

**SUNDAY 20 OCTOBER****SALA  
DUOMO****SALA  
MEZZANINO****PINK  
ROOM**

09:00

**Sun Oct 20<sup>th</sup>  
15:00-18:30****Registration**  
**Mon Oct 21 → Thur Oct 24  
08:30-20:00****Fri Oct 25  
08:30-18:30****Map  
See Page 8**

10:00

11:00

**Nota Bene**  
*Show up at least  
30 minutes before  
each session to  
get in line. Seats  
are assigned in the  
order you arrive.**Procedural Material  
Creation with Substance  
Designer***NIKOLA DAMJANOV**

Lead Game Artist, Nordeus

10:30 – 14:30

*Nuke for Dummies***HUGO GUERRA**Director & VFX Supervisor,  
founder of Hugo's Desk

10:00 – 16:00



12:00

13:00

14:00

15:00

16:00

*The Digital Tango:  
Preparing for the Future  
of Work***TOM WUJEC**Tech pioneer, Writer,  
Entrepreneur

15:00 – 19:00

*Blender 2.8 - The free  
Production Studio for  
Indies***HELGE MAUS**3D/VFX Artist & Trainer,  
pixeltrain

15:00 – 18:30

*Know How to Do Ads?***WILLIAM ZANARDI**

16:00 – 17:00 (Italian)

**Exhibition Hall  
See Page 9**

17:00

18:00

19:00

20:00


**Recruitment (Loc: See Map)****Tuesday, Oct 22, 14:00-18:00  
Wednesday, Oct 23, 10:00-18:00  
Thursday, Oct 24, 10:00-18:00  
Friday, Oct 25, 10:00-15:30****Exhibit Hall (Loc: See Map)****Tuesday, Oct 22, 10:00-18:30  
Wednesday, Oct 23, 10:00-18:30  
Thursday, Oct 24, 10:00-18:30  
Friday, Oct 25, 10:00-15:30**

21:00

22:00

23:00


**MONDAY 21 OCTOBER - Page 1 of 2**

	<b>SALA DUOMO</b>	<b>SALA MEZZANINO</b>	<b>PINK ROOM</b>	<b>BLUE ROOM</b>
<b>09:00</b>	<i>Challenging Changes: The Parr Home Renovations</i> <b>RALPH EGGLESTON</b> Production Designer, Pixar 09:00 – 10:30	<i>The Art of Pitch – Public Speaking – How to Attract Attention</i> <b>STEFANO FARAONI</b> 09:00 – 11:00		
<b>10:00</b>	<i>The Animator as Actor</i> <b>BRAD BIRD</b> Director, Screenwriter, Animator 10:35 – 12:05			
<b>11:00</b>	<i>Storytelling Masterclass</i> <b>PETER RAMSEY</b> Co-director, Spider-man: Into the Spider-Verse 12:10 – 13:40			
<b>12:00</b>				
<b>13:00</b>				
<b>14:00</b>		<i>Creating The Spider-Verse: Developing Stylized Looks</i> <b>DANNY DIMIAN</b> VFX Sup, Spider-man: Into the Spider-Verse 13:45 – 15:15	<i>Storyboarding for TV and Feature Animation</i> <b>DAVID DE ROOIJ</b> Storyboard Artist, Director, Animator (13:40-14:40)	<i>Talk</i> <b>SIMONE GIAMPAOLO</b> Director, Aardman 14:00 – 15:00
<b>15:00</b>	<i>Sandbox Game Masterclass</i> <b>GLENN ENTIS</b> Advisor / Creative Consultant		<i>I've Got No Strings: Brief History of Animated Dance</i> <b>FRANK GLADSTONE</b> (14:45-15:45)	<i>Anatomy of An Animation Supervisor</i> <b>HAL HICKEL</b> Animation Supervisor, ILM 15:15 – 16:45
<b>16:00</b>	<i>Technical Toy Story: The Latest and Greatest in Pixar's RenderMan</i> <b>DLYAN SISSON</b> Marketing Manager, Pixar 17:45 – 19:45	<i>Houdini FX MotionGraphics Masterclass</i> <b>HELGE MAUS</b> 3D/VFX Artist & Trainer, pixeltrain 16:00 – 19:00	<i>Making of a Scifi Environment Concept Art from Scratch in Photoshop</i> <b>SÉBASTIEN HUE</b> Concept Artist & Illustrator 17:10 – 20:10	<i>Creating a Super Uber Elemental</i> <b>THEO BIALEK</b> VFX Supervisor, Sony Pictures Imageworks 17:00 – 18:30
<b>17:00</b>				<i>Digital Makeup Effects in a Photoreal Environment</i> <b>TRENT CLAUS</b> VFX Supervisor, Lola 18:30 – 20:00
<b>18:00</b>				
<b>19:00</b>				
<b>20:00</b>				
<b>21:00</b>	<b>21:00</b> <i>In Concert with the Orchestra Felettese</i> <b>MICHAEL GIACCHINO</b> 			<b>VIEW Conference Event (Sala Fucine)</b> <b>Monday, October 21</b> <b>21:00-23:00</b>
<b>22:00</b>				
<b>23:00</b>				

**MONDAY 21 OCTOBER - Page 2 of 2**

	SALA ACQUARIO	ORANGE ROOM		
09:00				
10:00				
11:00				
12:00				
13:00				
14:00	<i>Creating an Immersive Experience: From Initial Idea to Final Pitch</i> <b>ELOI CHAMPAGNE</b> Technical Director <b>FRANCES MCKENZIE</b> Interdisciplinary Artist <b>VINCENT MCCURLEY</b> Interactive Technologist National Film Board, Canada 13:45 – 16:45	<i>VFX Editing</i>  <b>HUGO GUERRA</b> Director & VFX Supervisor, founder of Hugo's Desk  14:00 – 18:00		
15:00				
16:00				
17:00	<i>How to Pitch a Game</i>  <b>JOSH HOLMES</b> CEO/Co-Founder, Midwinter Entertainment  16:45 – 18:45			
18:00		<i>The Orchid and the Bee (VR Experience)</i> <b>FRANCES MCKENZIE</b> Director (18:00 – 19:00)		
19:00				
20:00				
21:00				
22:00				
23:00				

**TUESDAY 22 OCTOBER**

	SALA FUCINE	SALA DUOMO	SALA MEZZANINO	ORANGE ROOM
09:00	<i>Inside the Hidden World</i> <b>DEAN DEBLOIS</b> Writer/Director, How to Train Your Dragon <b>K</b>			
10:00	<i>PUBG : A Creative by Global Underdogs that Stunned the World</i> <b>CH KIM</b> CEO & Exec Producer, PUBG <b>K</b>			
11:00	<i>What is Why and Why it is important?</i> <b>DANIEL ZAJFMAN</b> President, Weizmann Institute of Science <b>K</b>			
12:00	<i>Setting the Table: The Art of the Movie Opening</i> <b>BRAD BIRD</b> Director, Screenwriter, Animator <b>K</b>			
13:00	<i>Tribute Concert for Michael Giacchino</i> <b>SCHOOL CHILDREN</b> Under direction of Maestro Bruno Lampa	<i>Meeting w/ Italian Physics/Math Students</i> <b>DANIEL ZAJFMAN</b>	LUNCH	
14:00	<i>Swing Far from Home</i> <b>THEO BIALEK</b> Digital FX Supervisor, Sony Pictures Imageworks	<i>Finding Your Voice: Portfolio Review Discussion</i> <b>TERRENCE MASSON</b> MFA Computer Arts Chair, School of Visual Arts, NYC		
15:00	<i>Becoming London Director</i> <b>SIMONE GIAMPAOLO</b> Director, Aardman (30 min)	14:00 – 16:00	<i>How XR (AR/MR/VR) will impact how we create and what we create</i> <b>ELOI CHAMPAGNE</b> TD, Nat. Film Board Canada	<i>Keys and Mindset to Hike the Mountain of Concept Art</i> <b>SEBASTIEN HUE</b> Concept Artist & Illustrator
16:00	<i>Klaus: Bringing 2D Forward</i> <b>SERGIO PABLOS</b> Director, Netflix	<b>Panelists</b> Henry LaBounta, Senior Art Director / VFX Supervisor, EA Ian Palmer, Director, Escape Studios	<i>Houdini FX for Indies Masterclass</i> <b>HELGE MAUS</b> 3D/VFX Artist & Trainer, pixeltrain 15:00 – 18:30	
17:00	<i>The Future of Work</i> <b>TOM WUJEC</b> Tech pioneer, Writer, Entrepreneur <b>K</b>			
18:00	<i>Reaching the Summit of Everest</i> <b>JILL CULTON</b> Writer/Director, Dreamworks <i>SHAZAMI Fun Around Philadelphia</i> <b>FLORIAN GELLINGER</b> VFX Sup, RISE FX. <b>K</b>			
19:00	<i>GoT Season 8:Dragons</i> <b>THOMAS SCHELESNY</b> VFX Sup, Image Engine			
20:00				
21:00	<b>Recruitment</b> <b>Tuesday, Oct 22, 14:00-18:00</b> 14:00  18:00			
22:00				
23:00				

EXHIBITION HALL / VR EXPERIENCES 10:00 – 18:30

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**WEDNESDAY 23 OCTOBER**

	SALA FUCINE	SALA DUOMO	ORANGE / BLUE ROOMS	SALA MEZZANINO
09:00	<i>Young Nick Fury and Digital De-Aging in the Marvel Universe</i> <b>TRENT CLAUSS</b> VFX Sup, Captain Marvel	<i>How Cartoons are Born (SCHOOLS ONLY)</i> <b>SIMONE GIAMPAOLO</b> 09:00-11:00	<i>Buster Keaton: Existential Slapstick</i> <b>B DAVID MISCH</b> Screenwriter, Teacher	<i>Stop-Motion Animation Masterclass</i> (Schools 12-17yr Only) <b>FRANCES ADAIR MCKENZIE</b> Director 09:00-11:00
10:00	<i>Avengers: Endgame</i> <b>SIDNEY KOMBO-KINTOMBO</b> Animation Sup, Weta Digital			
11:00	<i>What Story Are You Telling?</i> <b>PETER RAMSEY</b> Co-director, Spider-man: Into the Spider-Verse			
12:00	<i>Need for Speed: HEAT</i> <b>HENRY LABOUNTA</b> Studio Art Director, EA	<b>Panelists</b> Maureen Fan, CEO Baobab Studios Wieke Schrakamp, Research Manager, IJsfontein Janelle Croshaw Ralla, VFX Sup, Captain Marvel Jill Culton, Writer/Director, Abominable, Dreamworks Angie Wojack, Dir of Career Dev't, SVA NYC		
13:00	<i>Women in Animation (WIA) Lunch Panel</i> <b>CAROLYN GIARDINA</b> Tech Editor, Hollywood Reporter (Moderator)		LUNCH	
14:00	<i>Welcome to Light Fields</i> <b>PAUL DEBEVEC</b> Senior Engineer, Google VR			<i>Panel: Starting Your Animation Career: How to Get Noticed and Get Hired</i> <b>ANGIE WOJACK</b> 14:00-15:30
15:00	<i>How to be an Artist Working in Free to Play</i> <b>JACK M. GILSON</b> Studio Art Director, Rovio			
16:00	<i>The Timelessness of Dreams</i> <b>KAREEM ETTOUNEY</b> Art Director, Media Molecule	<i>Technical Toy Story: The Latest and Greatest in Pixar's RenderMan</i> <b>DLYAN SISSON</b> Marketing Manager, Pixar 15:30-17:30	<i>Beg, Borrow &amp; Steal! Shanghaiing Science Papers for Procedural Design</i> <b>MORITZ SCHWIND</b> Co-founder, Entagma 15:00-18:00	
17:00	<i>AAA→Indie, Rediscovering My Creative Soul</i> <b>JOSH HOLMES</b> CEO/Co-Founder, Midwinter Entertainment			
18:00	<i>Creating an Interactive Narrative</i> <b>MAUREEN FAN</b> CEO, Co-Founder, Baobab Studios			
19:00	<i>Gemini Man</i> <b>GUY WILLIAMS</b> Weta Digital			
20:00				<b>Panelists</b> Tiffany Feeny, Founder Talent Outpost Alex Williams, Head of Animation, Escape Studios Spencer Cook, Animation Director, DNEG Theodore Ty, Head of Character Animation, L'Atelier
21:00	<b>Recruitment</b> <b>Wednesday, Oct 23, 10:00-18:00</b>			
22:00	10:00			
23:00	18:00			

EXHIBITION HALL / VR EXPERIENCES 10:00 – 18:30

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**THURSDAY 24 OCTOBER**

	SALA FUCINE	BLUE ROOM & SALA DUOMO	SALA MEZZANINO	PIAZZA DEI MESTIERI
			Talk + Q & A followed by interactive demos	 VIA JACOPO DURANDI, 13
09:00	<i>Art of Aladdin: "Let's make some magic!"</i> <b>DANIELE BIGI</b> VFX Supervisor, ILM	<i>Creative Collaboration - Tools to Supercharge your Teams</i> <b>TOM WUJEC</b> Tech pioneer, Writer, Entrepreneur	<i>Tilt Brush by Google (VR Experience)</i> <b>DREW SKILLMAN</b> Creative Director <b>PATRICK HACKETT</b> UX Designer & Co-Creator 09:00-10:30	
10:00	<i>Small Team, Big Results: Making of Apex Legends</i> <b>TODD SUE</b> Art Director, Respawn Entertainment	<b>B</b> 09:00-11:00	<i>Masterclass: From Dinosaurs to Aliens, From Storyboards to CG: Breathing Life Into Your Creations</i> <b>GLEN MCINTOSH</b> 10:30-12:00	
11:00	<i>Marvel's Spider-Man (PS4)</i> <b>BOBBY CODDINGTON</b> Animation Director, Insomniac Games	<b>D</b> 11:00 – 12:00		
12:00	<i>Music for Story</i> <b>MICHAEL GIACCHINO</b> Composer			<i>Dinosaur Locomotion in Maya with Escape Studios</i> <b>ALEX WILLIAMS</b> 09:30-16:30
13:00	<i>In Conversation with Jan-Bart Van Beek, Art Director, Guerrilla Games</i> <b>BRENDAN GREENE</b> Creator, PUBG	<b>D</b> <i>Meeting with Italian Music Schools</i> <b>MICHAEL GIACCHINO</b> Composer	<b>LUNCH</b>	
14:00	<i>Space Explorers: The ISS Experience</i> <b>SEBASTIAN SYLWAN</b> CTO & Creative Partner, Felix & Paul Studios	<b>D</b> <i>Beyond Eye Darts: Acting for Animation</i> <b>THEODORE TY</b> Head of Character Animation, L'Atelier	<i>Procedural Content Gen. for Experimentation &amp; Production</i> <b>NIKOLA DAMJANOV</b> Lead Game Artist, Nordeus	
15:00	<i>Interactivity as Narrative in VR Storytelling</i> <b>ERIC DARNELL</b> Animator, Director, Writer	<b>D</b> 14:00-16:00	<i>Industry-Driven Education Training the Next Generation of Artists</i> <b>IAN PALMER</b> Director, Escape Studios	
16:00	<i>Behavior Design</i> <b>WEIKE SCHRACKAMP</b> Research Manager Health & Behavior, Iisfontein	<b>D</b> <i>VFX Business &amp; Legal</i> <b>HEIKO BURKARDSMAIER</b> Mackevision	<i>Fairies of Carnival Row</i> <b>ADAM FIGIELSKI</b> VFX Supervisor, PIXOMONDO	
17:00	<i>GoT Season 8 VFX</i> <b>ADAM FIGIELSKI</b> VFX Sup, Pixomondo			
18:00	<i>Addams Family: Re-Introducing a Classic</i> <b>CONRAD VERNON</b> , Co-director <b>ALEX SCHWARTZ</b> , Producer			
19:00	<i>Spider-Verse: Breaking Rules of Animation?</i> <b>DANNY DIMIAN</b> VFX Supervisor			
20:00				
21:00				
22:00				
23:00				

EXHIBITION HALL / VR EXPERIENCES 10:00 – 18:30


EXHIBITION HALL / VR EXPERIENCES 10:00 – 18:30

**Recruitment**  
**Thursday, Oct 24, 10:00-18:00**

10:00 


18:00

**VIEW Conference Bookstore Event**  
**Thursday, Oct 24, 15:00-16:00**

15:00 **Book Signing**   
**ROB BREDOW**  
SVP & Exec Creative Dir, ILM

16:00

**FRIDAY 25 OCTOBER**

SALA FUCINE	SALA DUOMO	SALA MEZZANINO	PIAZZA DEI MESTIERI
			<div> VIA JACOPO DURANDI, 13</div>
<div><i>Vers, Fury &amp; Fury creatures: VFX Captain Marvel</i> <b>JANELLE CROSHAW RALLA</b> VFX Sup, Captain Marvel</div>	<div><i>AI Cyberwarfare and Cyberweapons and Their Impacts on Cyber Ethics</i> <b>GIANNI CUOZZO</b></div>	<div><i>Why Design Thinking is Important for Innovation?</i>  <b>SIMONE FAVARIN</b> <b>ANTONY VITILLO</b> 09:00 – 11:00</div>	<div><i>Animate a Sci-Fi Bot Walk Cycle in Maya Masterclass</i>  <b>AMEDEO BERETTA</b>  Escape Studios  09:30 – 16:30</div>
<div><i>Evolution of the Toy Story World</i> <b>WILLIAM REEVES</b> Supervising Tech Dir., Pixar</div>			
<div><i>Character in World Building</i> <b>RALPH EGGLESTON</b> Production Designer, Pixar</div>	<div><i>Technical Toy Story: The Latest and Greatest in Pixar's RenderMan</i>  <b>DYLAN SISSON</b> Marketing Manager, Pixar 11:00-13:00</div>	<div><i>How VFX Accelerates Automotive Production</i>  <b>JURI STANOSSEK</b> Mackevision</div>	
<div><i>Ha! Aaah! The Painful Relationship Between Humor and Horror</i> <b>DAVID MISCH</b> Screenwriter, Teacher</div>			
<div><i>De-Aging/Digital Humans Lunch Panel</i>  Ian Failes (Moderator)</div>	<div>LUNCH</div>		
<div><i>Living The Dream: 35 Years in VFX Industry</i> <b>HAL HICKEL</b> Animation Supervisor, ILM</div>			
<div><i>Costume Matters</i> <b>DEBORAH N. LANDIS</b> Professor, Costume Designer</div>			
<div><i>Star Wars: Over Four Decades of Storytelling with Innovation</i> <b>ROB BREDOW</b> SVP &amp; Exec Creative Dir, ILM</div>			
<div><i>The Lion King</i> <b>ROB LEGATO</b> VFX Sup, Lion King (2019)</div>			
<div><i>Creating the Elements in Frozen 2</i>  <b>STEVE GOLDBERG</b> VFX Sup, Disney Animation</div>			

EXHIBITION HALL / VR EXPS 10:00 – 15:30

EXHIBITION HALL / VR EXPS 10:00 – 18:30

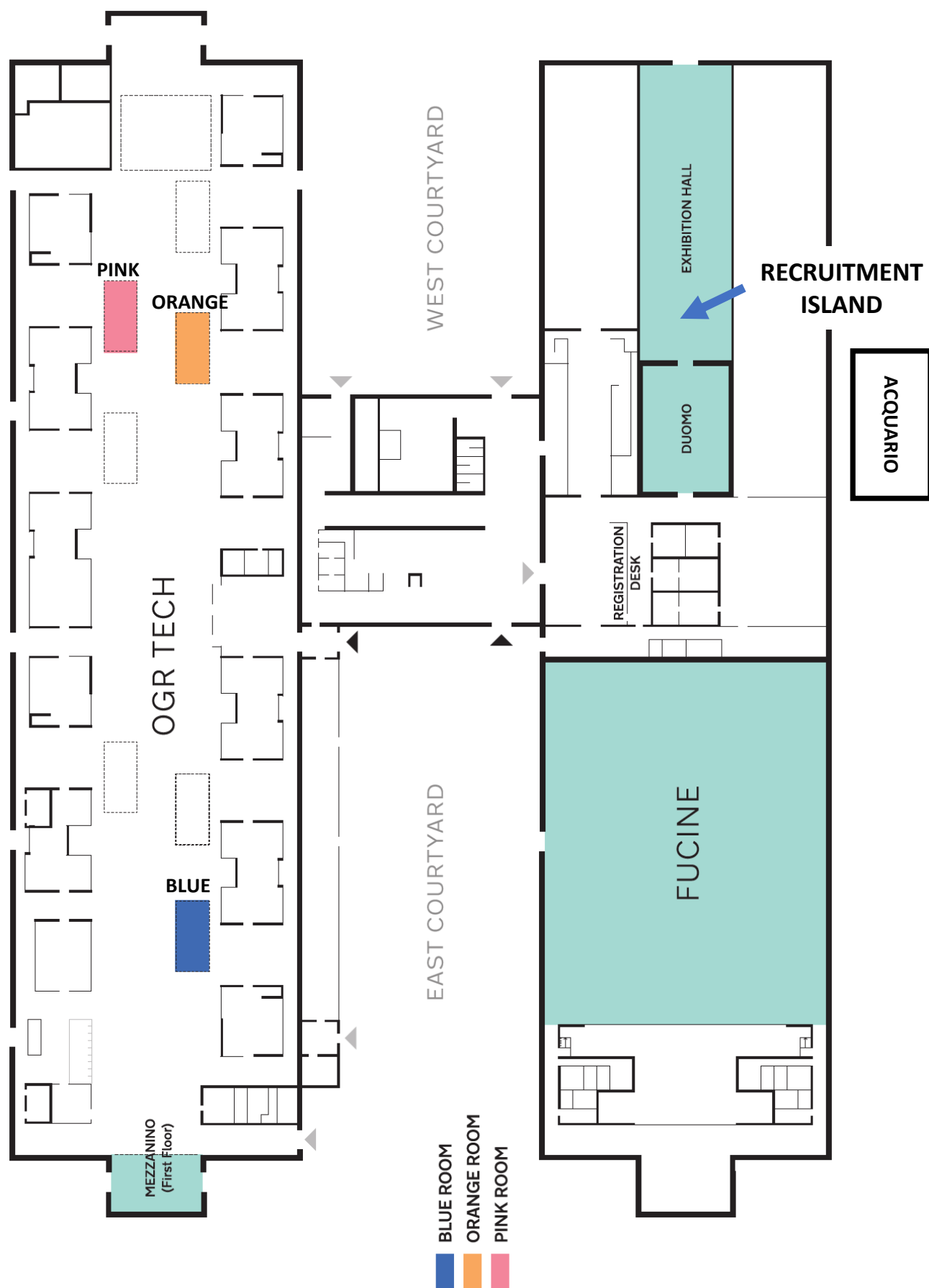
**VIEW Conference Bookstore Event  
Friday, Oct 25, 17:00-18:00****17:00***Book Signing***ROB BREDOW**

SVP &amp; Exec Creative Dir, ILM

**18:00****Recruitment  
Friday, Oct 25, 10:00-15:30****10:00****15:30**



# 2019 PROGRAM

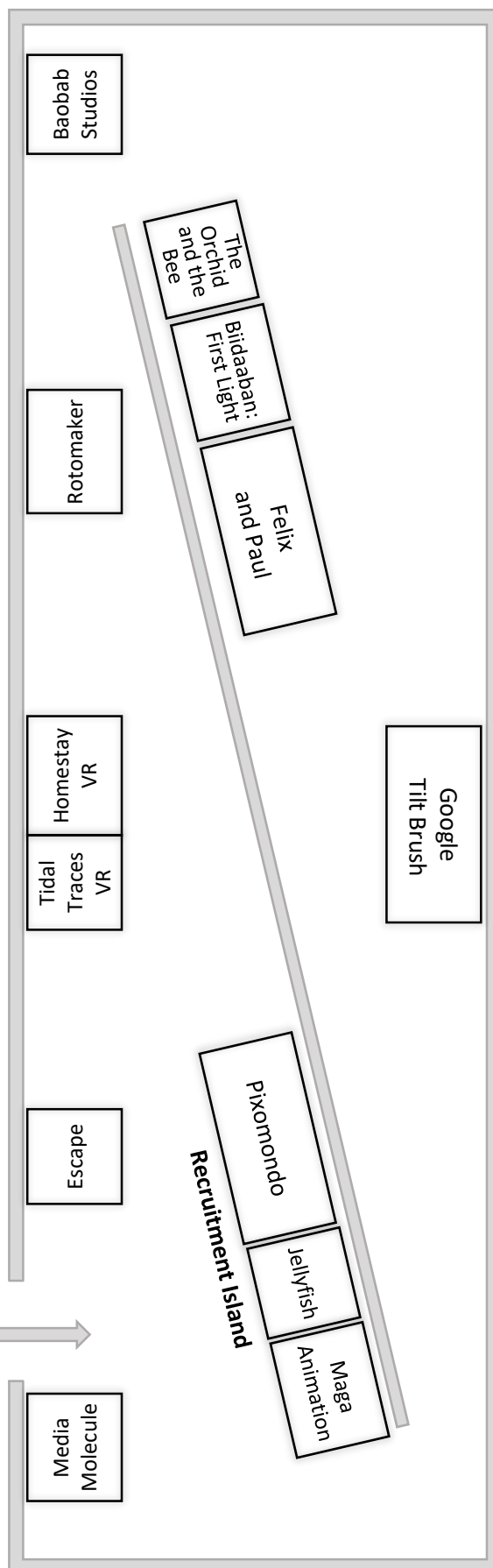






# Exhibition Hall Map

Entrance →



Recruitment  
Island  
Inside