



**VIEW Conference | 16TH INTERNATIONAL COMPUTER GRAPHICS CONFERENCE**  
**2015 PROGRAM**  
**19 Oct preVIEW , Workshops Only**  
**20 - 23 Oct Conference/ Exhibit Floor**  
**www.viewconference.it | Torino Incontra, Via Nino Costa 8**

<b>MONDAY 19 OCTOBER</b>				
PIAZZA DEI MESTIERI Via Jacopo Durandi 13, Turin	GIOLITTI	EINAUDI	SELLA	MOLLINO
<b>PRE-VIEW</b>				
<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">INTRODUCTION TO TEXTURING WITH SUBSTANCE PAINTER FOR GAMES AND 3D</p> <p align="center">SIMON FENTON Head of Games,Escape Studios</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 12.30</p> <p align="center">SCULPTING WORKFLOW WITH AUTODESK 3DSMAX 2016</p> <p align="center">DARIO PASSARIELLO,Head - Digital 3D, Autodesk</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 11.30</p> <p align="center">CINWARE WITH CINEMA 4D BY MAXON</p> <p align="center">CARLO COSTACURTA - Maxon Certified Instructor, GRM Studio</p>	<p align="center">VIEW-Educational: WORKSHOP h 10.30 - 12.30</p> <p align="center">THE ART OF CREATING A COLORSCRIPT - EVERY PICTURE TELLS A STORY</p> <p align="center">MICHAEL KURINSKY,Production Designer, Sony Pictures Animation</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">CREATING A CINEMATIC CHARACTER: ELDER PREDATOR</p> <p align="center">DANIELE ANGELOZZI,3D Artist, Zbrush Certified Instructor</p>
<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">INTRODUCTION TO TEXTURING WITH SUBSTANCE PAINTER FOR GAMES AND 3D</p> <p align="center">SIMON FENTON Head of Games,Escape Studios</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 12.30</p> <p align="center">SCULPTING WORKFLOW WITH AUTODESK 3DSMAX 2016</p> <p align="center">DARIO PASSARIELLO,Head - Digital 3D, Autodesk</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 11.30</p> <p align="center">CINWARE WITH CINEMA 4D BY MAXON</p> <p align="center">CARLO COSTACURTA - Maxon Certified Instructor, GRM Studio</p>	<p align="center">VIEW-Educational: WORKSHOP h 10.30 - 12.30</p> <p align="center">THE ART OF CREATING A COLORSCRIPT - EVERY PICTURE TELLS A STORY</p> <p align="center">MICHAEL KURINSKY,Production Designer, Sony Pictures Animation</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">CREATING A CINEMATIC CHARACTER: ELDER PREDATOR The workshop will show all the steps involved in creating a cinematic character, focusing on the concepts and the tasks needed to streamline a complex pipeline</p>
<b>LUNCH (h 12.30-14.00)</b>				
<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">INTRODUCTION TO TEXTURING WITH SUBSTANCE PAINTER FOR GAMES AND 3D</p> <p align="center">SIMON FENTON Head of Games,Escape Studios</p>	<p align="center">VIEW-Educational: WORKSHOP h 14.00 - 16.00</p> <p align="center">SPECIAL EFFECTS AND DYNAMICS WITH AUTODESK 3DSMAX 2016</p> <p align="center">DARIO PASSARIELLO,Head - Digital 3D, Autodesk</p>	<p align="center">VIEW-Educational: WORKSHOP h 15.00 - 18.00</p> <p align="center">THE SCRIBBLE POND - FISHING FOR A STORY: THE MECHANICS OF FEATURE STORYBOARDING</p> <p align="center">KRIS PEARN,Director - Animation Story Artist,</p>	<p align="center">MASTER CLASS (3 hours) h 14.30 - 17.30</p> <p align="center">NEO MODERNISM : A PHOTO WALK WITH RUBIN</p> <p align="center">MICHAEL RUBIN,Senior Innovator, Creative Technology Lab, Adobe Systems</p>	<p align="center">VIEW-Educational: WORKSHOP h 9.30 - 17.30</p> <p align="center">CREATING A CINEMATIC CHARACTER: ELDER PREDATOR DANIELE ANGELOZZI, 3D Artist, Zbrush Certified Instructor</p>

<b>TUESDAY 20 OCTOBER</b>					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
8.00 9.00	<b>REGISTRATION</b>				
9.00 10.00	<p><b>KEYNOTE ADDRESS</b></p> <p><b>WORLD PREMIERE PRESENTATION</b> <b>THE LITTLE PRINCE</b></p> <p><b>THE CHALLENGE OF ADAPTING A BELOVED CLASSIC</b></p> <p><b>MARK OSBORNE</b>, Director, Annie Winner, 2 Oscar Nominations</p>				
10.00 11.00	<p><b>AN INSIGHT INTO LONDON'S BLUE-ZOO ANIMATION STUDIO</b></p> <p><b>ADAM SHAW</b>, Founder and Director, Blue-Zoo Animation Studio</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 10.00 - 12.15</p> <p><b>MODELING IN SUB-D WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>, Head - Digital 3D, Autodesk</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 10.00 - 17.30</p> <p><b>SCULPTING LIVE SESSION</b></p> <p><b>DANIELE ANGELOZZI</b>, 3D Artist, Zbrush Certified Instructor</p>		
11.00 11.15	<b>COFFEE BREAK</b>				
11.15 11.45	<p><b>DIGITAL FOOD</b></p> <p><b>GIOACCHINO ACAMPORA</b>, Architetto, Castagna</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 10.00 - 12.15</p> <p><b>MODELING IN SUB-D WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>, Head - Digital 3D, Autodesk</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 10.00 - 17.30</p> <p><b>SCULPTING LIVE SESSION</b></p> <p><b>DANIELE ANGELOZZI</b>, 3D Artist, Zbrush Certified Instructor</p>		
11.45 12.15	<p><b>I-SET: THE VIDEO PRODUCTION BECOMES IOT</b></p> <p><b>ILARIA CHIESA</b>, Founder <b>RECTV</b> <b>CARLOTTA GIVO</b>, Storyteller <b>SABRINA GIACARDI</b>, Crossmedia factory manager</p>				
12.15 13.15	<p><b>THE PAINFUL RELATIONSHIP BETWEEN HUMOR AND HORROR</b></p> <p><b>DAVID MISCH</b>, Author, Comedian 2 Primetime Emmy Nominations</p>		<p><b>VIEW-Educational: WORKSHOP</b> h 10.00 - 17.30</p> <p><b>SCULPTING LIVE SESSION</b></p> <p><b>DANIELE ANGELOZZI</b>, 3D Artist, Zbrush Certified Instructor</p>		

TUESDAY 20 OCTOBER					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
13.15 14.15	LUNCH				
14.15 15.15	<p>SCULPTING A GALAXY: INSIDE THE ILM STAR WARS MODEL SHOP LORNE PETERSON, Model Shop Supervisor, ILM, Oscar Winner</p>	<p>VIEW-Educational: WORKSHOP h 14.15 - 16.15</p> <p>RIG AND SKIN WITH AUTODESK 3DSMAX 2016 DARIO PASSARIELLO, Head - Digital 3D, Autodesk</p>	<p>VIEW-Educational: WORKSHOP h 10.00 - 17.30</p> <p>SCULPTING LIVE SESSION DANIELE ANGELOZZI, 3D Artist, Zbrush Certified Instructor</p>	<p>h 14.15 - 15.15</p> <p>GESTURE AND SPATIAL INTERFACE: EXPLORING A COMMON LANGUAGE DALE HERIGSTAD, Advanced Interaction Consultant Co-founder, SeeSpace</p>	
15.15 16.15	<p>WOMEN IN ANIMATION PANEL 50/50 BY 2025</p> <p>JINKO GOTOH, Producer, VES Nominated KIM WHITE, Director of Photography, Pixar Animation Studios MIKKI ROSE, Director, Computer Animation Festival, Siggraph 2015 DEBORAH FOWLER, Visual Effects Professor, SCAD (Savannah College of Art and Design) ELEANOR COLEMAN, Producer</p>	<p>VIEW-Educational: WORKSHOP h 14.15 - 16.15</p> <p>RIG AND SKIN WITH AUTODESK 3DSMAX 2016 DARIO PASSARIELLO, Head - Digital 3D, Autodesk</p>	<p>VIEW-Educational: WORKSHOP h 10.00 - 17.30</p> <p>SCULPTING LIVE SESSION DANIELE ANGELOZZI, 3D Artist, Zbrush Certified Instructor</p>		
16.15 16.30	COFFEE BREAK				
16.30 17.30	<p>VISUAL EFFECTS AT LAIKA STEVEN EMERSON, VFX Supervisor, LAIKA</p>		<p>VIEW-Educational: WORKSHOP h 10.00 - 17.30</p> <p>SCULPTING LIVE SESSION DANIELE ANGELOZZI, 3D Artist, Zbrush Certified Instructor</p>		
17.30 18.30	<p>ANIMATION FILM DIRECTOR'S PANEL: STORYTELLING IN IMAGINARY WORLDS MARK OSBORNE, JORGE R. GUTIERREZ, KRIS PEARN, RICHARD STARZAK, SHANNON TINDLE &amp; ALESSADRO CARLONI TBC</p>				
18.30 19.30	<p>ANIMATION FILM DIRECTOR'S PANEL: STORYTELLING IN IMAGINARY WORLDS MARK OSBORNE, JORGE R. GUTIERREZ, KRIS PEARN, RICHARD STARZAK, SHANNON TINDLE &amp; ALESSADRO CARLONI TBC</p>				

<b>WEDNESDAY 21 OCTOBER</b>					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
8.00 9.00	<b>REGISTRATION</b>				
9.00 10.00	<b>SHAUN THE SHEEP MOVIE: TELLING A STORY WITH NO DIALOGUE</b>  <b>RICHARD STARZAK</b> , Creative Director, Aardman , BAFTA Winner, Primetime Emmy Nomination <b>PAUL KEWLEY</b> , Producer, <b>Aardman</b>	<b>VIEW-Educational: WORKSHOP h 09.00 - 11.00</b>  <b>SPECIAL EFFECTS AND DYNAMICS WITH AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> , Head - Digital 3D, Autodesk			
10.00 11.00	<b>KEYNOTE ADDRESS</b>  <b>SENSEABLE CITIES</b>  <b>CARLO RATTI</b> , Director, MIT Senseable City Lab Founding Partner, Carlo Ratti Associati	<b>VIEW-Educational: WORKSHOP h 09.00 - 11.00</b>  <b>SPECIAL EFFECTS AND DYNAMICS WITH AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> , Head - Digital 3D, Autodesk			
11.00 11.15	<b>COFFEE BREAK</b>				
11.15 12.15	<b>PRODUCTION DESIGNING : HOTEL TRANSYLVANIA 2</b>  <b>MICHAEL KURINSKY</b> , Production Designer, Sony Pictures Animation				
12.15 13.15	<b>KEYNOTE ADDRESS</b>  <b>EVERY PICTURE TELLS A STORY</b>  <b>JORGE R. GUTIERREZ</b> , Director, Reel FX , 2 Annie Award Winner, Daytime Emmy Winner				

<b>WEDNESDAY 21 OCTOBER</b>					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
13.15 14.15	<b>LUNCH</b>				
14.15 15.15	<b>SPATIAL INTERACTION : NAVIGATION BEYOND THE SCREEN</b>  <b>DALE HERIGSTAD</b> , Co- Founder, See Space, 4 Primetime Emmy Winner	<b>VIEW-Educational: WORKSHOP</b> h 14.15 - 16.15  <b>SCULPTING WORKFLOW WITH AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> ,Head - Digital 3D, Autodesk			
15.15 16.15	<b>KEYNOTE ADDRESS</b>  <b>THE FREEDOM AND CHALLENGES OF MAKING GOOGLE SPOTLIGHT STORY "ON ICE"</b>  <b>SHANNON TINDLE</b> , Director, Primetime Emmy Winner	<b>VIEW-Educational: WORKSHOP</b> h 14.15 - 16.15  <b>SCULPTING WORKFLOW WITH AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> ,Head - Digital 3D, Autodesk			
16.15 16.30	<b>COFFEE BREAK</b>				
16.30 17.30	<b>THE SPIRIT AND STORIES OF PDI</b>  <b>GLENN ENTIS</b> , Computer Animation and Video-Games Pioneer, Oscar Winner				
17.30 18.00	<b>GAME JAM, THE DAY AFTER:</b>  <b>DO'S (AND DONT'S) IF YOU WIN A JAM</b> <b>DAVIDE STRUMENDO</b> , game developer "Get2gether" Funix				
18.00 19.30	<b>ILM - 40 YEARS OF CREATING THE IMPOSSIBLE</b> <b>BEN SNOW</b> , VFX Supervisor,ILM4 Oscars and 2 BAFTA Nominations,ILM <b>TIM ALEXANDER</b> , VFX Supervisor,ILMBAFTA Winner, Oscar Nominations .ILM <b>LORNE PETERSON</b> , Modelshop Supervisor,ILM, Oscar Winner				

<b>THURSDAY 22 OCTOBER</b>					
h	CAVOUR	GIOLITTI	EINAUDI	Piazza dei Mestieri, Via Jacopo Durandi 13, Turin	MOLLINO
8.00 9.00	<b>REGISTRATION</b>				
9.00 10.00	<b>ILLUMINATING JOY - THE LIGHTING OF INSIDEOUT</b>  <b>KIM WHITE</b> , Director of Photography, Pixar Animation Studios			<b>VIEW Educational: Workshop</b> h 09:30 - 17:30  <b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b>  Davi Stein Head of Compositing - Escape Studios.	
10.00 11.00	<b>THE RELATIONSHIP BETWEEN ART DIRECTION AND TECHNICAL CHALLENGES IN CSR2</b>  <b>HARVEY PARKER</b> , Game Art Director, Natural Motion <b>SCOTT HARBER</b> , Senior Technical Artist, Natural Motion	<b>VIEW-Educational: WORKSHOP</b> h 10.00 - 12.15  <b>RIG AND SKIN WITH</b> <b>AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> ,Head - Digital 3D,Autodesk		<b>VIEW Educational: Workshop</b> h 09:30 - 17:30  <b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b>  Davi Stein Head of Compositing - Escape Studios.	
11.00 11.15	<b>COFFEE BREAK</b>				
11.15 12.15	<b>MESSAGE IN A BOTTLE : THE STORY OF TELLING STORIES IN VIDEO GAMES</b>  <b>MARCO MAZZAGLIA</b> , IT Manager, Video Game Evangelist e-Mentor, Ovosonico	<b>VIEW-Educational: WORKSHOP</b> h 10.00 - 12.15  <b>RIG AND SKIN WITH</b> <b>AUTODESK 3DSMAX 2016</b>  <b>DARIO PASSARIELLO</b> ,Head - Digital 3D,Autodesk	<b>VIEW-Educational: WORKSHOP</b> h 12.15 - 13.15  <b>COMEDY AND MORALITY</b>  <b>DAVID MISCH</b> , Author, Comedian	<b>VIEW Educational: Workshop</b> h 09:30 - 17:30  <b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b>  Davi Stein Head of Compositing - Escape Studios.	
12.15 13.15	<b>LEARNING TO SEE</b>  <b>HENRY LABOUNTA</b> , Chief Visual Officer, ZYNGA			<b>VIEW Educational: Workshop</b> h 09:30 - 17:30  <b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b>  Davi Stein Head of Compositing - Escape Studios.	

<b>THURSDAY 22 OCTOBER</b>					
h	CAVOUR	GIOLITTI	EINAUDI	Piazza dei Mestieri, Via Jacopo Durandi 13, Turin	MOLLINO
13.15 14.15	<b>LUNCH</b>				
14.15 15.15	<p><b>CREATING DAWN OF TITANS</b></p> <p><b>BEN BRUDENELL</b>, Game Art Director, Natural Motion</p>			<p><b>VIEW Educational: Workshop</b> h 09:30 - 17:30</p> <p><b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b></p> <p><b>Davi Stein</b> Head of Compositing - Escape Studios.</p>	
15.15 16.15	<p><b>GROUP F/64 , MODERNISM AND PHOTOGRAPHY TODAY</b></p> <p><b>MICHAEL RUBIN</b>, Senior Innovator, Creative Technologies Lab Adobe Systems</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 15.15 - 17.30</p> <p><b>RENDERING FOR ANIMATION WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>,Head - Digital 3D,Autodesk</p>		<p><b>VIEW Educational: Workshop</b> h 09:30 - 17:30</p> <p><b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b></p> <p><b>Davi Stein</b> Head of Compositing - Escape Studios.</p>	
16.15 16.30	<b>COFFEE BREAK</b>				
16.30 17.30	<p><b>EVEREST</b></p> <p><b>DADI EINARSSON</b>, VFX Supervisor, Everest Primetime Emmy Winner</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 15.15 - 17.30</p> <p><b>RENDERING FOR ANIMATION WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>,Head - Digital 3D,Autodesk</p>		<p><b>VIEW Educational: Workshop</b> h 09:30 - 17:30</p> <p><b>USING MATTE PAINTING LANDSCAPES IN THE NUKE 3D ENVIRONMENT</b></p> <p><b>Davi Stein</b> Head of Compositing - Escape Studios.</p>	
17.30 18.30	<p><b>EUROPEAN PREMIERE PRESENTATION</b></p> <p><b>FROM COMIC STRIP TO FEATURE FILM : THE PEANUTS MOVIE</b></p> <p><b>SCOTT CARROLL</b> , Supervising Animator, Blue Sky Studios</p>				
18.30 19.30	<p><b>KEYNOTE ADDRESS</b></p> <p><b>TEACHING THE CAMERA TO LISTEN: FROM "APOCALYPS NOW" TO "THE PEANUTS MOVIE"</b></p> <p><b>RANDY THOM</b>, Director of Sound Design, Skywalker Sound, 2 Oscar Winner</p>				

FRIDAY 23 OCTOBER					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
8.00 9.00	REGISTRATION				
9.00 10.00	<p>ANIMATING "HOME" - JUST ANOTHER POST-APOCALYPTIC ALIEN-INVASION-BUDDY-ROAD MOVIE</p> <p>JASON REISIG, Head of Character Animation, Dreamworks Animation, Annie and VES Nominations</p>	<p>VIEW-Educational: WORKSHOP h 09.00 - 10.00</p> <p>ART ON THE OPERATING TABLE</p> <p>HENRY LABOUNTA, Chief Visual Officer, Zynga</p>	<p>VIEW-Educational: WORKSHOP h 09.00 - 11.00</p> <p>MODELING IN SUB-D WITH AUTODESK 3DSMAX 2016</p> <p>DARIO PASSARIELLO, Head - Digital 3D, Autodesk</p>	<p>VIEW-Educational: WORKSHOP h 9.00 - 12.15</p> <p>LET'S PLAY TOGETHER: THE CULTURE OF MULTIPLAYER IN VIDEOGAMES</p> <p>MARCO MAZZAGLIA, IT Manager, Video Game Evangelist e-Mentor, Ovosonico</p>	
10.00 11.00	<p>GAME ON ! THE VFX BEHIND PIXELS</p> <p>DANIEL KRAMER, VFX Supervisor, Sony Pictures Imageworks, 3 VES Nominations</p>	<p>VIEW-Educational: MASTERCLASS h 10.00 - 11.00</p> <p>SCREENWRITING FOR SOUND. WITH RANDY THOM, Director of Sound Design, Skywalker Sound, 2 Oscar Winner</p>	<p>VIEW-Educational: WORKSHOP h 09.00 - 11.00</p> <p>MODELING IN SUB-D WITH AUTODESK 3DSMAX 2016</p> <p>DARIO PASSARIELLO, Head - Digital 3D, Autodesk</p>	<p>VIEW-Educational: WORKSHOP h 9.00 - 12.15</p> <p>LET'S PLAY TOGETHER: THE CULTURE OF MULTIPLAYER IN VIDEOGAMES</p> <p>MARCO MAZZAGLIA, IT Manager, Video Game Evangelist e-Mentor, Ovosonico</p>	
11.00 11.15	COFFEE BREAK				
11.15 12.15	<p>THE PARK IS OPEN: JOURNEY TO "JURASSIC WORLD" WITH INDUSTRIAL LIGHT&amp;MAGIC</p> <p>GLEN MCINTOSH , Animation Supervisor, ILM , 2 VES Nominated</p>			<p>VIEW-Educational: WORKSHOP h 9.00 - 12.15</p> <p>LET'S PLAY TOGETHER: THE CULTURE OF MULTIPLAYER IN VIDEOGAMES</p> <p>MARCO MAZZAGLIA, IT Manager, Video Game Evangelist e-Mentor, Ovosonico</p>	
12.15 13.15	<p>THE PARK IS OPEN: JOURNEY TO "JURASSIC WORLD" WITH INDUSTRIAL LIGHT&amp;MAGIC</p> <p>TIM ALEXANDER , VFX Supervisor, ILM, BAFTA Winner, Oscar Nomination</p>				



FRIDAY 23 OCTOBER					
h	CAVOUR	GIOLITTI	EINAUDI	SELLA	MOLLINO
13.15 14.15	LUNCH				
14.15 15.15	<p><b>NIGHT AT THE MUSEUM 3: SECRET OF THE TOMB HOW TO BRING THE MUSEUM TO LIFE</b></p> <p><b>ERIK NASH</b>, VFX Supervisor, MPC, 2 Emmy Winner, 3 Oscar Nominations.</p>	<p><b>VIEW-Educational: WORKSHOP</b> h 14.15 - 16.15</p> <p><b>RENDERING FOR ANIMATION WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>, Head - Digital 3D, Autodesk</p>			
15.15 16.15	<p><b>VISUAL EFFECTS PANEL: CREATING CAPTIVATING WORLDS</b></p> <p><b>CHRISTOPHER TOWNSEND, BEN SNOW, TIM ALEXANDER,</b> <b>DANIEL KRAMER, STEVEN EMERSON</b> <b>DADI EINARSSON, ERIK NASH</b></p>	<p><b>VIEW-Educational: WORKSHOP</b> h 14.15 - 16.15</p> <p><b>RENDERING FOR ANIMATION WITH AUTODESK 3DSMAX 2016</b></p> <p><b>DARIO PASSARIELLO</b>, Head - Digital 3D, Autodesk</p>			
16.15 16.30					
16.30 17.30	<p><b>KEYNOTE ADDRESS</b></p> <p><b>WORLD PREMIERE TALK: KUNG FU PANDA III</b></p> <p><b>ALESSANDRO CARLONI</b>, Co-Director, DreamWorks Animation, 2 Annie Nominations</p>				
17.30 19:00	<p><b>KEYNOTE ADDRESS</b></p> <p><b>AVENGERS: AGE OF ULTRON, HULK, VISION AND THE GANG</b></p> <p><b>CHRISTOPHER TOWNSEND</b>, Overall VFX Supervisor, Oscar and BAFTA Nominations</p>				

RAVI BANSAL  
JOSH HOLMES  
CHRIS TOWNSEND  
JORGE GUTIERREZ  
KIM WHITE  
PETE DOCTER  
PAUL DEBEVEC  
GENNDY TARTAKOVSKY  
MICHAEL GIACCHINO  
SHARON CALAHAN  
RANDY THOM  
TIM ALEXANDER  
DENNIS MUREN  
DAN ATTIAS  
ROBERT MCLACHLAN  
LUCKEY PALMER  
DON GREENBERG

HEAD OF ART DEPARTMENT (MPC)  
HALO 5  
AVENGERS  
IL LIBRO DELLA VITA  
INDIDE OUT  
INDIDE OUT  
  
HOTEL TRANSYLVANIA 2  
INSIDE OUT

ILM

MAZZAGLIA  
PASSARIELLO  
ANGELOZZI  
CARLO RATTI  
EMANUELE MICHELI  
MICHELE BERTOLINI  
DYLAN SISSON

UNITY WORKSHOP