Studio	Walking With Animators 12:45-13:45 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) ALEXANDRE PONCET Director, Composer, Film Historian	Advancing Visualization with Gaussian Splats in Feature Film 12:45-13:45 CET [Talk in English] In MEZZANINO (In Person) PAWL FULKER Creative Director & Sr. Visualization Supervisor, Proof London Ltd.
13:00			
13:15			
13:30	Cars & Effects: Wednesday Season 2 13:30-14:30 CET [Talk in English] In FUCINE (IN PERSON ONLY) KEVIN BUESSECKER FX Supervisor, Wednesday: Season 2, Rocket Science VFX JETHRO ALI CG Supervisor, Wednesday: Season 2, Rocket Science VFX	Inspiring the Next Generation: AI & Innovation Tech in Education 14:00-15:00 CET [Panel in English] In BINARIO3 (IN PERSON ONLY) OLEG FRYAZINOV Associate Professor in The National Centre for Computer Animation, Bournemouth University MORTEN THORNING Executive Producer, Director, Writer, Creative Consultant SIMON DAVIES DAVY Digital Arts Xchange CAMILLE JAULENT Cinematographer & Director TERRENCE MASSON MFA Computer Arts Chair, School of Visual Arts (SVA), NYC Moderator SAINT WALKER Programme Leader, Postgraduate Media, University of Hertfordshire	Small but Mighty: Getting Things Done with the Latest Tech, Tools & Small Teams 14:00-15:00 CET [Panel in English] In MEZZANINO (In Person) ANDREAS MAANINKA VFX Supervisor JOHN CANNING Developer Relations - M&E, AEC, D&M, AMD FULVIO SESTITO Founder, Executive Creative Director, Realdream
14:00			
14:15			
14:30			
14:45	F1 Movie 14:45-15:45 CET [Talk in English] In FUCINE (IN PERSON ONLY) RYAN TUDHOPE VFX Supervisor, F1 Movie, Framestore	From Location to Virtual Set: From Call Time to Render Time 15:15-16:15 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) ANDREAS MAANINKA VFX Supervisor	Pixels, Pressure and People: Creative Leadership in VFX 15:15-16:15 CET [Talk in English] In MEZZANINO (In Person) TRACY MCCREARY Managing Director and Partner, BlueBolt
15:00			
15:15			
15:30			
15:45			
16:00	Ready for Launch: Creating Fantastic Four's Miniature Ships with Cutting-Edge and Classic Techniques 16:00-17:00 CET [Panel in English] In FUCINE (IN PERSON ONLY) IAN HUNTER Creative Director, VFX Supervisor, Co-Founder, New Deal Studios, VES winner REID COLLUMS Actor, Writer, Special Effects Artist, and Partner, Pro Machina CAMILLE BALSAMO-GILLIS Actress, Producer, Director, and Co-Founder, Pro Machina	Creating the Spaceport Environment for Dune: Prophecy 16:30-17:30 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) APOLLONIA HARTMANN VFX Producer, Accenture Song VFX DAVID ANASTACIO CG Supervisor, Accenture Song VFX	The Art of Game Cinematics: The Witcher 4 Cinematic Trailer 16:30-17:30 CET [Talk in English] In MEZZANINO (IN PERSON ONLY) TOMEK SUWALSKI Director, Platige Image MAGDALENA RUDNICKA Producer, Platige Image
16:15			
16:30			
16:45			
17:00			
17:15	SENTINEL and AI: Brave New World 17:15-18:15 CET [Panel in English] In FUCINE (IN PERSON ONLY) PHIL TIPPETT Founder and Filmmaker, Tippet Studio GARY MUNDRELL CEO, Tippet Studio MARK DUBEAU Art Director, Tippet Studio TOM GIBBONS Animation / Stop-Motion Supervisor, Tippet Studio MARC MORISSETTE VFX Supervisor, Tippet Studio	Innovation and Creativity at the Service of Audiovisual Production 17:45-18:45 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) MONICA GALANTUCCI Founder & CEO, M74 GIULIO CAMPAGLIA VFX Global Business Executive, M74	Driving a Show, Success from the Art Department 17:45-18:45 CET [Talk in English] In MEZZANINO (In Person) JAVIER ROMERO Animation VFX Supervisor
17:30			
17:45			
18:00			
18:15			
18:30	When Worlds Collide: Bridging the Grid and Reality in TRON: Ares 18:30-19:30 CET [Talk in English] In FUCINE (IN PERSON ONLY) DAVID SEAGER Production Overall VFX Supervisor, TRON: Ares, Industrial Light & Magic		
18:45			
19:00			
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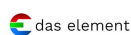
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10:45			
11:00			
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13:45			
14:00		Inspiring the Next Generation: AI & Innovation Tech in Education 14:00-15:00 CET [Panel in English] In BINARIO3 (IN PERSON ONLY) OLEG FRYAZNOV, Associate Professor in The National Centre for Computer Animation, Bournemouth University MORTEN THORNING, Executive Producer, Director, Writer, Creative Consultant SIMON DAVIES, DAXI Digital Arts Exchange CAMILLE JAULENT, Cinematographer & Director TERRENCE MASSON, MFA Computer Arts Chair, School of Visual Arts (SVA), NYC Moderator SAINT WALKER, Programme Leader, Postgraduate Media, University of Hertfordshire	Small but Mighty: Getting Things Done with the Latest Tech, Tools & Small Teams 14:00-15:00 CET [Panel in English] In MEZZANINO (In Person) ANDREAS MAANINKA, VFX Supervisor JOHN CANNING, Director Developer Relations - M&E, AEC, DAM, AMD FULVIO SESTITO, Founder, Executive Creative Director, Realstream
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14:45	F1 Movie 14:45-15:45 CET [Talk in English] In FUCINE (IN PERSON ONLY) RYAN TUDHOPE, VFX Supervisor, F1 Movie, Framestore		
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15:15		From Location to Virtual Set: From Call Time to Render Time 15:15-16:15 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) ANDREAS MAANINKA, VFX Supervisor	Pixels, Pressure and People: Creative Leadership in VFX 15:15-16:15 CET [Talk in English] In MEZZANINO (In Person) TRACY MCCREARY, Managing Director and Partner, BlueBolt
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16:00	Ready for Launch: Creating Fantastic Four's Miniature Ships with Cutting-Edge and Classic Techniques 16:00-17:00 CET [Panel in English] In FUCINE (IN PERSON ONLY) IAN HUNTER, Creative Director, VFX Supervisor, Co-Founder, New Deal Studios, VES winner REID COLLUMS, Actor, Writer, Special Effects Artist, and Partner, Pro Machina CAMILLE BALSAMO-GILLIS, Actress, Producer, Director, and Co-Founder, Pro Machina	Creating the Spaceport Environment for Dune: Prophecy 16:30-17:30 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) APOLLONIA HARTMANN, VFX Producer, Accenture Song VFX DAVID ANASTACIO, CG Supervisor, Accenture Song VFX	The Art of Game Cinematics: The Witcher 4 Cinematic Trailer 16:30-17:30 CET [Talk in English] In MEZZANINO (IN PERSON ONLY) TOMEK SUWALSKI, Director, Platige Image MAGDALENA RUONICKA, Producer, Platige Image
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16:45			
17:00			
17:15	SENTINEL and AI: Brave New World 17:15-18:15 CET [Panel in English] In FUCINE (IN PERSON ONLY) PHIL TIPPETT, Founder and Filmmaker, Tippett Studio GARY MUNDELL, CEO, Tippett Studio MARK DUBEAU, Art Director, Tippett Studio TOM GIBBONS, Animation / Stop-Motion Supervisor, Tippett Studio MARC MORISSETTE, VFX Supervisor, Tippett Studio	Innovation and Creativity at the Service of Audiovisual Production 17:45-18:45 CET [Talk in English] In BINARIO3 (IN PERSON ONLY) MONICA GALANTUCCI, Founder & CEO, M74 GIULIO CAMPAGLIA, VFX Global Business Executive, M74	Driving a Show, Success from the Art Department 17:45-18:45 CET [Talk in English] In MEZZANINO (In Person) JAVIER ROMERO, Animation VFX Supervisor
17:30			
17:45			
18:00			
18:15			
18:30	When Worlds Collide: Bridging the Grid and Reality in TRON: Ares 18:30-19:30 CET [Talk in English] In FUCINE (IN PERSON ONLY) DAVID SEAGER, Production Overall VFX Supervisor, TRON: Ares, Industrial Light & Magic		
18:45			
19:00			
19:15			

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VIEW Conference 2025 Program



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

All Times in Central European Time (CET) – Updated 21/09/25 20:12:34
OCT 14/15/16/17 LOCATION: OGR, CORSO CASTELFIDARDO 22, TURIN
Evening Screenings LOCATION: CINEMA IDEAL, CORSO GIAMBATTISTA BECCARIA, 4, TURIN

← **Fri 17th VIEW Conference 2025** [CET]

25th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE | #viewconference2025 | 12-17 OCT | Tickets at www.viewconference.org

Oct 12/13 Location: ITS ICT - Piazza dei Mestieri - Via Jacopo Duranti, 13 - Torino // Oct 14/15/16/17 Location: OGR, Corso Castelfidardo, 22 - Torino // Evening Screenings: Cinema Ideal, Corso Giambattista Beccaria, 4 - 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 17	FUCINE	BINARIO3	MEZZANINO
09:00	How to Train Your Dragon 09:00-10:00 CET [Talk in English] In FUCINE (IN PERSON ONLY)		
09:15	CHRISTIAN MÄNZ, VFX Supervisor & Creative Director, How to Train Your Dragon, Framestore		
09:30	DEAN DEBLOIS (<i>Remote</i>), Writer/Director, How to Train Your Dragon		
09:45	GLEN MCINTOSH, Overall Animation Supervisor, How to Train Your Dragon		
10:00			
10:15	The Cat in the Hat (2026) 10:15-11:15 CET [Premiere Talk in English] In FUCINE (IN PERSON ONLY)	Immersive Entertainment: Building Cinematic Stories on Vision Pro 10:15-11:15 CET [Talk in English] In BINARIO3 (In Person)	How to Become the 3D Artist of Tomorrow 10:15-11:15 CET [Talk in English] In MEZZANINO (In Person)
10:30	ALESSANDRO CARLONI, Writer & Director, Cat in the Hat (2026), Warner Bros. Animation	VICTOR AGULHON, CEO & Producer, TARGO	GENNARO ESPOSITO, Head of CG, Digital Shark Studio
10:45			
11:00			
11:15			
11:30	Jurassic World: Rebirth 11:30-12:30 CET [Talk in English] In FUCINE (IN PERSON ONLY)	Once Upon a Toon: Folktales and History with an Animated Twist! 11:30-12:30 CET [Talk in English] In BINARIO3 (In Person)	Directing GenAI Tools for Real World Productions: Fashion Industry Video Case Study 11:30-12:30 CET [Talk in English] In MEZZANINO (In Person)
11:45	DAVID VICKERY, Overall VFX Supervisor, Jurassic World: Rebirth, ILM, Bafta, VES winner	MUJAL B. SHROFF, Co-Founder, Graphiti Studios	SRIKANTH SRINIVASAN, Senior Technical Supervisor, BOT VFX
12:00			
12:15			
12:30			
12:45	Interactive Samurai Cinema in Ghost of Yotei 12:45-13:45 CET [Talk in English] In FUCINE (IN PERSON ONLY)	Kevin Baillie at VIEW 2025 12:45-13:45 CET [Talk in English] In BINARIO3 (IN PERSON ONLY)	From Script to Screen 12:45-13:45 CET [Panel in English] In MEZZANINO (In Person)
13:00	NATHAN FOX, Creative Director, Sukker Punch Productions	KEVIN BAILLIE, VP, Head of Studios, Eyeline Studios	HEIKE KLUGER, VFX Supervisor TARA DEMARCO, Visual Effects Supervisor, Upside Down Productions CHRISTINA CASPERS-ROEMER, General Manager, Trixter, and Executive Producer, Cinesite Group
13:15			
13:30			
13:45			
14:00	The Sandman: Crafting the Dreaming 14:00-15:00 CET [Talk in English] In FUCINE (IN PERSON ONLY)	Bridging the Gap in VFX: Collaboration & Innovation 14:00-15:00 CET [Panel in English] In BINARIO3 (In Person)	From Slot Machine to Meaningful Creative Control 14:00-15:00 CET [Talk in English] In MEZZANINO (In Person)
14:15	MARTIN PELLETIER, VFX Supervisor, The Sandman, Rodeo FX	KEVIN BAILLIE, VP, Head of Studios, Eyeline Studios MICHAEL RALLA, Overall VFX Supervisor, Sinners CRAIG HAMMACK, Overall VFX Supervisor, Lilo & Stitch, Industrial Light & Magic (ILM) Moderator CHRISTINA CASPERS-ROEMER, General Manager, Trixter, and Executive Producer, Cinesite Group	MARTIN NEBELONG, Freelance Artist and VR Pioneer, main client Google Envisioning Studio
14:30			
14:45			
15:00			
15:15	Superman: Building Superdog, Crafting Crystalline Fortress of Solitude, Pioneering 4D Gaussian Splat 15:15-16:15 CET [Talk in English] In FUCINE (IN PERSON ONLY)	The Filmmaker and the Machine: AI, Cinema, and Real-Time 3D Worlds 15:15-16:15 CET [Talk in English] In BINARIO3 (In Person)	Jamie Umpherson at VIEW 2025 15:15-16:15 CET [Talk in English] In MEZZANINO (In Person)
15:30	STÉPHANE NAZÉ, VFX Supervisor, Framestore	DIMITRI VALLEIN, Artist, Director, & Technologist	JAMIE UMPHERSON, Head of Creative, Runway
15:45			
16:00			
16:15			
16:30	Making It (Look) Big in Movies 16:30-17:30 CET [Talk in English] In FUCINE (IN PERSON ONLY)		
16:45	IAN HUNTER, Creative Director, VFX Supervisor, Co-Founder, New Deal Studios, VES winner		
17:00			
17:15			
17:30			
17:45	A Life in Film Design 17:45-18:45 CET [Keynote in English] In FUCINE (IN PERSON ONLY)		
18:00	DOUG CHIANG, Senior Vice President and Executive Design Director, Lucasfilm		
18:15	ALEXANDRE PONGET, Director, Composer, Film Historian		
18:30			

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