

VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Sunday 15 October — **ITS ITC - PIAZZA DEI MESTIERI - VIA JACOPO DURANDI 10, TURIN**

	ROOM 1	ROOM 3	ROOM 4	ROOM 5	ROOM 6	ROOM 7
09:00						
09:15						
09:30						
09:45						
10:00	Workshop 6 hours Art Direction, Visual Development and Stylization **Almu Redondo** Production Designer Cartoon Saloon 10:00 - 17:30	Workshop 6 hous Rome Wasn't built in a Day, but this Game Level Was! **Nikola Damjanov** Lead Game Artist Nordeus 10:00 - 17:30	Workshop 6 hours Master the Principles of Ideation: Learn how to Develop Original IP **Mike Jelinek** ArtD. Researcher MX lab | Institute of Design Faculty of Architecture and Design Slovak University of Technology in Bratislava 10:00 - 17:30	Workshop 2 hour Matte Painting **Trent Claus** VFX Supervisor, Lola Visual Effects 10:00 - 12:00	Workshop 2 hours 30 min Blender Animation Tools Introduction **Helge Maus** Senior VFX Trainer, Blender & Houdini FX Generalist, Compositor, Owner Pixeltrain 10:00 - 12:30	Workshop 3 hours Putting Narrow AI Tools in the Hands of Visual Creators and Future Technicaal Directors **Eloi Champagne** Technical Director, VR, National Film Board of Canada 10:00 - 13:00
10:15						
10:30						
10:45						
11:00						
11:15						
11:30						
11:45						
12:00						
12:15				Workshop 2 hours Renderman 26 **Dylan Sisson** Artist & Designer, RenderMan, Pixar Animation Studios 12:15 - 14:15		
12:30						
12:45						
13:00						
13:15						Workshop 2 hours Deep diving into the world of the creative software "Dreams" **Martin Nebelong** Freelance Artist and VR Pioneer 13:15 - 15:15
13:30						
13:45						
14:00					Workshop 2 hours 30 min Blender Rigging Introduction **Helge Maus** Senior VFX Trainer, Blender & Houdini FX Generalist, Compositor, Owner, Pixeltrain 14:00 - 16:30	
14:15						
14:30				Special Presentation Stay Tuned! 14:30 - 16:30		
14:45						
15:00						
15:15						
15:30						
15:45						
16:00						
16:15						
16:30						
16:45					Portfolio Reviews Session **Trent Claus** VFX Supervisor, Lola Visual Effects 16:45 - 17:45	
17:00						
17:15						
17:30						
17:45						
18:00					Talk Ask Me Anything about Character Animation for VFX **Hal Hickel** Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner 18:00 - 19:00	
18:15						
18:30						
18:45						
19:00						
19:15						
19:30						
19:45						
20:00						
20:15						
20:30						
20:45						



VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Monday 16 October — OGR - CORSO CASTELFIDARDO 22, TURIN

	BINARIO 3	MEZZANINO	TECA 1	TECA 2
09:00	Talk Making of the Animated Short: MUSHKA **Andreas Deja** Creator & Director, MUSHKA 9:00 - 10:00	Workshop 3 hours The Animation of Nimona **Ted Ty** Global Head of Character Animation, DNEG Animation 9:00 - 12:00	Workshop 2 hours Dinamic Figure Drawing **Scott Eaton** Artist, Designer, Creative Technologist 9:00 - 11:00	
09:15				
09:30				
09:45				
10:00				
10:15	Workshop Composing Music for Animated Features **Bruno Coulais** Composer, Coraline, Wendell & Wild 10:15 - 11:45			
10:30				
10:45				
11:00				
11:15			Workshop 2 hours Dethroning the Polygon? It's About Time! Storytelling at the forefront of technology **Martin Nebelong** Freelance Artist and VR Pioneer 11:15 - 13:15	
11:30				
11:45				
12:00	Randerman Challenge **Dylan Sisson** Artist & Designer, RenderMan, Pixar Animation Studios 12:00 - 13:00			
12:15		Workshop 2 hours Zbrush **Daniele Andelozzi** Freelance 3D Sculptor & Certified Instructor Maxon 12:15 - 14:15		
12:30				
12:45				
13:00				
13:15	Talk **Amy Ash** Axis Studios 13:15 - 14:15			
13:30			Masterclass Facial Anatomy for the Digital Artist Trent Claus **Trent Claus** VFX Supervisor, Lola Visual Effects 13:30 - 14:30	
13:45				
14:00				
14:15				
14:30	Talk Miniatures and motion control in the Mondoverse **Hal Hickel** Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner 14:30 - 15:30	Special Presentation Stay Tuned 14:30 - 15:30		Special Presentation Stay Tuned 14:30 - 15:30
14:45			Talk **Daniele Barone** Epic games 14:45 - 15:45	
15:00				
15:15				
15:30				
15:45	Talk Copyright and how to secure your Digital Artworks **Heidi Wang** Senior Vice President, Wacom 15:45 - 16:45			
16:00				
16:15				
16:30				
16:45				
17:00	Panel The Future of Education: Spaghetti and Icebergs Moderated by **Alwyn Hunt** - Head of Education, Partnerships Adobe, Co-Founder The Rookies **Simon Devereaux** - Director, Global Talent Development, Framestore and Founder of Access VFX **Saint Walker**- Escape Studios, Deputy Dean **Tim McLaughlin** - Texas A&M University **Mauro Baldisera** - Skyup Academy 17:00 - 18:00	Workshop 90 min Characters and AI **John Gaeta** Chief Creative Officer, Inworld AI, Academy Award winner 17:00 - 18:30		
17:15				
17:30				
17:45			Talk Omniverse **Richard Kerris** VP Omniverse Platform, GM of Media & Entertainment, NVIDIA 17:45 - 18:45	
18:00				
18:15				
18:30				
18:45				
19:00				
19:15				
19:30				
19:45				
20:00				
20:15				
20:30				
20:45				



VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Tuesday 17 October — OGR - CORSO CASTELFIDARDO 22, TURIN

	FUCINE	BINARIO 3	MEZZANINO	TECA 1
09:00	Talk Nimona **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 9:00 - 10:00			
09:15				
09:30				
09:45				
10:00				
10:15	AWS Keynote **Gretchen Libby** AWS, Director, Visual Computing 10:15 - 11:15			
10:30				
10:45				
11:00				
11:15				
11:30	Italian Premiere Talk Chicken Run: Down of the Nugget **Sam Fell** Director, Chicken Run: Dawn of the Nugget, Aardman Animations, Netflix 11:30 - 12:30			
11:45				
12:00				
12:15				
12:30				
12:45	Talk Trolls: a band Together **Marc Scott** VFX Dreamworks 12:45 - 13:45	Workshop 2 hours Character Animation Workshop with Disney Legend **Andreas Deja** Creator & Director, MUSHKA 12:45 - 14:45	Workshop 3 hours BeInder 4.0 - Procedural Workflows with Geometry Nodes **Helge Maus** Senior VFX Trainer, Blender & Houdini FX Generalist, Compositor, Owner, Pixeltrain 12:45 - 15:45	Workshop 2 hours Inclusive Hiring with ACCESS: VFXFostering Diversity and Equity in the VFX Industry **Simon Devereaux** Founder and Director of ACCESS: VFX and Director, Global Talent Development, Framestore 12:45 - 14:45
13:00				
13:15				
13:30				
13:45				
14:00	Talk Mandalorian Season 3 **Hal Hickel** Animation Director, Industrial Light & Magic (ILM), Oscar, BAFTA winner 14:00 - 15:00			
14:15				
14:30				
14:45				
15:00		Talk Procedural 3D Urban Environments: Challenges and Solutions **Matthias Buehler** Founder & CTO, MSc Arch ETH Zurich 15:00 - 16:00		
15:15	Panel Women in Animation 15:15 - 16:15			
15:30				
15:45				
16:00			Talk From Artist to Supervisor: 45,000 kilometer journey around the globe From Gotham City to the Enterprise, a VFX journey **Andreas Maaninka** VFX Supervisor 16:15 - 17:00	
16:15		Talk What we talk about, when we talk about story **Craig Caldwell** USTAR Professor, Film and Media Arts, Co-Founder of the Masters in Games Graduate Program, University of Utah 16:15 - 17:00		
16:30	Wacom Celebrating 40 years **Heidi Wang**, Senior Vice President, Wacom **Faik Karaoglu**, Executive Vice President Wacom Branded Business **Arvind Arumbakkam**, Director Business Alliance and partnership, Wacom 16:30 - 17:30			
16:45				
17:00				
17:15				
17:30				
17:45	Panel The Future of Storytelling **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 Animation **Troy Quane,** Director, NIMONA, Netflix Animation **James Knight,** Global Director, Media & Entertainment / Visual Effects, AMD **Faik Karaoglu,** Executive Vice President Wacom Branded Business 17:45 - 19:15			
18:00				
18:15				
18:30				
18:45				
19:00				
19:15				
19:30				
19:45				
20:00				
20:15				
20:30				
20:45				



VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Wednesday 18 October — OGR - CORSO CASTELFIDARDO 22, TURIN

	FUCINE	BINARIO 3	MEZZANINO
09:00	Italian Premiere Talk WISH **Kyle Odermatt** VFX Supervisor, Walt Disney Animation Studios 9:00 - 10:00		
10:15	Keynote **James Knight** Global Director, Media & Entertainment / Visual Effects, AMD 10:15 - 11:15		
11:30	Keynote Cinematic World Building: The Evolution of Star Wars Design **Doug Chiang** Vice President and Executive Creative Director, Lucasfilm 11:30 - 12:30		
12:45	Talk Composing Music for Animated Features **Bruno Coulais** Composer, Coraline, Wendell & Wild 12:45 - 13:45	Workshop **Antony Passemard** AWS 12:45 - 13:45	
14:00	Talk Exploring the Boundaries of Creativity: AI, VR, and VFX **Dylan Sisson** Artist & Designer, RenderMan, Pixar Animation Studios 14:00 - 15:00	Special Presentation Stay Tuned! 14:00 - 15:00	Talk Intangible Chair How we think and create through our bodies, how we can fight creative blocks and muscle memory, and why there is a chair here. **Mike Jelinek** ArtD. Researcher, MX Lab, Inst of Design Faculty of Arch/Design, Slovak U. of Tech, Bratislava 14:00 - 15:00
15:15	Talk What Dreams are Made off: Telling Stories Immersively in 3D **Martin Nebelong** Freelance Artist and VR Pioneer 15:15 - 16:15	Talk The Making of Cartoon Saloon's Star Wars Visions Short Film **Almu Redondo** Production Designer, Cartoon Saloon 15:15 - 16:15	Talk **Heiko Burkardsmaier** VFX Executive Producer, Head of Business/Legal Affairs, Accenture Song VFX 15:15 - 16:15
16:30	Talk Out of Distribution: Thriving Creatively in the Age of AI **Scott Eaton** Artist, Designer, Creative Technologist 16:30 - 17:30	Talk PICKVFX 16:30 - 17:30	Special Presentation Stay Tuned! 16:30 - 17:30
17:45	Talk **John Gaeta** Chief Creative Officer, Inworld AI, Academy Award winner 17:45 - 18:45	Special Presentation Stay Tuned! 17:45 - 18:45	Special Presentation Stay Tuned! 17:45 - 18:45
19:00	Talk **Peter Ramsey** Academy Award-Winning Director 19:00 - 20:00		
20:15			
20:30			
20:45			



VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Thursday 19 October — OGR - CORSO CASTELFIDARDO 22, TURIN

	FUCINE	BINARIO 3	MEZZANINO
09:00	Talk **Joaquim Dos Santos** Director, Spider-Man: Across the Spider-Verse, Sony Pictures Animation 9:00 - 10:00		Workshop 2 hours **Hugo Guerra** Director & VFX Supervisor, Foundry 9:00 - 11:00
09:15			
09:30			
09:45			
10:00			
10:15	Panel AWS 10:15 - 11:15		
10:30			
10:45			
11:00			
11:15			
11:30	Italian Premiere Talk Migration **Benjamin Renner** Illumination 11:30 - 12:30		
11:45			
12:00			
12:15			
12:30			
12:45	Masterclass A Conversation about Art and Star Wars with **Doug Chiang** Vice President and Executive Creative Director, Lucasfilm 12:45 - 13:45	Talk **Diego Viezzoli** Rainbow 12:45 - 13:45	Special presentation Stay Tuned! 12:45 - 13:45
13:00			
13:15			
13:30			
13:45			
14:00	Talk **Paul Debevec** Chief Research Officer, Eyeline Studios 14:00 - 15:00	Talk **Axis Studios** 14:00 - 15:00	Talk **Stephane Ceretti** Overall VFX Supervisor, Guardians of the Galaxy Vol.3 14:00 - 15:00
14:15			
14:30			
14:45			
15:00			
15:15	Talk **Rob Hoffmann** Lenovo Workstations Worldwide Media & Entertainment Manager 15:15 - 16:15	Panel Creating Visual Effects for Shadow & Bone Season 2 **Juri Stanossek** VFX Supervisor, Accenture Song VFX **Apollonia Hartmann** VFX Producer, Accenture Song VFX 15:15 - 16:15	Mock Intervies **Michael Coldeway** 15:15 - 16:15
15:30			
15:45			
16:00			
16:15			
16:30	Talk Killers of the Flower Moon: Telling the Story with Sound **Mark Ulano** Sound Engineer, CAS, AMPS, Oscar winner 16:30 - 17:30	Talk Creativity and Technology in the Age of Narrow AI **Eloi Champagne** Technical Director, VR, National Film Board of Canada 16:30 - 17:30	Talk **Henry Selick** Director, Coraline, Wendell & Wild 16:30 - 17:30
16:45			
17:00			
17:15			
17:30			
17:45	Talk From God of War to beyond: **Rafael Grassetti,** Digital Artist in conversation with **Jean-Bart van Beek** Studio Director & Studio Art & Animation Director, Guerrilla Games 17:45 - 18:45	Panel AI and Education 17:45 - 18:45	
18:00			
18:15			
18:30			
18:45			
19:00			
19:15			
19:30			
19:45			
20:00			
20:15			
20:30			
20:45			



VIEW Conference - "The Future We Want" - 24th International VFX Computer Graphics Conference
15-20 Oct, 2023, www.viewconference.it
15 Oct - ITS ICT, Via Jacopo Durandi 10, Turin.
16-20 Oct - OGR, Corso Castelfidardo 22, Turin.

Light Pass: Talks + Panels

All Access Pass: Talks + Panels + Workshops + Masterclasses + Portfolio Reviews + AMA Sessions

Friday 20 October — OGR - CORSO CASTELFIDARDO 22, TURIN

	FUCINE	BINARIO 3	MEZZANINO
09:00	Keynote Innovation & Avatar: The Way of Water **Joe Letteri** Senior Visual Effects Supervisor, Weta FX, 5-time Oscar winner 9:00 - 10:00		Special Presentation Stay Tuned 9:00 - 11:00
09:15			
09:30			
09:45			
10:00			
10:15	Talk Elemental **Peter Sohn** Vice-President, Creative & Director, Elemental, Pixar Animation Studios 10:15 - 11:15	Workshop 2 hours Sound Design **Marc Ulano** Sound Engineer, CAS, AMPS, Oscar winner 10:15 - 12:15	
10:30			
10:45			
11:00			
11:15			Workshop 4 hours Drawing for Storyboard **Michael Coldewey** Professor of Concept Art, Drawing & Design, Media Design University of Applied Sciences in Munich 11:15 - 15:15
11:30	Special Presentation Stay Tuned! 11:30 - 12:30		
11:45			
12:00			
12:15			
12:30		Talk **Ben Lumsden** Epic Games 12:30 - 13:30	
12:45	Panel Art and AI 12:45 - 13:45		
13:00			
13:15			
13:30			
13:45		Talk Andventures in USD in Animation in Japan **Jeff Dillinger** VFX Supervisor, CEO Megalis 13:45 - 14:45	
14:00	Talk Recreating a Moment in History: The VFX of Oppenheimer **Giacomo Mineo** Visual Effects Supervisor, Oppenheimer, DNEG 14:00 - 15:00		
14:15			
14:30			
14:45			
15:00		Talk **Claudia Marvisi** Pixomondo 15:00 - 16:00	
15:15	Talk BARBIE **Glen Pratt** Production VFX Supervisor, Framestore 15:15 - 16:15		
15:30			
15:45			
16:00			
16:15			
16:30	Talk **Mike Lasker** VFX Supervisor, Spider-Man Across the Spider-Verse, Sony Pictures Imageworks, Sony Pictures Animation 16:30 - 17:30		
16:45			
17:00			
17:15			
17:30			
17:45	Talk Teenage Mutant Ninja Turtles: Mutant Mayhem **Jeff Rowe** Director, Paramount Animation, Nickelodeon Animation 17:45 - 18:45		
18:00			
18:15			
18:30			
18:45			
19:00			
19:15			
19:30			
19:45			
20:00			
20:15			
20:30			
20:45			