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VIEW CONFERENCE 2026

ANIMATION • VFX • GAMES • AI

12–16 Oct Turin Italy | On Site & Online

viewconference.it

Tuesday 13 October		OGR - CORSO CASTELFIDARDO 22, TURIN, ITALY					
FUCINE		BINARIO 3		MEZZANINO		TECA B	
09:00	TALK Welcome to the Future — A Conversation with Brad Bird on “Ray Gun” Brad Bird, Oscar-Winning Director, Netflix, Skydance Animation 9:00 - 10:00						
09:15							
09:30							
09:45							
10:00							
10:15	TALK “Spider-Man: Brand New Day” Jerome Chen, Production VFX Supervisor, Marvel Studios 10:15 - 11:45	TALK “Dear Upstairs Neighbor” Glenn Entis, Sr. Director & Executive Producer, “Dear Upstairs Neighbors,” Google DeepMind 10:15 - 11:15		TALK Forget About Getting Good Sound — Think Again About Telling Your Story Mark Ulano, Sound Engineer, CAS, AMPS Patrushka Mierzwa, Boom Operator & Author 10:15 - 11:15			
10:30							
10:45							
11:00							
11:15							
11:30	TALK “Wildwood” Steve Emerson, Production VFX Supervisor, LAIKA Studios 12:00 - 13:00	TALK Beyond Boundaries — Exploring Reality in Limit Exceeded Habib Zargarpour, Virtual Production Supervisor, Interdimensional VFX, Co-Head of Virtual Production, USC Setareh Samandari, CEO, Interdimensional VFX 11:30 - 12:30		Details Coming 11:30 - 12:30		TALK Acting & Facial Performance Alexis Wanneroy, Senior Animation Supervisor, Fortiche Production 11:30 - 12:30	
11:45							
12:00							
12:15							
12:30							
12:45	TALK “The Mandalorian and Grogu” — Animating a Galaxy Hal Hickel, Senior Animation Director, Industrial Light & Magic 13:15 - 14:15			PANEL In Collaboration with VES The Alchemy of the Award-Winning Shot — Mastering Human Intuition in an Automated Era Johnny Han, VFX Supervisor Kevin Baillie, VFX Supervisor & 2nd Unit Director Edward Douglas, VFX Supervisor Christine Resch, Sen. Strategic Dev. Manager, Adobe Moderated by: Christina Caspers, MD Trixter / EP Cinesite Group 12:45 - 13:45			
13:00		PANEL “Coyote vs. Acme” DNEG Details Coming 12:45 -13:45					
13:15							
13:30							
13:45							
14:00	PANEL Storytelling Without Limits — Emerging Tools and Talent for Virtual Production Tim McLaughlin, Dean, School of Performance, Visualization & Fine Arts, Texas A&M University Mayet Andreassen, Instructional Associate Professor, Visualization Industry Relations, Texas A&M University Junya Mochizuki, Senior Manager, Business Development, Sony Corporation, Visual Creation Division Wayne Miller, Executive Producer/Head of Production, Texas A&M University, Virtual Production Institute 14:30 - 15:30	PANEL Accelerating VFX Workloads — AI, Cloud, and Hardware in Production Today Rob Konuch , Digital Supervisor, One Piece (Netflix) Darren Frankel, Head of Film & Television, Adobe John Canning, Director, Strategic Partnerships – M&E, AMD Sean Wallitsch, Sr. Specialist Solutions Architect, Visual Compute, AWS 14:00 - 15:00		TALK Frames of Innovation — 85 Years of Animation Breakthroughs at the NFB Marc St. Pierre, Collection Curator, National Film Board of Canada 14:00 - 15:00			
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15:15	TALK “Obsession” & “Backrooms” — VFX Supervisors Peter Timberlake & Ed Douglas in Conversation Peter Timberlake, Production VFX Supervisor, “Obsession” Ed Douglas, Production VFX Supervisor, “Backrooms” 15:45 - 16:45	PANEL The Hybrid Trap — Why AI-Native Production Matters Gary Mundell, CEO & Co-Founder, LOFTAPPS Remko Noteboom, Co-Founder and CTO, LOFTAPPS 15:15 - 16:15		TALK Managing Small to Mid-Sized VFX Projects Juri Stanossek, VFX Supervisor, Accenture Song VFX Alexandra Stautmeister, VFX & Animation Producer, Lavalabs Moving Images 15:15 - 16:15			
15:30							
15:45							
16:00							
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16:30	PANEL Industry Executives Shaping the Future of Cinema Michelle Grady, President, Sony Pictures Imageworks Holly Edwards, President, Skydance Animation Janet Lewin, Senior Vice President, General Manager, and Head, ILM Shawn Walsh, COO of VFX & GM of Image Engine, Cinesite Group Ron Frankel, Founder & CEO, Proof Inc 17:00 - 18:00						
16:45							
17:00		TALK Building Carcosa — Art Direction of SAROS Simone Silvestri Art Director, Saros game, Housemarque 16:30 - 17:30		Details Coming 16:30 - 17:30			
17:15							
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17:45	SPECIAL PRESENTATION Details Coming 18:15 - 19:15						
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Wednesday 14 October		OGR - CORSO CASTELFIDARDO 22, TURIN, ITALY		
FUCINE		BINARIO 3	MEZZANINO	TECA B
09:00	PANEL “Forgotten Island” Joel Crawford, Writer/Director Januel P. Mercado, Writer/Director Ryan Carlson, Production Designer Sean Sexton, Head of Character Animation Dreamworks Animation 9:00 - 10:00			
09:15				
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10:30			TALK Scott Eaton, Artist, Designer, Creative Technologist Details Coming 10:15 - 11:15	
10:45	Details Coming 10:15 - 11:15			
11:00				
11:15		TALK “Avatar: The Last Airbender” Season 2— Taming the Feathered Beast Amelie Dillig, VFX Producer, Accenture Song VFX Emanuel Fuchs, Visual Effects Supervisor, Accenture Song VFX 11:30 - 12:30	TALK Artists in the Loop — Generative AI in Production at Eyeline Mohsen Mousavi, VP, Virtual Pioneering, Eyeline Studios 11:30 - 12:30	
11:30	TALK “GOAT” Tyree Dillihay, Director Sony Pictures Animation 11:30-12:30			
11:45				
12:00				
12:15				
12:30				
12:45	TALK Marvel’s “Wolverine” Videogame with Insomniac Games Brian Wyser, Senior Animation Director Brian Mullen, Senior/Lead Lighting Artist 12:45 - 13:45	TALK The Baking-of “Bread Will Walk”— Inside the NFB’s Animation Laboratory Alex Boya, Animator and Filmmaker, National Film Board of Canada Jelena Popovic, Production Manager and Associate Producer, National Film Board of Canada 12:45 - 13:45	TALK Jeff Dillinger, VFX Supervisor & CEO, Megalis Details Coming 12:45 - 13:45	
13:00				
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14:00	TALK “Crafting the World of SWAPPED” Noelle Triaireau, Production Designer Juan-Luis Sanchez, VFX Supervisor Skydance Animation 14:00 - 15:00	TALK “Masters of the Universe” DNEG Details Coming 14:00 - 15:00	TALK Scaling Without Breaking — VFX Production in Motion Bogdan Amidžić, FX Supervisor, Crater Studio Nikola Vučenović, 2D Supervisor, Crater Studio 14:00-15:00	
14:15				
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15:30	TALK “Angry Birds 3” Details Coming 15:15-16:15	Details Coming 15:15-16:15	TALK Women in Concept Art Association Next Generation Growing Careers, Building Community & Shaping What's Next Priya Singh, Project Manager and Co-Director/Project Coordinator, Women in Concept Art Valeria Konstantinova, Junior Concept Artist, Atomhawk Design Ltd, and Co-Director, Women in Concept Art Emily Bland, Art Assistant, ILM and Founder and Co-Director, Women in Concept Art 15:15 - 16:15	
15:45				
16:00				
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16:30				
16:45	TALK “Resident Evil” (2026) Alessandro Ongaro Production VFX Supervisor, “Resident Evil” 16:30 - 17:30	TALK “Paw Patrol: The Dino Movie” Sylvain Salame, VFX Supervisor, Mikros Animation 16:30 - 17:30	Details Coming 16:30 - 17:30	
17:00				
17:15				
17:30	PANEL Directors Panel Joel Crawford, Writer/Director, “Forgotten Island,” Dreamworks Animation Januel P. Mercado, Writer/Director, “Forgotten Island,” DreamWorks Animation Kenna Harris, Co-Director & Co-Writer, “Toy Story 5”, Pixar Animation Studios Tyree Dillihay, Director, “GOAT,” Sony Pictures Animation Scott Mann, Director, “Fall,” Co-Founder and Co-CEO, Flawless 17:45-18:45	WORKSHOP From Sketch to Screen — AI-Powered Storytelling Habib Zargarpour, Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC Setareh Samandari, CEO, Interdimensional VFX 17:45 - 19:15	WORKSHOP Your Creative Use of Sound Begins in Preproduction Mark Ulano, Sound Engineer, CAS, AMPS Patrushka Mierzwa, Boom Operator & Author 17:45 - 19:15	
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CINEMA MASSIMO, VIA GIUSEPPE VERDI 18, TURIN, ITALY				
SPECIAL SCREENING Details Coming 20:30				



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Thursday 15 October	OGR - CORSO CASTELFIDARDO 22, TURIN, ITALY			
	FUCINE	BINARIO 3	MEZZANINO	TECA B
09:00	Details Coming 9:00 - 10:00		PANEL Beyond the Frame — The Fusion of Stop Motion, AI, and VFX Habib Zargarpour, Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC Setareh Samandari, Chief Executive Officer (CEO), Interdimensional VFX 9:00 - 10:00	TALK Rochele Gloor, Assistant Director for Innovation Technologies MFA Computer Arts, School of Visual Arts Details Coming 11:30 - 12:30
09:15				
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09:45				
10:00				
10:15	PANEL “VFX of Disclosure Day” Matthew Butler, Production VFX Supervisor Liz Bernard, Animation Supervisor, Digital Domain Joel Behrens, VFX Supervisor, Digital Domain 10:15 - 11:15		TALK From Capture to Distribution — How New Production Technologies Are Redefining Media Eloi Champagne, Head, Technical Direction and Production Technology, National Film Board of Canada 10:15 - 11:15	
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11:30	TALK “Hoppers” Daniel Chong, Director Nicole Paradis Grindle, Producer Pixar Animation Studios 11:30 - 12:30	TALK “Masters of the Universe” — An Epic Chase Through Eternia Joseph Kasparian, VFX Supervisor, Rodeo FX 11:30 - 12:30	PANEL The Promise and Peril of Institutional Capital in Creative Industries David Li, Founder & Chairman Board, Dream Machine VFX Chris Spry, Managing Director, FIN VFX 11:30 - 12:30	
11:45				
12:00				
12:15				
12:30				
12:45	TALK “Toy Story 5” and Beyond — RenderMan XPU: The Next Chapter Dylan Sisson, Artist & Designer, RenderMan, Pixar Animation Studios 12:45 - 13:45	TALK AI Done Right — Deep Editor Use Cases in the FALL Film Series Hitesh Shah, Founder and Chairman, BOT VFX Scott Mann, Cofounder and Co-CEO, Flawless 12:45 - 13:45	PANEL In Collaboration with VES The Capacity Paradox — Building Resilient High-Impact Leadership in VFX Mag Sarnowska, VFX Supervisor Michelle Grady, President, SPI Janet Lewin, Senior VP, GM, Head, ILM Moderated by: Christina Caspers, MD Trixter / EP Cinesite Group 12:45 - 13:45	LAB The Stop-Motion Puppet Lab Chris Lavis, Director, “The Girl Who Cried Pearls,” Co-Founder, Clyde Henry Productions 13:00 - 17:00
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14:00	TALK One-Shot Camera Approach in “God of War: Ragnarok” Bruno Velazquez, Game Director, Sony 14:00 - 15:00	TALK Modelmaking for Visual Effects in a Time of CGI Simon Weisse, VFX Miniature Unit Supervisor and Props Designer Lucy Weisse, Prop and Model Maker 16:30 - 17:30	TALK “Masters of the Universe” with Proof Inc. Benjy Riehl, Global Head of Business Development, Proof Inc 14:00 - 15:00	
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15:00				
15:15	Talk The Puzzle — Personal Works vs Commercial Work Italian premiere screening of “The Trouble with Peter” Robert Valley, Director 15:15 - 16:15	TALK “Avatar: The Last Airbender” — Meet the Earth Kingdom Julien Hery, VFX Supervisor, Rodeo FX 14:00 - 15:00	TALK Keep the Artist in the Loop — From Lab to Storytelling Eloi Champagne, Head, Technical Direction and Production Technology, National Film Board of Canada Masha Shugrina, Senior research Scientist & Manager, NVIDIA 15:15 - 16:15	
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16:30	Details Coming 16:30 - 17:30	TALK From Myth to Maelstrom — Building “Percy Jackson and the Sea of Monsters” Thomas Schelesny, VFX Supervisor, Image Engine 16:30 - 17:30	TALK Small Studio, Big Projects — Our Pipeline, Case Studies & AI Integration Daniel Burch, VFX Supervisor & Head of Compositing, Blackpoint Studio 16:30 - 17:30	
16:45				
17:00				
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17:45	TALK Behind the VFX of “Project Hail Mary” Paul Lambert, Production VFX Supervisor Mag Sarnowska, Production VFX Supervisor 17:45 - 18:45			
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CINEMA MASSIMO, VIA GIUSEPPE VERDI 18, TURIN, ITALY				
SCREENING “The Secret of the Moonstone” First Animated Feature from Sri Lanka 20:30				



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	FUCINE	BINARIO 3	MEZZANINO	TECA B
09:00				
09:15	TALK "Toy Story 5" Kenna Harris, Co-Director & Co-Writer Pixar Animation Studios 9:00 - 10:00		Talk The New Entry Point: Getting Hired in Animation & VFX in the Age of AI Siva Kumar Kasetty, Executive Producer & Partner, ZA Studios 9:00 - 10:00	
09:30		Details Coming 9:00 - 10:00		
09:45				
10:00				
10:15	KEYNOTE Every Pixel Will Be Generated Richard Kerris, VP, Global Media and Entertainment, NVIDIA Cristobal Valenzuela, Cofounder and Co-CEO, Runway 10:15 - 11:15			
10:30				
10:45				
11:00				
11:15				
11:30	TALK Details Coming Eric Saindon, Senior VFX Supervisor, Weta FX, "Avatar: Fire & Ash" 11:30 - 12:30	TALK Tom Gibbons, Animation / Stop-Motion Supervisor, Tippett Studio Details Coming 11:30 - 12:30	TALK Details Coming Gretchen Libby, Director, Visual Computing, Amazon Web Services 11:30 - 12:30	TALK Details Coming Terrence Masson, MFA Computer Arts Chair, School of Visual Arts (SVA), NYC 11:30 - 12:30
11:45				
12:00				
12:15				
12:30				
12:45	PANEL Women in Animation and VFX Janet Lewin, Senior Vice President, General Manager, and Head, ILM Holly Edwards, President, Skydance Animation Michelle Grady, President, Sony Pictures Imageworks Nicole Paradis Grindle, Producer, Pixar Animation Studios Moderated by Carolyn Giardina, Entertainment and Technology Freelance Journalist 12:45 - 13:45	TALK VFX of "House of the Dragon" Season 3 Dadi Einarsson, Production VFX Supervisor 12:45 - 13:45	TALK The Future of Independent Theatrical Animation in China — Global Implications Chris Bremble, Founder & CEO, Base Media 12:45 - 13:45	
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14:30	Details Coming 14:00-15:00	TALK Experiences and Learnings Casting and Directing Performances on the Horizon Series Jochen Willemsen, Cinematic Director, Guerilla Games 14:00 - 15:00	Details coming 14:00 - 15:00	
14:45				
15:00				
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15:30	Details Coming 14:00-15:00	Details coming 15:15 - 16:15	TALK "The Secret of the Moonstone" — Sri Lanka's First Animated feature Sachitha Kalingamudali, General Manager, Mogo Studios 15:15 - 16:15	LAB The Stop-Motion Puppet Lab Chris Lavis, Director, "The Girl Who Cried Pearls," Co-Founder, Clyde Henry Productions 13:00 - 17:00
15:45				
16:00				
16:15				
16:30	PANEL Stories of the Future — Narrative Art in the Age of AI Kenna Harris, Co-Director & Co-Writer, "Toy Story 5" Tyree Dillihay, Director, "GOAT" Paul Lambert, VFX Co-Supervisor "Project Hail Mary" Daniel Chong, Director, "Hoppers" Jerome Chen, VFX Supervisor, "Spider-Man: Brand New Day" Merlin Crossingham, Director Richard Kerris, VP, Global Media and Entertainment, NVIDIA 16:30 - 17:30			
16:45				
17:00				
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17:30				
17:45	TALK Reflections on Cinematography Sir Roger Deakins, Academy Award Winning Cinematographer in conversation with James Ellis Deakins, Creative Work Partner of Roger Deakins 17:45 - 18:45			
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