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Marie-Odile Demay
Project Manager

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Sales Manager Canada

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5 JUNE / JUIN 2018

9 - 10:00 AM — **OPENING KEYNOTE** presented by Atomic Fiction, Binge Watch: How Streaming Content is Shaping our Industry by Kevin Baillie **Room: 510B**

10 - 10:30 AM — BREAK

	PREMIUM SESSIONS ROOM 512 A	PREMIUM SESSIONS ROOM 512 B	EXPO SESSIONS ROOM 510 A	EXPO SESSIONS ROOM 510 B
			Sponsored by MELS	Sponsored by Bureau du cinéma et de la télévision du Québec
10:30 - 11:30 AM	Carrying a Technical Vision Between two Industries Pierre Blaizeau - Digital Dimension Real time / AR / VR	Making 360/VR & Location-Based Immersive Entertainment Bassil Silim-Jones - Phenomena Real time/ AR /VR	Stranger Things 2: How to Outrun the TV Beast Seth Hill - Atomic Fiction VFX Case Study	Panel: From L.A to Montréal - A conversation with VFX experts Benoit Touchette - MELS, Dieter Ismagil - Skydance Television, Greg Strasz - Centropolis VFX
			Sponsored by Atomic Fiction	Sponsored by Bureau du cinéma et de la télévision du Québec
11:30 AM - 1 PM	BREAK (Lunch available to premium and master class pass holders at the catering room)			
1 - 2 PM	Game Engines for Film: Sizing Up the Fit Simon Inwood - Imaginary Spaces Real time/AR/VR	Merging Motion Design, Interactive Multimedia, and VFX François Hogue and Arnaud Mellinger - Moment Factory Creativity	Discovering the VFX of Star Trek Mahmoud Rahnama - Pixomondo VFX Case Study	The State of Effects with Autodesk & Scalar Chris Vienneau - Autodesk Technology
				Sponsored by scalar
2 - 2:30 PM	BREAK			
2:30 - 3:30 PM	Animation Technics in Unreal Engine: Bringing your Characters to Life with Realtime Puppeteering David Hurtubise - Epic Games Real time/AR/VR	Metal vs Meat: Animation Workflow on Pacific Rim Uprising Aaron Gilman - DNEG VFX Case Study	The VFX of Hochelaga, Land of Souls Hugo Léveillé - MELS VFX Case Study	AI for Graphics and Animation Rick Grandy - Nvidia Technology
			Sponsored by MELS	Sponsored by Images & Technologie
3:30 - 4 PM	BREAK (Coffee break available to premium and master class pass holders at the catering room)			
4 - 5 PM	Exploring the Renewal of the VFX Practice Using Traditional Techniques in Fluid Mechanics Patrick Parenteau - Eidos Montréal Technology	Black Panther: The Making of Wakanda's Warrior Falls Bryan Grill - Scanline VFX and Geoffrey Baumann - Marvel Studios VFX Case Study	SHED - Creating High End Commercials Using Houdini Antonin Fisette, Ben Therriault, Carlos Valcarcel, Hakim Harrouche, Martine Chartrand, Max Roz and and Pierre Hugues Dallaire - SHED Technology	Foundry and DNEG present: Skill Up with Nuke Chris Wetherly - Foundry and Jonathan Bowen - DNEG Technology
			Sponsored by Houdini	Sponsored by FOUNDRY
5 - 6 PM	BREAK			
6 - 7 PM	**KEYNOTE** Avengers: Infinity War - Making of Thanos Phil Cramer - Digital Domain VFX Case Study **Room: 510B**			
7 - 9 PM	**Nocturne** at the Expo Zone			

6 JUNE / JUIN 2018

	PREMIUM SESSIONS ROOM 512 A	PREMIUM SESSIONS ROOM 512 B	EXPO SESSIONS ROOM 510 A	EXPO SESSIONS ROOM 510 B
9 - 10 AM	The Secret Life of Peter Rabbit's Animation Supervisor Simon Pickard - Animal Logic Animation Case Study	With PerBlue's help, how we got world famous characters to get makeovers Abigail Rindo - PerBlue, Jonathan Simard, Nicolas Alexandre Noël and Remi Larroque - Squeeze Animation Case Study	20 Years of Creativity at DNEG Gavin Graham - DNEG VFX Collaboration	Real time markerless stereo facial motion capture Gaspard Breton - Dynamixyz Technology
			Sponsored by DNEG	Sponsored by dynamixyz
10 - 10:30 AM	BREAK			
10:30 - 11:30 AM	Sherlock Gnomes: Production Challenges Nicolas Bruchet - Mikros Image Animation Animation Case Study	IT - How To Build A Terrifying Clown Dominic Piché and Mikael Damant-Sirois - Rodeo FX VFX Case Study	All the recruiter's secrets - Starting a career in VFX and Animation Pierre-Luc Labbée - rhum - humans & resources	Predictive Analytics, and its Impact on Cloud Rendering in VFX Mac Moore - Conductor Technologies Technology
				Sponsored by scalar
11:30 AM - 1 PM	BREAK (Lunch available to premium and master class pass holders at the catering room)			
1 - 2 PM	Animating Paddington 2 Carlos Monzon - Framestore Animation Case Study	In a Galaxy Near You - Hybride on Star Wars: The Last Jedi Joseph Kasparian - Hybride Technologies VFX Case Study	Diversity at work : what now? Pierre-Luc Labbée -rhum - humans & resources	Pixar - RederMan Group Software new functionalities Dylan Sisson - Pixar Animation Studios Technology
				Sponsored by RENDERMAN
2 - 2:30 PM	BREAK			
2:30 - 3:30 PM	Cinesite's Star rigging: solutions, lessons learned and future development Costantino Fracas and Michael Cole - Cinesite Technology	The Creature Gets the Girl: Bringing The Amphibian Man to Life in The Shape of Water Trey Harrell - Mr. X VFX Case Study		Hyrum Osmond: His Character Art in the Animation Industry Adeline Grange and Hyrum Osmong - On Animation Studios Creativity
				Sponsored by On Animation Studios
3:30 - 4 PM	BREAK (Coffee break available to premium and master class pass holders at the catering room)			
4 - 5 PM	Finding your feet in VFX, from Runner to Asset Supervisor at Cinesite James Stone - Cinesite VFX		Replicating Rachael for Blade Runner 2049 Richard Clegg - MPC Collaboration	
			Sonsored by MPC	
5 - 5:30 PM	BREAK			
5:30 - 6:30 PM	**CLOSING KEYNOTE** Blade Runner 2049 Richard Hoover - Framestore VFX Case study **Room: 510B**			

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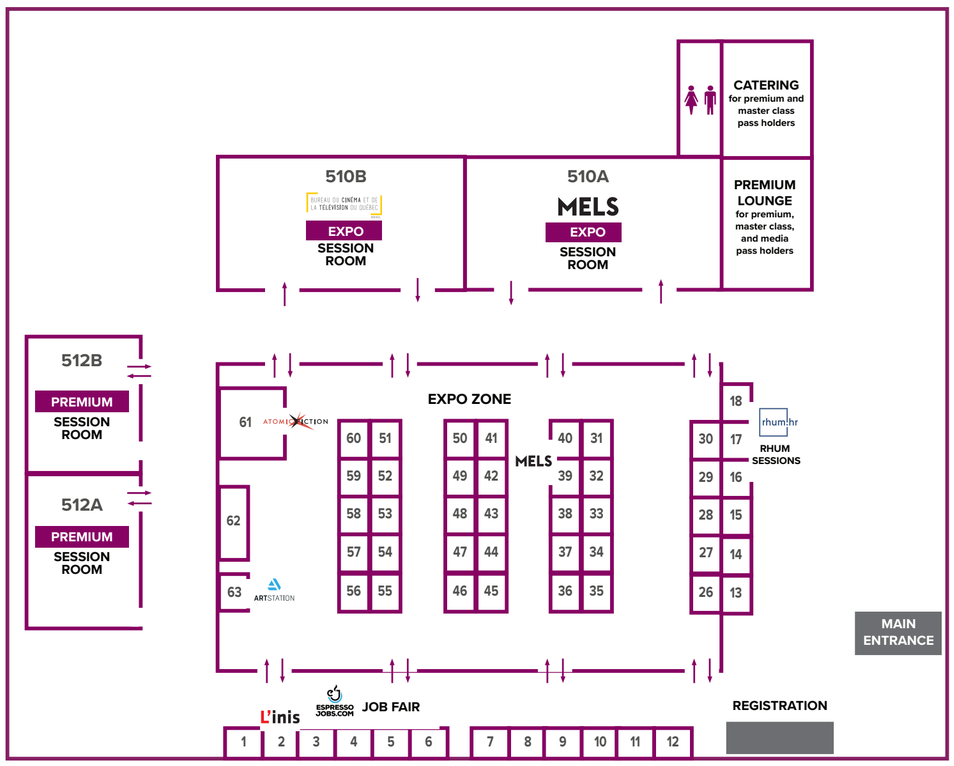
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Alchemy24 Booth #34
Animal Logic Booth #11
APY Booth #37
ArtStation - Art Gallery Booth #63
Atomic Fiction Booth #61
BUF Booth #44
Cégep de Jonquière Booth #47
Cinesite Booth #51,#52
Digital Domain Booth #48
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