Monday 12 October

32 sessions · 12 rooms · all times CET

Oct 12 ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino **Oct 13/14/15/16** OGR - Corso Castelfidardo, 22 - Torino
Evening Screenings Cinema Massimo - Via Giuseppe Verdi, 18 - 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.

WORKSHOP · TALK · PANEL · PORTFOLIO REVIEWS · MASTERCLASS · ASK ME ANYTHING

POLIFUNZIONALE

09:00-10:00 MASTERCLASS
Teaching at Scale, Learning as One: AI Digital Twins, e-Learning and Neurodivergent Design
SIMONE FAVARIN
Professor & Multidisciplinary Designer, Co-Founder & CTO, Shortium
POLIFUNZIONALE · In-person · English

10:15-11:15 TALK
The Fantastic Made Real: Animating Creatures and Characters for the Live-Action World
HAL HICKEL
Animation Director, Industrial Light & Magic (ILM). Oscar, BAFTA winner
POLIFUNZIONALE · In-person · English

11:30-12:30 TALK
VFX Survival Guide: Navigating the VFX Industry from a Small Studio Viewpoint
TRENT CLAUS
VFX Supervisor, Lola Visual Effects
POLIFUNZIONALE · In-person · English

12:45-13:45 TALK
Budget, Time and Quality: The Balancing Act of VFX Producing
HEIKE KLUGER
VFX Supervisor
ED DOUGLAS
VFX Supervisor, Backrooms
POLIFUNZIONALE · In-person · English

14:00-15:00 TALK
Women in Concept Art: Next Generation Growing Careers, Building Community & Shaping What's Next
VALERIIA KONSTANTINOVA
Junior Concept Artist, Atomhawk Design Ltd, Co-Director & Team Lead, Women in Concept Art
EMILY BLAND
Junior Concept Artist, Industrial Light & Magic, Founder & Co-Director, Women in Concept Art
PRIYA SINGH
Project Manager and Co-Director, Women in Concept Art
POLIFUNZIONALE · In-person · English

15:15-16:15 ASK ME ANYTHING
Ask me Anything about Games, VFX and Animation
HAL HICKEL
Animation Director, Industrial Light & Magic (ILM). Oscar, BAFTA winner
JAN-BART VAN BEEK
Studio Director & Studio Art & Animation Director, Guerrilla Games
TRENT CLAUS
VFX Supervisor, Lola Visual Effects
TARA DEMARCO
Visual Effects Supervisor, Paramount Studios
NOELLE TRIAUREAU
Production Designer, SWAPPED & BLUSH, Skydance Animation
BRUNO VELAZQUEZ
Game Director, God of War Ragnarök, Sony Santa Monica Studio
MODERATOR
WIEKE SCHRAKAMP
Researcher, Hotspiel
POLIFUNZIONALE · In-person · English

16:30-17:45 PANEL
Leadership & Mentoring: Training the Next Generation of Leaders
ELOI CHAMPAGNE
Head, Technical Direction and Production Technology, National Film Board of Canada
JAN-BART VAN BEEK
Studio Director & Studio Art & Animation Director, Guerrilla Games
DYLAN SISSON
Head of RenderMan Creative Engagement, Pixar Animation Studios
JANET LEWIN
Senior Vice President, General Manager, and Head, ILM
MICHELLE GRADY
President, Sony Pictures Imageworks
HOLLY EDWARDS
President, Skydance Animation
EMILY BLAND
Junior Concept Artist, Industrial Light & Magic, Founder & Co-Director, Women in Concept Art
ISOBEL HINE
Mid Concept Artist, INT/Night , Founder/Director of WCAA
MODERATOR
SAINT JOHN WALKER
Programme Leader, Postgraduate Media, University of Hertfordshire
POLIFUNZIONALE · In-person · English

ITS TEATRO

09:00-10:00 TALK
A Realtime View of the VFX & Animation Industry
HAYLEY MILLER
Founder, World VFX Day
ITS TEATRO · In-person · English

10:15-11:15 TALK
Studio Brand vs. Personal Brand: What They Share, What They Don't, and Where People Get It Wrong
HAYLEY MILLER
Founder, World VFX Day
ADELE KHAWLI
Marketing Consultant
ITS TEATRO · In-person · English

11:30-12:30 TALK
Storytelling and Sustainability with Special Screening of ReRooted
DELPHINE COUDRAY
Head of Operations, Animation Ireland
ITS TEATRO · In-person · English

12:45-13:45 PANEL
Behind the Pixels: What Does Production Actually Do?
APOLLONIA HARTMANN
VFX Producer, Accenture Song VFX
BEATA PARCZEWSKA
Chair, London ACM SIGGRAPH, 3D Artist / Motion Designer
EVA KRPANOV
Treasurer, London ACM Siggraph, VFX Production Coordinator
BENJY RIEHL
Global Head of Business Development, Proof Inc
ITS TEATRO · In-person · English

14:00-15:00 PANEL
Training the Next Generation of Storytellers
TIM MCLAUGHLIN
Dean, School of Performance, Visualization & Fine Arts, Texas A&M University
SIMON DAVIES
Talent Acquisition Leader & Founder, DAX | Digital Arts Xchange
DEBRA COLEMAN
Founder, Career and Leadership Coach, Open Frame Coaching
EUGENIE PONCET
Director, Campus Artisan de l'Image, and Producer, Walking with Animators
DR. OLIVER MAG GINGRICH
Programme Lead, BA (Hons) Animation, University of Greenwich, School of Design & Creative Industries
BROOKE KEESLING
CalArts Instructor & ASIFA Hollywood Vice President Emeritus
MODERATOR
SAINT JOHN WALKER
Programme Leader, Postgraduate Media, University of Hertfordshire
ITS TEATRO · In-person · English

ITS 1

09:00-13:00 4-HOUR WORKSHOP
Gaussian Splatting for Animation: Emerging Workflows and Hybrid Pipelines
ELOI CHAMPAGNE
Head, Technical Direction and Production Technology, National Film Board of Canada
ITS 1 · In-person · English

13:15-15:15 WORKSHOP
Stylized Looks with RenderMan: Creating a Personal Style
DYLAN SISSON
Head of RenderMan Creative Engagement, Pixar Animation Studios
ITS 1 · In-person · English

ITS 2

09:00-12:30 WORKSHOP
3D and Texturing with After Effects and Substance
ROBERT HRANITZKY
Designer & Creative Director
CHRISTINE RESCH
Strategic Development Manager for Video, Adobe
Hands-on 15 people
ITS 2 · In-person · English

12:45-14:45 WORKSHOP
Color in Visual Storytelling
NOELLE TRIAUREAU
Production Designer, SWAPPED & BLUSH, Skydance Animation
ITS 2 · In-person · English

ITS 3

09:00-13:00 4-HOUR MASTERCLASS
Concept Art for Games: A Project Walkthrough
ISOBEL HINE
Mid Concept Artist, INT/Night , Founder/Director of WCAA
JESSICA TAYLOR
Senior Freelance Concept Artist and Illustrator, Community Manager of WCAA
ITS 3 · In-person · English

15:00-16:00 PORTFOLIO REVIEWS
Concept Art Portfolio Reviews
ISOBEL HINE
Mid Concept Artist, INT/Night , Founder/Director of WCAA
JESSICA TAYLOR
Senior Freelance Concept Artist and Illustrator, Community Manager of WCAA
PHIL MOSS
Concept Artist & Illustrator
ITS 3 · In-person · English

ITS 4

09:00-11:00 WORKSHOP
Character Development in Feature Animation
ALESSANDRA SORRENTINO
Art Director, Head of Story, 2D Animator
ITS 4 · In-person · English

11:15-16:15 WORKSHOP
AI Playground
KATE GABRIEL
Creative Director, The Mayda Creative Co
BOYAN GEORGIEV
Vice Chair, London ACM Siggraph, Lighting & Comp Artist, Creative Technologist, Chair, London ACM SIGGRAPH
ITS 4 · In-person · English

16:30-17:00 TALK
Women Speed Networking Meet-up with London ACM SIGGRAPH
KATE GABRIEL
Creative Director, The Mayda Creative Co
BEATA PARCZEWSKA
Chair, London ACM SIGGRAPH, 3D Artist / Motion Designer
AGATA M. SOCCINI
Researcher, Head of the VR Lab, University of Torino
EVA KRPANOV
Treasurer, London ACM Siggraph, VFX Production Coordinator
ITS 4 · In-person · English

ITS 5

09:00-13:00 WORKSHOP
New Artists in Stylized Worlds
ERNST JANSSEN GROESBEEK
Stylized Rendering Look Development Artist, Wo3animation
ITS 5 · In-person · English

ITS 8

09:00-11:00 WORKSHOP
APP-y Hour: Live Vibe Coding
BOYAN GEORGIEV
Vice Chair, London ACM Siggraph, Lighting & Comp Artist, Creative Technologist, Chair, London ACM SIGGRAPH
JONAS KLUGER
Founder, Das Element
ITS 8 · In-person · English

13:30-15:30 MASTERCLASS
The Greatest Shots in Visual Effects History
IAN FAILES
Editor, befores & afters
ITS 8 · In-person · English

ITS 9

09:00-11:00 WORKSHOP
VFX Art History
TRENT CLAUS
VFX Supervisor, Lola Visual Effects
ITS 9 · In-person · English

11:15-12:15 PORTFOLIO REVIEWS
Portfolio Reviews in Concept Art for Film & Games
VALERIIA KONSTANTINOVA
Junior Concept Artist, Atomhawk Design Ltd, Co-Director & Team Lead, Women in Concept Art
EMILY BLAND
Junior Concept Artist, Industrial Light & Magic, Founder & Co-Director, Women in Concept Art
ITS 9 · In-person · English

12:30-15:30 3-HOUR WORKSHOP
Dynamic Anatomy & Figure Drawing Workshop
SCOTT EATON
Artist, Designer, Creative Technologist
ITS 9 · In-person · English

ITS 10

09:00-16:30 WORKSHOP
Mastering Materials in Unreal Engine 5: From Material Editor to Substrate
CHRISTIAN TAGLIAPIETRA
3D Artist and Educator, Skyup Academy
ITS 10 · In-person · English

ITS 12

09:00-10:00 PORTFOLIO REVIEWS
Portfolio Reviews
SAINT JOHN WALKER
Programme Leader, Postgraduate Media, University of Hertfordshire
ITS 12 · In-person · English

10:15-11:15 WORKSHOP
Making the Most of Your Showreel in an Age of AI
SAINT JOHN WALKER
Programme Leader, Postgraduate Media, University of Hertfordshire
ITS 12 · In-person · English

11:30-15:30 WORKSHOP
Destroying Cities in the World of Game of Thrones
KIERAN BELSHAW
Concept Artist
ITS 12 · In-person · English

ITS 13

09:00-16:30 WORKSHOP
From Preproduction to Production: Postviz, Virtual Scouting, and Real-Time Camera Tracking Workflows
CARLOS VILCHIS PH.D.
Faculty, Johnny Carson Center for Emerging Media Arts, University of Nebraska-Lincoln
GASTON ALVAREZ
Virtual Production & VFX Supervisor
ITS 13 · In-person · English

WITH THE CONTRIBUTION OF

Fondazione CRT · Regione Piemonte · Lenovo · NVIDIA · aws · AMD · Fondazione Compagnia di San Paolo · Lenovo · AMD · Camera di commercio Torino · accenture · NETFLIX · Invest Telangana · Texas A&M University Virtual Production Institute · SONY · iren · das element · bot botvfx.com · Adobe

PARTNERS

OGR · ITS · Solidarietà Insieme 2010 · Globinxtorino · ONE NEG · Animation Breakout · Campus des métiers et des qualifications Artisan de l'image Nouvelle France · School of Visual Arts · AWN Animation World Network · Variety · CGW · befores & afters · CGWORLD.JP · 80LV · Animation Magazine · BSR · 3DVF · VES Visual Effects Society · London ACM SIGGRAPH · WiCA · WIA · Animated Women UK · Animation Scotland · SIGGRAPH ASIA 2026 Kuala Lumpur · SIGGRAPH 2026 Los Angeles · indiajoy · Museo Nazionale del Cinema Torino · skyup · ASIFA Hollywood · Asifa India · Camera di Commercio Torino provincia

WITH THE PATRONAGE OF
Città di Torino

Tuesday 13 October

22 sessions · 4 rooms · all times CET

Oct 12 ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino **Oct 13/14/15/16** OGR - Corso Castelfidardo, 22 - Torino
Evening Screenings Cinema Massimo - Via Giuseppe Verdi, 18 - 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.

TALK LAB PANEL

FUCINE

09:00-10:00 TALK
Wildwood
STEVE EMERSON
Production VFX Supervisor, LAIKA
Italian Premiere Talk
FUCINE · In person · English

10:15-11:15 TALK
Welcome to the Future: A Conversation with Brad Bird on Ray Gunn
BRAD BIRD
Writer & Director, Ray Gunn
FUCINE · In person · English

11:30-12:30 TALK
From Desert Chases to Courtroom Cases: The VFX of 'Coyote vs. Acme'
ALEXANDER SEAMAN
VFX Supervisor, DNEG
BEN ANDERSON
Animation Supervisor, DNEG
FUCINE · In person · English

12:45-13:45 TALK
From Camera to Light: Crafting Wolverine's Cinematic World
BRIAN WYSER
Senior Animation Director, Wolverine
BRIAN MULLEN
Senior/Lead Lighting Artist, Wolverine
FUCINE · In person · English

14:00-15:00 PANEL
Storytelling Without Limits: Emerging Tools and Talent for Virtual Production
TIM MCLAUGHLIN
Dean, School of Performance, Visualization & Fine Arts, Texas A&M University
JUNYA MOCHIZUKI
Senior Manager, Business Development, Sony Corporation, Visual Creation Division
MAYET ANDREASSEN
Instructional Associate Professor, Visualization Industry Relations, Texas A&M University, College of Performance, Visualization and Fine Arts
WAYNE MILLER
Executive Producer/Head of Production, Texas A&M University, Virtual Production Institute
JAMIE RAFFONE
Senior Manager, Virtual Production, Sony Electronics Imaging
VALERIO CARNEVALE
Head of Virtual Production and R&D, Movie People SpA
FUCINE · In person · English

15:15-16:15 TALK
The Baking-of Bread Will Walk: Inside the NFB's Animation Laboratory
ALEX BOYA
Animator and Filmmaker, National Film Board of Canada
JELENA POPOVIĆ
Producer, National Film Board of Canada
FUCINE · In person · English

16:30-17:30 TALK
Toy Story 5 and Beyond: RenderMan XPU: The Next Chapter
DYLAN SISSON
Head of RenderMan Creative Engagement, Pixar Animation Studios
FUCINE · In person · English

17:45-18:45 TALK
The VFX of Obsession
PETER TIMBERLAKE
Overall Production VFX Supervisor, Obsession, Queen Studio
FUCINE · In person · English

18:45-19:45 TALK
Behind the Visual Effects of 'The Odyssey'
ANDREW JACKSON REMOTE
Overall VFX Supervisor, DNEG VFX, Oscar winner
IN CONVERSATION WITH
IAN FAILES
Editor, befores & afters
Pre-Recorded Session Streamed on Site
FUCINE · In person · English

BINARIO3

10:15-11:15 TALK
Building Carcosa: Art Direction of SAROS
SIMONE SILVESTRI
Art Director, Saros game, Housemarque
BINARIO3 · In person · English

11:30-12:30 TALK
Artists in the Loop: Generative AI in Production at Eyeline
MOHSEN MOUSAVI
VP, Virtual Pioneering, Eyeline Studios
BINARIO3 · In person · English

12:45-13:45 TALK
The Sheep Detectives: Art, Anatomy, and Animation
CHRIS HURTT
Animation Supervisor, Framestore
BINARIO3 · In person · English

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
BINARIO3 · In person · English

15:15-16:15 PANEL
Accelerating VFX Workloads: AI, Cloud, and Hardware in Production Today
JOHN CANNING
Director Developer Relations - M&E, AEC, D&M, AMD
ROB KONUCH
Digital Supervisor
DARREN FRANKEL
Head of Film & Television, Adobe
SEAN WALLITSCH
Sr. Specialist Solutions Architect, Visual Compute, Amazon Web Services
BINARIO3 · In person · English

16:30-17:30 TALK
TERRITORIAL: Creating a Stone Age Horror Film Across a Global Animation Pipeline
CHRIS BROWNE
VFX Supervisor, Filmmaker
Italian Premiere Talk
BINARIO3 · In person · English

17:45-18:45 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
BINARIO3 · In person · English

MEZZANINO

12:45-13:45 PANEL
Alchemy of the Award-Winning Shot: Mastering Human Intuition in an Automated Era
KEVIN BAILLIE
Executive, Visual Effects Supervisor, Director, Founder, Critical Period
CHRISTINE RESCH
Strategic Development Manager for Video, Adobe
JOHNNY HAN
VFX Supervisor & 2nd Unit Director, The Penguin (HBO)
ED DOUGLAS
VFX Supervisor, Backrooms
MODERATOR
CHRISTINA CASPERS-ROEMER
General Manager, Trixter, and Executive Producer, Cinesite Group
In Collaboration with VES
MEZZANINO · In person · English

14:00-15:00 TALK
Forget About Getting Good Sound. Think Again About Telling Your Story
MARK ULANO
Sound Engineer, CAS, AMPS, Oscar winner
PATRUSHKA MIERZWA
Boom Operator & Author
MEZZANINO · In person · English

15:15-16:15 TALK
Experiences and Learnings Casting and Directing Performances on the Horizon Series
JOCHEN WILLEMSEN
Cinematic Director, Guerilla Games
MEZZANINO · In person · English

16:30-17:30 TALK
Managing Small to Mid-Sized VFX Projects
JURI STANOSSEK
VFX Supervisor, Accenture Song VFX
ALEXANDRA STAUTMEISTER
VFX & Animation Producer, Lavalabs Moving Images
MEZZANINO · In person · English

TECA-B / SOPPALCO

11:30-12:30 TALK
Directing Animators: Bringing a Team Together Around One Vision
ALEXIS WANNEROY REMOTE
Senior Animation Supervisor, Fortiche Production
(in TECA-B)
TECA-B / SOPPALCO · In person · English

13:00-17:00 16-HOUR OVER 4-DAY LAB
The Stop-Motion Puppet Lab [SEPARATE TICKET] (1/4)
CHRIS LAVIS
Co-Founder, Clyde Henry Productions & Director, The Girl Who Cried Pearls, The National Film Board of Canada, Oscar winner
(Separate Ticket in AREA SOPPALCO)
TECA-B / SOPPALCO · In person · English

WITH THE CONTRIBUTION OF

PARTNERS

WITH THE PATRONAGE OF

Wednesday 14 October

25 sessions · 6 rooms · all times CET

Oct 12 ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino **Oct 13/14/15/16** OGR - Corso Castelfidardo, 22 - Torino
Evening Screenings Cinema Massimo - Via Giuseppe Verdi, 18 - 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.

TALK · WORKSHOP · PANEL · SIGNING · LAB · SCREENING

FUCINE

09:00-10:00 TALK
Spider-Man: Brand New Day
JEROME CHEN
Overall VFX Supervisor, Spider-Man: Brand New Day, Marvel Studios
FUCINE · In person · English

10:15-11:15 PANEL
Forgotten Island
JOEL CRAWFORD
Writer/Director, Forgotten Island, Dreamworks Animation
JANUEL P. MERCADO
Writer/Director, Forgotten Island, DreamWorks Animation
SEAN SEXTON
Head of Character Animation, Forgotten Island, DreamWorks Animation
RYAN CARLSON
Production Designer, Forgotten Island, DreamWorks Animation
FUCINE · In person · English

11:30-12:30 TALK
GOAT
TYREE DILLIHAY
Director, GOAT, Sony Pictures Animation
FUCINE · In person · English

12:45-13:45 TALK
From YouTube to Hollywood: the VFX of A24's Backrooms
ED DOUGLAS
VFX Supervisor, Backrooms
FUCINE · In person · English

14:00-15:00 TALK
Crafting the World of SWAPPED
NOELLE TRIAUREAU
Production Designer, SWAPPED & BLUSH, Skydance Animation
JUAN-LUIS SANCHEZ
VFX Supervisor, SWAPPED & BLUSH, Skydance Animation
FUCINE · In person · English

15:15-16:15 TALK
Resident Evil (2026)
ALESSANDRO ONGARO
Overall VFX Supervisor, Resident Evil
FUCINE · In person · English

16:30-17:30 PANEL
Industry Executives Shaping the Future of Cinema
JANET LEWIN
Senior Vice President, General Manager, and Head, ILM
LAURENS EHRMANN
Founder & Creative Director, The Yard
MICHELLE GRADY
President, Sony Pictures Imageworks
HOLLY EDWARDS
President, Skydance Animation
SHAWN WALSH
COO of VFX & GM of Image Engine, Cinesite Group
RON FRANKEL
Founder & CEO, Proof Inc
HENRIK FETT
CEO, Opsis Studio
MODERATOR
IAN FAILES
Editor, befores & afters
FUCINE · In person · English

17:45-18:45 PANEL
The Future of Filmmaking: Directors Panel
JOEL CRAWFORD
Writer/Director, Forgotten Island, Dreamworks Animation
KENNA HARRIS
Co-Director & Co-Writer, Toy Story 5, Pixar Animation Studios
JANUEL P. MERCADO
Writer/Director, Forgotten Island, DreamWorks Animation
TYREE DILLIHAY
Director, GOAT, Sony Pictures Animation
FUCINE · In person · English

BINARIO3

09:00-10:00 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
BINARIO3 · In person · English

10:15-11:15 TALK
One-Shot Camera Approach in God of War Ragnarok
BRUNO VELAZQUEZ
Game Director, God of War Ragnarök, Sony Santa Monica Studio
BINARIO3 · In person · English

11:30-12:30 TALK
The VFX of Netflix The Boroughs
TARA DEMARCO
Visual Effects Supervisor, Paramount Studios
BINARIO3 · In person · English

12:45-13:45 TALK
VFX of House of the Dragon, Season 3
DADI EINARSSON
Overall VFX Supervisor, House of the Dragon Season 3, VES, BAFTA, Primetime Emmy winner
BINARIO3 · In person · English

14:00-15:00 TALK
Crafting Complex Environments and Iconic Characters for 'Masters of the Universe'
CHRIS MCLAUGHLIN
VFX Supervisor, DNEG
BINARIO3 · In person · English

15:15-16:15 TALK
Outer Banks S5: New Tools, Traditional Craft
ALESSANDRO SALIS
VFX Supervisor, 22DOGS
LARRY DETWILER
Production VFX Supervisor, Netflix
BINARIO3 · In person · English

16:30-17:30 TALK
Dinosaurs, Jungle & Pipeline: Behind the Craft of Paw Patrol: The Dino Movie
SYLVAIN SALAME
VFX Supervisor, Mikros Animation
BINARIO3 · In person · English

17:45-19:15 WORKSHOP
From Sketch to Screen: AI-Powered Storytelling
SETAREH SAMANDARI
Chief Executive Officer (CEO), Interdimensional VFX
HABIB ZARGARPOUR
Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC School of Cinematic Arts
BINARIO3 · In person · English

MEZZANINO

09:00-10:00 TALK
Building the Right Virtual Production Ecosystem Facing AI Trends
CARLOS VILCHIS PH.D.
Faculty, Johnny Carson Center for Emerging Media Arts, University of Nebraska-Lincoln
MEZZANINO · In person · English

11:30-12:30 TALK
Out of Distribution II: Thriving Creatively in the Age of AI
SCOTT EATON
Artist, Designer, Creative Technologist
MEZZANINO · In person · English

12:45-13:45 PANEL
The State of VFX: Navigating a Changing Market
JEFF DILLINGER
Creative Producer/Director
JONATHAN HARRIS
CEO / VFX Supervisor, Dupe Visual Effects
GARY MUNDELL
CEO & Co-Founder, LOFTAPPS
THIERRY LEVY
Executive Producer, Framestore
MODERATOR
HEIKO BURKARDSMAIER
VFX Executive Producer, Head of Business/Legal Affairs, Accenture Song VFX
MEZZANINO · In person · English

14:00-15:00 TALK
Scaling Without Breaking: VFX Production in Motion
BOGDAN AMIDŽIĆ
FX Supervisor, Crater Studios
NIKOLA VUČENOVIĆ
2D Supervisor, Crater Studios
MEZZANINO · In person · English

15:15-16:15 TALK
Throughline: Three Months, or Forty Years?
KEVIN BALLIE
Executive, Visual Effects Supervisor, Director, Founder, Critical Period
MEZZANINO · In person · English

17:45-19:15 WORKSHOP
The Sonic Circle of Trust
MARK ULANO
Sound Engineer, CAS, AMPS, Oscar winner
PATRUSHKA MIERZWA
Boom Operator & Author
MEZZANINO · In person · English

TECA-B / SOPPALCO

13:00-17:00 LAB
The Stop-Motion Puppet Lab [SEPARATE TICKET] (2/4)
CHRIS LAVIS
Co-Founder, Clyde Henry Productions & Director, The Girl Who Cried Pearls, The National Film Board of Canada, Oscar winner
(In AREA SOPPALCO)
TECA-B / SOPPALCO · In person · English

Across all rooms

18:45-19:30 SIGNING
Team Deakins Book Signing
SIR ROGER DEAKINS
Academy Award Winning Cinematographer
JAMES ELLIS DEAKINS
Creative Work Partner of Roger Deakins
Breakpoint Bookstore Near Reception
BOOKSTORE · In person · English

20:30-23:00 SCREENING
Disclosure Day
INTRODUCED BY
MATTHEW E. BUTLER
Production VFX Supervisor, Disclosure Day
JOEL BEHRENS
VFX Supervisor, Disclosure Day, Digital Domain
LIZ BERNARD
Animation Supervisor, Disclosure Day, Digital Domain
CINEMA MASSIMO · Via Giuseppe Verdi, 18 · In person · English

WITH THE CONTRIBUTION OF

PARTNERS

WITH THE PATRONAGE OF

Thursday 15 October

25 sessions · 6 rooms · all times CET

Oct 12 ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino **Oct 13/14/15/16** OGR - Corso Castelfidardo, 22 - Torino
Evening Screenings Cinema Massimo - Via Giuseppe Verdi, 18 - 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.

TALK · PANEL · LAB · SCREENING · SIGNING

FUCINE

09:00-10:00 TALK
HEXED
YVETT MERINO
Producer, HEXED, Disney Animation Studios
Italian Premiere Talk
FUCINE · In person · English

10:15-11:15 PANEL
VFX of Disclosure Day
MATTHEW E. BUTLER
Production VFX Supervisor, Disclosure Day
JOEL BEHRENS
VFX Supervisor, Disclosure Day, Digital Domain
LIZ BERNARD
Animation Supervisor, Disclosure Day, Digital Domain
FUCINE · In person · English

11:30-12:30 TALK
Hoppers
DANIEL CHONG
Director, HOPPERS, Pixar Animation Studios
NICOLE PARADIS GRINDLE
Producer, HOPPERS, Pixar Animation Studios
FUCINE · In person · English

12:45-13:45 PANEL
Walking With Animators: a Documentary 8 Years in the Making
HAL HICKEL
Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner
ELOI CHAMPAGNE
Head, Technical Direction and Production Technology, National Film Board of Canada
ALEXANDRE PONCET
Director, Composer, Film Historian
DELPHINE COUDRAY
Head of Operations, Animation Ireland
TOM GIBBONS
Animation / Stop-Motion Supervisor, Tippett Studio
EUGENIE PONCET
Director, Campus Artisan de l'Image, and Producer, Walking with Animators
FUCINE · In person · English

14:00-15:00 TALK
'Ford v Ferrari' to 'Logan:' A Conversation with Oscar-Winning Film Editor Michael McCusker, ACE
MICHAEL MCCUSKER ACE
Award-winning Editor
FUCINE · In person · English

15:15-16:15 TALK
The Puzzle: Personal Work vs Commercial Work
ROBERT VALLEY
Director, Animator, Character Designer
Italian premiere screening of "The Trouble with Peter"
FUCINE · In person · English

16:30-17:30 PANEL
The Hybrid Trap: Why AI-Native Production Matters
GARY MUNDELL
CEO & Co-Founder, LOFTAPPS
REMKO NOTEBOOM
Co-Founder and CTO, LOFTAPPS
FUCINE · In person · English

17:45-18:45 TALK
The Mandalorian and Grogu: Animating a Galaxy
HAL HICKEL
Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner
FUCINE · In person · English

BINARIO3

09:00-10:00 TALK
Hybrid Tracking Workflows for Virtual Production
CARLOS VILCHIS PH.D.
Faculty, Johnny Carson Center for Emerging Media Arts, University of Nebraska-Lincoln
BINARIO3 · In person · English

10:15-11:15 TALK
Keeping the Artist in the Loop: From Lab to Storytelling
ELOI CHAMPAGNE
Head, Technical Direction and Production Technology, National Film Board of Canada
MASHA SHUGRINA REMOTE
Senior Research Scientist & Manager, NVIDIA
BINARIO3 · In person · English

11:30-12:30 TALK
Masters of the Universe: an Epic Chase Through Eternia
JOSEPH KASPARIAN
VFX Supervisor, Rodeo FX
BINARIO3 · In person · English

14:00-15:00 TALK
Creative Control in the Age of AI Agents
JEFF KEMBER
Principal Technical Evangelist for Media2, NVIDIA
BINARIO3 · In person · English

15:15-16:15 TALK
Avatar: The Last Airbender - Meet the Earth Kingdom
JULIEN HERY
VFX Supervisor, Rodeo FX
BINARIO3 · In person · English

16:30-17:30 TALK
From Myth to Maelstrom: Building Percy Jackson and the Sea of Monsters
THOMAS SCHELESNY
VFX Supervisor, Image Engine
BINARIO3 · In person · English

17:45-18:45 TALK
Storytelling with Virtual Production: Behind the Scenes of "Chase Your Dreams"
WAYNE MILLER
Executive Producer/Head of Production, Texas A&M University, Virtual Production Institute
BINARIO3 · In person · English

MEZZANINO

09:00-10:00 PANEL
Beyond the Frame: The Fusion of Hybrid VFX, AI and Live Action
SETAREH SAMANDARI
Chief Executive Officer (CEO), Interdimensional VFX
HABIB ZARGARPOUR
Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC School of Cinematic Arts
MEZZANINO · In person · English

11:30-12:30 PANEL
Acquisition and Investment: Promise and Peril
GARY MUNDELL
CEO & Co-Founder, LOFTAPPS
DAVID LI
Founder & Chairman of the Board, Dream Machine VFX
CHRIS SPRY
Managing Director, FIN VFX
MEZZANINO · In person · English

12:45-13:45 PANEL
Capacity Paradox: Building Resilient, High-Impact Leadership in VFX
JANET LEWIN
Senior Vice President, General Manager, and Head, ILM
MAG SARNOWSKA
VFX Co-Supervisor, Project Hail Mary
MICHELLE GRADY
President, Sony Pictures Imageworks
MODERATOR
CHRISTINA CASPERS-ROEMER
General Manager, Trixter, and Executive Producer, Cinesite Group
In Collaboration with VES
MEZZANINO · In person · English

14:00-15:00 TALK
Masters of the Universe with Proof Inc.
BENJY RIEHL
Global Head of Business Development, Proof Inc
MEZZANINO · In person · English

15:15-16:15 TALK
Beyond the Panel: Bringing Manga to Life
JEFF DILLINGER
Creative Producer/Director
MEZZANINO · In person · English

16:30-17:30 TALK
Small Studio, Big Projects: Our Pipeline, Case Studies & AI Integration
DANIEL BURCH
VFX Supervisor & Head of Compositing, Blackpoint Studio
MEZZANINO · In person · English

TECA-B / SOPPALCO

11:30-12:30 TALK
AI Filmmaking: Creative Possibilities, and Responsible Practice, and the Question of Truth
ANTHONY GIACCHINO REMOTE
Filmmaker, Colette, Oscar winner
ROCHELLE GLOOR REMOTE
Co-founder Emerging Technologist, Natural Realities and Researcher, rgloorLab
(in TECA-B)
TECA-B / SOPPALCO · In person · English

13:00-17:00 LAB
The Stop-Motion Puppet Lab [SEPARATE TICKET] (3/4)
CHRIS LAVIS
Co-Founder, Clyde Henry Productions & Director, The Girl Who Cried Pearls, The National Film Board of Canada, Oscar winner
(Separate Ticket in AREA SOPPALCO)
TECA-B / SOPPALCO · In person · English

BOOKSTORE

18:45-19:30 SIGNING
ILM: 50 Years of Innovation Book Signing
HAL HICKEL
Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner
JANET LEWIN
Senior Vice President, General Manager, and Head, ILM
IAN FAILES
Editor, befores & afters
BOOKSTORE · In person · English

CINEMA MASSIMO

20:30-22:00 SCREENING
The Secret of the Moonstone
INTRODUCED BY
SACHITHA KALINGAMUDALI
General Manager, Mogo Studios
CINEMA MASSIMO · Via Giuseppe Verdi, 18 · In person · English

WITH THE CONTRIBUTION OF

Fondazione CRT · Regione Piemonte · Lenovo · NVIDIA · aws · AMD · Fondazione Compagnia di San Paolo · Lenovo · AMD · Camera di commercio Torino · accenture · NETFLIX · Invest Telangana · Texas A&M University Virtual Production Institute · SONY · iren · das element · bot botvfx.com · Adobe

PARTNERS

WITH THE PATRONAGE OF
Città di Torino

Friday 16 October

21 sessions · 4 rooms · all times CET

Oct 12 ITS ICT - Piazza dei Mestieri - Via Jacopo Durandi, 13 - Torino **Oct 13/14/15/16** OGR - Corso Castelfidardo, 22 - Torino
Evening Screenings Cinema Massimo - Via Giuseppe Verdi, 18 - 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.

TALK KEYNOTE LAB PANEL

FUCINE

09:00-10:00 TALK
Toy Story 5 Behind the Scenes
KENNA HARRIS
Co-Director & Co-Writer, Toy Story 5, Pixar Animation Studios
FUCINE · In person · English

10:15-11:15 KEYNOTE
Every Pixel Will Be Generated
RICHARD KERRIS
Global Media and Entertainment Vice-President, NVIDIA
CRISTOBAL VALENZUELA
Cofounder and Co-CEO, Runway
FUCINE · In person · English

11:30-12:30 TALK
Modelmaking for Visual Effects in a Time of CGI
SIMON WEISSE
VFX Miniature Unit Supervisor and Props Designer, Atelier Simon Weisse
LUCY WEISSE
Prop and Model Maker, Atelier Simon Weisse
FUCINE · In person · English

12:45-13:45 PANEL
Women in Animation & VFX
DELPHINE COUDRAY
Head of Operations, Animation Ireland
JANET LEWIN
Senior Vice President, General Manager, and Head, ILM
TARA DEMARCO
Visual Effects Supervisor, Paramount Studios
NICOLE PARADIS GRINDLE
Producer, HOPPERS, Pixar Animation Studios
HOLLY EDWARDS
President, Skydance Animation
STANDISH MILLENNAS
Executive Producer, Episodic, Framestore
MODERATOR
CAROLYN GIARDINA
Entertainment and Technology Freelance Journalist
FUCINE · In person · English

14:00-15:00 TALK
Directing a Stop Motion Feature: Shaping the Big Picture & Sweating Every Detail
MERLIN CROSSINGHAM
Director, Aardman Animations
IN CONVERSATION WITH
ALEXANDRE PONCET
Director, Composer, Film Historian
FUCINE · In person · English

15:15-16:15 WORLD PREMIERE TALK
Artistry with Attitude: The Animation of The Angry Birds Movie 3
PATRICK HARBOUN
VFX Supervisor, DNEG Animation
FUCINE · In person · English

16:30-17:30 TALK
VFX of Project Hail Mary
PAUL LAMBERT
VFX Co-Supervisor, Project Hail Mary
MAG SARNOWSKA
VFX Co-Supervisor, Project Hail Mary
FUCINE · In person · English

17:45-18:45 TALK
Reflections on Cinematography
SIR ROGER DEAKINS
Academy Award Winning Cinematographer
JAMES ELLIS DEAKINS
Creative Work Partner of Roger Deakins
IN CONVERSATION WITH
JAMIE LANG
Editor-in-Chief, Cartoon Brew
FUCINE · In person · English

BINARIO3

09:00-10:00 TALK
Beyond Boundaries: Exploring Reality in Limit Exceeded
SETAREH SAMANDARI
Chief Executive Officer (CEO), Interdimensional VFX
HABIB ZARGARPOUR
Virtual Production Supervisor, Interdimensional VFX, Co-head of Virtual Production, USC School of Cinematic Arts
BINARIO3 · In person · English

10:15-11:15 TALK
The Secret of the Moonstone: Origin Story of Sri Lanka's First Animated Feature
SACHITHA KALINGAMUDALI
General Manager, Mogo Studios
BINARIO3 · In person · English

11:30-12:30 TALK
Making Dear Upstairs Neighbors: Exploring Artist-Driven, AI-Assisted Expressionistic Animation
SARAH RUMBLEY
Software Engineer & VFX Supervisor, Dear Upstairs Neighbors, Google
Italian Premiere Talk
BINARIO3 · In person · English

12:45-13:45 TALK
The Giant Droids of Nal Hutta: Stopmotion in The Mandalorian and Grogu
TOM GIBBONS
Animation / Stop-Motion Supervisor, Tippett Studio
BINARIO3 · In person · English

14:00-15:00 TALK
Art is Synthetic without Soul: Creative Decisions in an AI World
GRETCHEN LIBBY
Director, Amazon Web Services, Specialists, Media & Entertainment, Games, and Sport
BINARIO3 · In person · English

15:15-16:15 TALK
Hyderabad to the World: Telangana's Vision for the Future of Storytelling
SANJAY JAJU IAS
Chief Secretary, Government of Telangana
MIKE YATHAM
Secretary, TVAGA & Founder, Rotomaker VFX Studio & Hybrid Films
SHRI ANUDEEP DURISHETTY IAS
Joint Secretary to Government, ITE&C Department
SHRI B. AJITH REDDY IDES
CEO, Invest Telangana
BINARIO3 · In person · English

MEZZANINO

09:00-10:00 TALK
The New Entry Point: Getting Hired in Animation & VFX in the Age of AI
SIVA KUMAR KASETTY
Executive Producer & Partner, ZA Studios
MEZZANINO · In person · English

10:15-11:15 TALK
You Are the IP
SIMON DAVIES
Talent Acquisition Leader & Founder, DAX | Digital Arts Xchange
DEBRA COLEMAN
Founder, Career and Leadership Coach, Open Frame Coaching
MEZZANINO · In person · English

11:30-12:30 TALK
Claynosaurz: A New Creator Playbook
NICHOLAS CABANA
Creative Director and Co-Founder, Claynosaurz
MEZZANINO · In person · English

12:45-13:45 TALK
The Future of Independent Theatrical Animation in China: Global Implications
CHRIS BREMBLE
Founder & CEO, Base Media
MEZZANINO · In person · English

14:00-15:00 TALK
The Art of Being There: Virtual Worlds, Human Experiences
AGATA M. SOCCINI
Researcher, Head of the VR Lab, University of Torino
MEZZANINO · In person · English

TECA-B / SOPPALCO

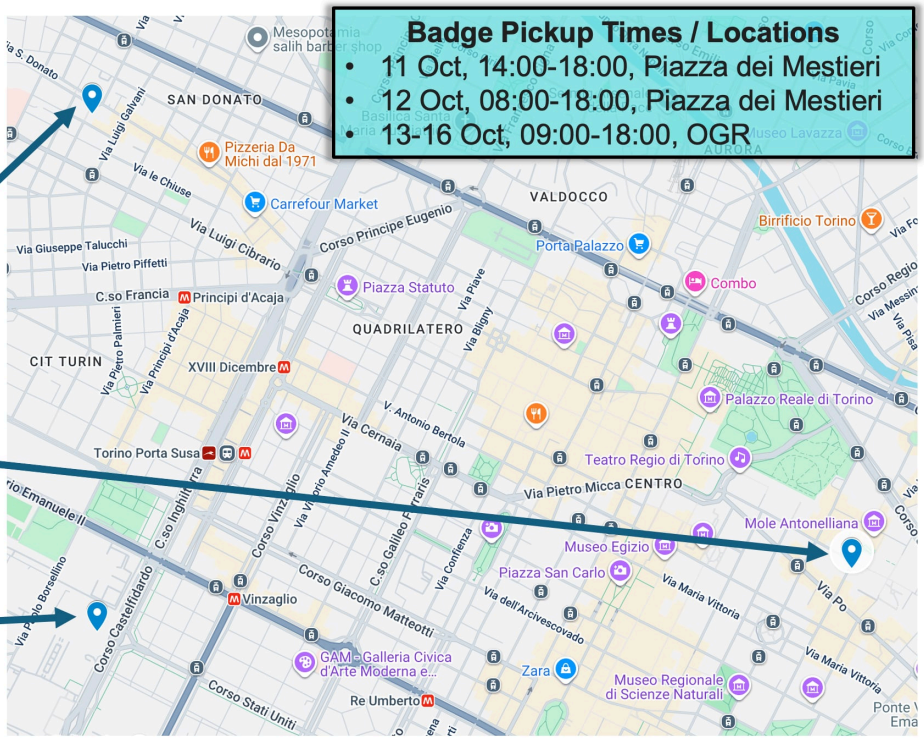
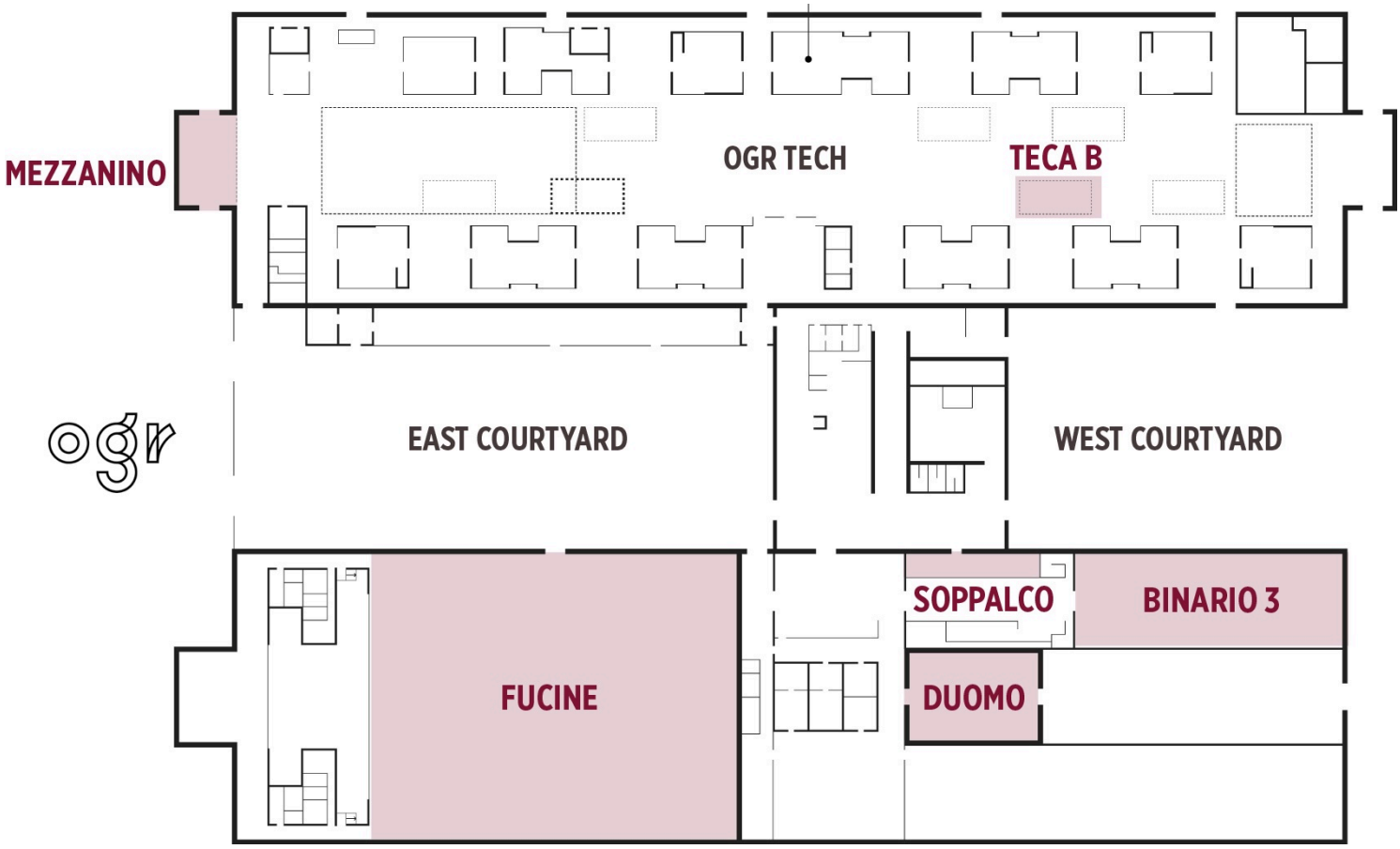
11:30-12:30 TALK
Reflections & Insights from 40 Years of Eclectic Computer Art, Storytelling, Teaching & Learning
TERRENCE MASSON REMOTE
Creative Technology & Media Executive
(in TECA-B)
TECA-B / SOPPALCO · In person · English

13:00-17:00 LAB
The Stop-Motion Puppet Lab [SEPARATE TICKET] (4/4)
CHRIS LAVIS
Co-Founder, Clyde Henry Productions & Director, The Girl Who Cried Pearls, The National Film Board of Canada, Oscar winner
(Separate Ticket in AREA SOPPALCO)
TECA-B / SOPPALCO · In person · English

WITH THE CONTRIBUTION OF
Fondazione CRT · Regione Piemonte · Lenovo · NVIDIA · aws · AMD · Fondazione Compagnia di San Paolo
Lenovo · AMD · Camera di commercio Torino · accenture · NETFLIX · Invest Telangana · Texas A&M University Virtual Production Institute · SONY · iren · das element · bot botvfx.com · Adobe
PARTNERS
WITH THE PATRONAGE OF
Città di Torino

VIEW Conference 2026 Locations

- **Oct 11, 12**
  ITS ICT - Piazza dei Mestieri
  Via Jacopo Durandi, 13
  Torino
- **Evening Screenings**
  Cinema Massimo
  Via Giuseppe Verdi, 18
  Torino
- **Oct 13, 14, 15, 16**
  OGR
  Corso Castelfidardo, 22
  Torino



OGR facility – Oct 13/14/15/16