



## EXHIBITOR TALK SCHEDULE

### Session Details

#### TUESDAY, 04 DECEMBER 2018

TUESDAY, 04 DECEMBER 2018		
<p>14:15- 16:00</p>	<p><b>RenderMan 22: Incredible Developments</b></p> <p><b>Presented By:</b> Pixar Animation Studios</p> <p>Come see amazing technology from Pixar, including a live demonstration of the interactive rendering in the latest version of RenderMan 22 and a showcase of lighting techniques used on Incredibles 2. Pixar's, Dylan Sisson, will present cutting-edge features for lighting and look development, while also showing how RenderMan can be used across the entire VFX pipeline, from modeling and layout, all the way through to compositing.</p> <p>This year we also celebrate the 30th Anniversary of Pixar's RenderMan, so you'll learn how RenderMan has continuously evolved over the years, and also how RenderMan can deliver exceptional quality for any sized production. You'll also find out how easy it is to use RenderMan on your own projects, and how free Non-Commercial RenderMan makes evaluations simple. Come check out the latest developments, and a few lucky folks will leave with the original RenderMan Walking Teapot from 2003!</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Dylan Sisson, RenderMan Specialist, Pixar</li> </ul>	<p>Room G409</p>
<p>16:15- 18:00</p>	<p><b>THE FUTURE OF ADVERTISING: AI &amp; CG</b> <b>未来の広告は CG×AI で作る</b></p> <p><b>Presented By:</b> CyberAgent, Inc. / <a href="#">株式会社サイバーエージェント</a></p> <p>Can we utilize CG and AI in a creative process of advertising? In this session we will reveal the latest advertising creativity with the new technologies.</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Ashida Naoki, CEO, CG Changer,inc</li> <li>- Rowland Kirishima, CEO, AVATTA INC,</li> </ul>	<p>Room G409</p>



## EXHIBITOR TALK SCHEDULE

### Session Details

WEDNESDAY, 05 DECEMBER 2018

09:00-  
10:45

#### Scale Your Studio: Rendering with Thinkbox Deadline and Spot on AWS / スタジオをスケールする : AWS Thinkbox Deadline と AWS クラウド Amazon EC2 スポットでレンダリング

(講演は英語。日本語逐次通訳付)

**Presented By:**

Amazon Web Services (AWS) / アマゾン ウェブ サービス

What if you could scale your rendering pipeline to near-limitless capacity- what would that mean for your studio? Learn how Amazon EC2 Spot and AWS Thinkbox Deadline can help scale your VFX and CG rendering pipeline, creating faster feedback cycles and most artist time focused on creating content, and how you can optimize your compute costs along the way. This session focuses on rendering workloads combining Deadline (an AWS rendering pipeline management tool) and Spot for scalable cost-effective computing. Find out how real customers working on Hollywood productions are integrating their pipelines with AWS to realize the elasticity and scale provided by Amazon EC2, as well as how they intend to leverage AWS in the future to scale their superpowers.

レンダリングパイプラインを無制限に拡張できるソリューションをご存知でしょうか？ - Amazon EC2 スポットインスタンスとレンダリングパイプライン管理システム AWS Thinkbox Deadline を使用することで、VFX や CG レンダリングのパイプラインを AWS クラウドへ拡張でき、弾力性と柔軟性を持つレンダリングファームを構築できます。フィードバックサイクルが短縮され、アーティストがコンテンツ作成に注力できることで、計算コストの最適化が図れます。このセッションでは、Deadline とスケラブルな費用対効果の高いコンピューティングのための EC2 スポットを組み合わせたワークロードのレンダリングについて説明します。ハリウッドプロダクションの顧客が、既存のオンプレミスレンダリングパイプラインに AWS クラウドのクラウドベースのコンピューティングリソースを追加し、Amazon EC2 の弾力性とスケールを実現する方法、および今後、彼らが AWS をどのように活用してスーパーパワーを拡大していくのかについて紹介します。

**Speaker(s):**

- Chris Bond, Founder, Thinkbox Software & Director, Amazon EC2  
クリス・ボンド、Thinkbox Software 創業者 兼 Amazon EC2 ディレクター

Room  
G409



CONFERENCE 4 - 7 December 2018  
EXHIBITION 5 - 7 December 2018  
Tokyo International Forum, Japan

# CROSSOVER

The 11th ACM SIGGRAPH Conference and Exhibition on  
Computer Graphics and Interactive Techniques in Asia

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## EXHIBITOR TALK SCHEDULE

### Session Details

<p>14:15-16:00</p>	<p><b>RenderMan 22: Incredible Developments</b></p> <p><b>Presented By:</b> Pixar Animation Studios</p> <p>Come see amazing technology from Pixar, including a live demonstration of the interactive rendering in the latest version of RenderMan 22 and a showcase of lighting techniques used on Incredibles 2. Pixar's, Dylan Sisson, will present cutting-edge features for lighting and look development, while also showing how RenderMan can be used across the entire VFX pipeline, from modeling and layout, all the way through to compositing.</p> <p>This year we also celebrate the 30th Anniversary of Pixar's RenderMan, so you'll learn how RenderMan has continuously evolved over the years, and also how RenderMan can deliver exceptional quality for any sized production. You'll also find out how easy it is to use RenderMan on your own projects, and how free Non-Commercial RenderMan makes evaluations simple. Come check out the latest developments, and a few lucky folks will leave with the original RenderMan Walking Teapot from 2003!</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"><li>- Dylan Sisson, RenderMan Specialist, Pixar</li></ul>	<p>Room G409</p>
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## EXHIBITOR TALK SCHEDULE

### Session Details

<p><b>16:15-18:00</b></p>	<p><b>Unity Exhibitor Talk 1</b></p> <p><b>Presented By:</b> Soba Productions Walt Disney Animation Studios Disney Television Animation Unity Technologies</p> <p><b>16:15-16:45 SONDER: The making of a real-time animated film</b> Sonder is an award-winning animated film created by SOBA, a globally distributed team of former and current employees of industry-leading studios. It began as a passion project and is now accepted to over 20+ film festivals worldwide. Using a 2D toon-shaded look, even though all their assets were 3D, these creators developed some sophisticated shader designs. Come hear three crew members, Gates Roberg-Clark (Unity Lighting Pipeline &amp; Tools Lead), Cody Lyon (Animator &amp; Layout), and Yee Sum Hoi (Creative Manager &amp; Lead Animator), share their perspective on creating this ambitious and beautiful short film using a real-time workflow.</p> <p><b>16:45-17:15 The Making of "Cycles"</b> Every home tells a story. From first-time director Jeff Gipson, "Cycles" centers around the true meaning of creating a home and the life it holds inside its walls. Join Jeff and virtual reality technology lead Jose Luis Gomez Diaz for a behind-the-scenes look at the making of Walt Disney Animation Studios' first-ever VR short film.</p> <p><b>17:15-17:45 "Baymax Dreams": Real Time Directing for Episode Animation</b> From Disney's "Big Hero 6: The Series" production comes a presentation about the benefits and best practices around real-time workflows for episodic animation. Come get a peek behind the scenes at how the team behind these 3D cinematic sequences brought Baymax into a whole new world of technical innovation.</p> <p><b>16:15-16:45 「SONDER : リアルタイムアニメーションの作り方」</b> 「Sonder」は業界大手の制作スタジオを経験してきたメンバーたちによって結成された世界的な開発チーム・Soba Productions によって制作された、世界で 20 以上のフィルムフェスティバルで受賞実績を持つアニメーション作品です。全編 3D モデルによるアセット利用にも関わらず 2D アニメ風のスタイルを採用しており、これらは社内で開発された有能なシェーダーデザインによって実現しています。このセッションでは 3 名のスタッフが登壇し、「Sonder」制作の意図や狙い、そしてリアルタイムレンダリングによるワークフローを採用した美しい短編映像を紹介します。</p> <p><b>16:45-17:15 「メイキングオブ Cycles」</b> 『どの家屋にも、そこに住んだ家族の人生ストーリーが刻まれている』。「Cycles」のディレクターである Jeff Gipson は制作当初から家族を育む本当の意味や、家の中で繰り広げられる</p>	<p>Room G409</p>
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家族たちの人生模様を作品のコアとして考えていました。本セッションでは Jeff と VR 技術リーダーの Jose Luis Gomez Diaz が、Walt Disney Animation Studios 初の VR 短編映画である本作品の制作の舞台裏を紹介します。

#### 17:15-17:45 「" Baymax Dreams" : 短編アニメーションにおけるリアルタイム演出手法」

ディズニーの「Big Hero 6: The Series」制作チームより、短編アニメーションにおけるリアルタイムレンダリングエンジンによる映像制作ワークフローの利点とベストプラクティスを発表します。テクノロジーで進化した新しい世界を舞台にした短編アニメーション「Baymax Dreams」において、制作チームがどのように 3D 映像シーンを生み出したのかの秘密をぜひ聞きに来てください。

#### Speaker(s):

- Cody Lyon, Animator & Layout, Soba Productions
- Yee Sum Hoi, Creative Manager & Lead Animator, Soba Productions
- Gates Roberg-Clark, Unity Lighting Pipeline & Tools Lead, Soba Productions
- Jeff Gipson, Director, "Cycles", Walt Disney Animation Studios
- Jose Luis Gomez Diaz, VR technology lead, "Cycles", Walt Disney Animation Studios
- Gino Guzzardo, Director, Multi-Platform Content, Disney TVA
- Mark Droste, Assistant Director, Baymax Dreams, Unity Technologies



## EXHIBITOR TALK SCHEDULE

### Session Details

THURSDAY, 06 DECEMBER 2018		
<p>09:00- 17:00</p>	<p><b>SideFX Houdini Learning Sessions</b></p> <p>9am - 10am: Matt Aitken, Weta Digital 10am - 11am: Rob Stauffer, SideFX 11am - 12pm: Akira Saito, Polyphony Digital 12pm - 1pm: Session Break 1pm - 2pm: Junichiro Horikawa 2pm - 3pm: Mark Elendt, SideFX 3pm - 4pm: Rob Stauffer, SideFX 4pm - 5pm: Luigi Honorat, Musashino Art University</p>	<p>Room G602</p>
<p>09:30- 10:45</p>	<p><b>新世代センシング・テクノロジーの開発と応用領域</b></p> <p><b>Presented By:</b> Xsens / ゼロシーセブン株式会社 (特別ゲスト：株式会社セガ・インタラクティブ)</p> <p>センサー式 Mocap の技術進化と共に、Xsens MVN は今日の製造業からエンタテインメントの現場まで広く浸透してきています。 数あるセンサー式 Mocap の中でなぜ MVN が高い精度を備えているかを、メーカーの技術解説や実演を交えてご紹介します。またゲストのセガ・インタラクティブ様より、MVN を活用した制作事例や現在の技術開発について語っていただきます。</p> <p>講演の一部英語紹介、日本語通訳あり (Partly English Speaking, Japanese translation available)</p> <p><b>Speaker(s):</b> Niek Hollak, Xsens 池田 隆行 氏, ゼロシーセブン株式会社 永松 正 氏, 株式会社セガ・インタラクティブ</p>	<p>Room G409</p>



## EXHIBITOR TALK SCHEDULE

### Session Details

<p><b>11:00-12:45</b></p>	<p><b>デルとパートナーがお届けする先進のグラフィックステクノロジー</b></p> <p><b>Presented By:</b> Dell Japan Inc. デル株式会社</p> <p>本セッションでは、トークセッション形式でメディア・エンターテインメントから設計・エンジニアリング・モデリングまで、ソフトウェアと、それらを支えるハードウェアの視点から最新のグラフィックステクノロジーをご紹介します。</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Haru Kuroda, CTO, Dell Japan Inc.</li> <li>- Akira Nakajima, CSG Specialist Sales Manager, Dell Japan Inc.</li> <li>- Masahiro Nakajima, Dassult Systems</li> <li>- MAXON Computer, Toshihide Miyata</li> <li>- Hideaki Tanaka, NVIDIA</li> </ul>	<p>Room G409</p>
<p><b>14:15-16:00</b></p>	<p><b>RenderMan 22: Incredible Developments</b></p> <p><b>Presented By:</b> Pixar Animation Studios</p> <p>Come see amazing technology from Pixar, including a live demonstration of the interactive rendering in the latest version of RenderMan 22 and a showcase of lighting techniques used on <i>Incredibles 2</i>. Pixar's, Dylan Sisson, will present cutting-edge features for lighting and look development, while also showing how RenderMan can be used across the entire VFX pipeline, from modeling and layout, all the way through to compositing.</p> <p>This year we also celebrate the 30th Anniversary of Pixar's RenderMan, so you'll learn how RenderMan has continuously evolved over the years, and also how RenderMan can deliver exceptional quality for any sized production. You'll also find out how easy it is to use RenderMan on your own projects, and how free Non-Commercial RenderMan makes evaluations simple. Come check out the latest developments, and a few lucky folks will leave with the original RenderMan Walking Teapot from 2003!</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Dylan Sisson, RenderMan Specialist, Pixar</li> </ul>	<p>Room G409</p>



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<p><b>16:15- 18:00</b></p>	<p><b>When CV meets CG in Tencent</b></p> <p><b>Presented By:</b> Tencent &amp; Tsinghua University</p> <ol style="list-style-type: none"> <li>1. Anime Portrait Generation based on Stacked Cycle-Consistent Adversarial Networks, by Tencent AI Lab</li> <li>2. Siren AI - Hi-Fi Interactive Digital Human, by Tencent NEXT R&amp;D Center, AI Lab</li> <li>3. A comprehensive computer vision solution in smart retail industry, by Tencent Youtu Lab</li> <li>4. Human Perceptual Video Service Platform – Liying from Tencent, by Tencent Media Lab</li> <li>5. Analyzing and Processing Large-scale Street View Images, by Tsinghua University-Tencent Joint Laboratory</li> </ol> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Haozhi Huang, Tencent Senior Researcher</li> <li>- Cheng Ge, Tencent Expert Engineer</li> <li>- Yanhao Ge, Tencent Senior Researcher</li> <li>- Ben Kao, Tencent Research Fellow</li> <li>- Yanpei Cao, Tsinghua University Postdoctoral Researcher</li> </ul>	<p>Room G409</p>
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## EXHIBITOR TALK SCHEDULE

### Session Details

FRIDAY, 07 DECEMBER 2018

<p>11:00-12:45</p>	<p><b>Unity Exhibitor Talk 2</b></p> <p><b>Presented By:</b> Unity Technologies Digital Monarch Media, a division of Unity Technologies</p> <p><b>11:00-11:45 Making of Unity's High End Demos: a journey in real time production</b> The animation director of Unity's internal Demo team walks the audience through the team's journey of creating Unity's award-winning projects "Adam" (2016) and Book of the Dead (2018), and shares an exclusive first glimpse of their current production. The focus is on the team's production process in the areas of animation, technical animation, simulation, pipelines, cameras and in-engine editing. The talk dives into the different challenges the Demo Team faced while creating the dystopian short film "Adam" with just a team of eight, and then follows the making of Book of the Dead, a first-person interactive experience with an innovative take on camera work and storytelling. Krasimir concludes with sharing their vision for the future and the challenges they have chosen to tackle next.</p> <p><b>11:45-12:30 Virtual Cinematography &amp; Hollywood: The Tools Powering Ready Player One and Blade Runner 2049</b> From the team that developed the real-time tools for filming The Jungle Book and Steven Spielberg's Ready Player One, Head of Film Development at Digital Monarch Media, a division of Unity Technologies Habib Zargarpour will demonstrate their Virtual Film Tools. Built entirely on top of Unity, the tools were also used to create shots in the Oscar™ Winning film Blade Runner 2049. Habib, co-founder of Digital Monarch Media, will talk about the history and origin of real-time tools and how virtual cinematography evolved throughout the making of The Jungle Book, RPO and Blade Runner 2049. Habib began working in film at ILM in 1993 and transitioned into the world of gaming in 2003 when game developers sought a stronger associating with visual storytelling. An absence of the creative control in producing a narrative forced Habib to create real-time cinematography tools breaking ground in interactive entertainment. During our session we will create a unique demonstration of the DMM tools, and discuss how their capability will enhance change how the creative and logistical processes of Pre-production, Previs, storyboarding, and Virtual Production forever. Digital Monarch Media's Virtual Film Tools are currently deployed on Tom Hank's WWII naval film: Grehound.</p>	<p>Room G409</p>
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## EXHIBITOR TALK SCHEDULE

### Session Details

#### 11:00-11:45 「Unity でのハイエンド映像作品の制作事例：リアルタイムレンダリング制作の経験談」

Unity デモチームのアニメーションディレクター・Krasimir Nechevski が、数々の賞を受賞したデモプロジェクト「ADAM (2016 年)」 「Book of the Dead (2018 年)」 の制作事例や経験を紹介し、さらにはデモチームが現在取り掛かっている未発表作品を今回初めて(少しだけ)お披露目します。本セッションでは、映像制作におけるアニメーション、シミュレーション、パイプライン、カメラ、そして Unity エディタ内での編集方法をどのようにチーム制作で取り入れるかにフォーカスして紹介します。また、わずか 8 人で制作した「ADAM」や革新的なカメラ手法と、ストーリーテリングを採用した「Book of the Dead」という、デモチームが制作過程で直面した 2 つの異なる挑戦についても語ります。そしてデモチームの中長期的なビジョンと現在取り掛かっている挑戦についても紹介します。

#### 11:45-12:30 「ハリウッド映画『レディ・プレイヤー1』『ブレードランナー 2049』で用いたバーチャルカメラによる映画撮影技法 - Virtual Cinematography」

ハリウッド映画『The Jungle Book』『レディ・プレイヤー1』を制作するためのリアルタイムツールを開発した Digital Monarch Media 社より、Habib Zargarpour(Head of Film Development)がバーチャル撮影ツールのデモンストレーションをします。Unity で構築されたこのツールは、アカデミー賞受賞作『ブレードランナー2049』のショットを制作するためにも使われています。Habib はこうした撮影ツールの歴史や起源、そしてこれらの映画作品を通してバーチャルカメラによる映画撮影技法 - Virtual Cinematography がどのように進化したのかを語ります。

#### Speaker(s):

- Krasimir Nechevski, Animation Director, Unity Demo Team
- Habib Zargarpour, Head of Film Development, Digital Monarch Media



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## EXHIBITOR TALK SCHEDULE

### Session Details

<p>16:15- 18:00</p>	<p><b>FOUNDRY Session featuring Weta Digital</b></p> <p><b>FOUNDRY Session～Weta Digital における映画制作現場の舞台裏～</b></p> <p><b>Presented By:</b> FOUNDRY</p> <p>Please join us at SIGGRAPH Asia this year for a special session featuring a must-see presentation from Matt Aiken, VFX Supervisor (Avengers: Infinity War, The Hobbit) about how Weta Digital continues to create award winning visual effects for some of the biggest movies of the year, and how FOUNDRY tools - including NUKE, KATANA and MARI - are part of their pipeline.</p> <p>今年の SIGGRAPH Asia では VFX スーパーバイザーの Matt Aiken 氏をお迎えし、大作映画の VFX を次々に手がける Weta Digital において、数々の賞に輝く映像作品がどのように作り出されているのか、また NUKE や KATANA、MARI といった FOUNDRY 製品が Weta Digital のパイプラインでどのように活用されているのかについてお話しいたします。</p> <p>This session plans consecutive interpretation service from English to Japanese. 本セミナーでは英日逐次通訳を予定しております。</p> <p><b>Speaker(s):</b></p> <ul style="list-style-type: none"> <li>- Matt Aiken, Visual Effects Supervisor, Weta Digital</li> </ul>	<p>Room G409</p>
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