

CENTRO CONGRESSI TORINO INCONTRA, Via Nino Costa 8

h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI JUVARRA

TUESDAY OCTOBER 26

h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI JUVARRA

8.00-9.00	REGISTRATION						
9.00-10.00	Inauguration with Authorities						
10.00-11.00	OPENING TALK LIGHT DESIGN "The Lighting of Toy Story 3" Kim White, Technical Director Pixar Animation Studios						
11.00-11.15	coffee break						
11.15-12.15	VFX "The Making of the effects for Lost, the final season" Adam Avitable, Visual Effects Supervisor LOOK Effects, Inc.	REALFLOW 5 WORKSHOP "Fluid Alchemy" Gustavo Sanchez Perez, Senior FX/ TD, Next Limit Florian Koebisch, Realflow Expert Pictorion das Werk	TOP-IX WORKSHOP "Digital Media for the Creativity: Learn basics Blender" Riccardo Gagliarducci, architect Alessandro Balbo, Ph.D at the Polytechnic of Turin	CREATURE DESIGN WORKSHOP Part One Simone Corso, Professor Scuola Internazionale di Comics SFEI Academy Collaborator			
12.15 - 13.15	ANIMATION "10 Obvious Secrets in Animation" Craig Caldwell, USTAR Senior Research Professor in Digital Media University of Utah	REALFLOW 5 WORKSHOP "Fluid Alchemy" Gustavo Sanchez Perez, Senior FX/ TD, Next Limit Florian Koebisch, Realflow Expert Pictorion das Werk	TOP-IX WORKSHOP "Digital Media for the Creativity: Learn basics Blender" Riccardo Gagliarducci, architect Alessandro Balbo, Ph.D at the Polytechnic of Turin	CREATURE DESIGN WORKSHOP Part Two Simone Corso, Professor Scuola Internazionale di Comics SFEI Academy Collaborator			
13.15-14.15	lunch						
14.15 - 15.15	MECHANICS MEETS ART "Building a Real Wall-E Robot in Just Six Months" Michael Shantzis, Academy Award Winner, Senior Software Engineer Pixar Animation Studios	RENDERMAN WORKSHOP Part One "Talking Trash about Toy Story 3" Dylan Sisson, RenderMan Technical Artist, Pixar Animation Studios	TOP-IX WORKSHOP "Digital Media for the Creativity: Production Pipeline with the Blender Game Engine" Dalai Felinto, architect	CREATURE DESIGN WORKSHOP Part Three Simone Corso, Professor Scuola Internazionale di Comics SFEI Academy Collaborator			
15.15 - 16.15	CAREER OPPORTUNITIES "Career Realities for VFX" Pam Hogart, Director of Marketing LOOK Effects	RENDERMAN WORKSHOP Part Two "Talking Trash about Toy Story 3" Dylan Sisson, RenderMan Technical Artist, Pixar Animation Studios	TOP-IX WORKSHOP "Digital Media for the Creativity: Production Pipeline with the Blender Game Engine" Dalai Felinto, architect	CREATURE DESIGN WORKSHOP Part four Simone Corso, Professor Scuola Internazionale di Comics SFEI Academy Collaborator			
16.15-	coffee break						

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WEDNESDAY OCTOBER 27

h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI JUVARRA

8.00-9.00						
REGISTRATION						
9.00-10.00	GAMES "CriticalCity Upload, building real world pervasive games" Augusto Pirovano, <i>CriticalCity Upload project leader</i>	ZBRUSH WORKSHOP "Zbrush 4: New Features" Daniele Angelozzi , 3D Artist and Pixologic Certified Instructor	TOP-IX WORKSHOP "Digital Media for the Creativity: Advanced concept art with Free/Libre Open Source software on Linux" David Revoy , french freelance digital painter and art director	REALTIME AND PRE-RENDERED VISUALIZATIONS WORKSHOP Part One "A closer analysis to nextgen systems" Luca Benzi Deriu , Rendering and Shader Enigneer - SFEI Training DVD instructor	TECH TALKS "Educational Robots: a bridge between two worlds" Emanuele Micheli , Robotics School	
10.00-11.00	VFX "The making of the effects for IRON MAN 2" Ged Wright, <i>VFX Supervisor, Double Negative</i>	ZBRUSH WORKSHOP "Zbrush 4: in Production" Daniele Angelozzi , 3D Artist and Pixologic Certified Instructor	TOP-IX WORKSHOP "Digital Media for the Creativity: Advanced concept art with Free/Libre Open Source software on Linux" David Revoy , french freelance digital painter and art director	REALTIME AND PRE-RENDERED VISUALIZATIONS WORKSHOP Part Two "A closer analysis to nextgen systems" Luca Benzi Deriu , Rendering and Shader Enigneer - SFEI Training DVD instructor	MARKET BRIEF FOR ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i> - RESERVED -	
11.00-11.15	coffee break					
11.15-12.15	DIGITAL TALENTS: Recruitment session Chiara Ventura , <i>Fondazione CRT</i> David Schaub , <i>VES award winner, Animation Director Sony Pictures Imageworks</i> Pam Hogart , <i>Director of Marketing LOOK Effects</i> Marco Genovesi , <i>Head of 3D Digital Matte Painting at MPC</i>	GOOGLE WORKSHOP Workshop 1 "SketchUp Basics" Mike Springer , Software Engineer Google	TOP-IX WORKSHOP "Digital Media for the Creativity: Advanced concept art with Free/Libre Open Source software on Linux" David Revoy , french freelance digital painter and art director	REALTIME AND PRE-RENDERED VISUALIZATIONS WORKSHOP Part Three "A closer analysis to nextgen systems" Luca Benzi Deriu , Rendering and Shader Enigneer - SFEI Training DVD instructor	MARKET BRIEF FOR ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i> - RESERVED -	
12.15 - 13.15	GAMES "Motionsports™: when key frame animation meets Kinect™" Gian Marco Zanna, <i>Producer Ubisoft</i> Luisa Reviglio della Veneria, <i>Lead Animator Ubisoft</i>	GOOGLE WORKSHOP Workshop 2 "Advanced SketchUp" Mike Springer , Software Engineer Google	TOP-IX WORKSHOP "Digital Media for the Creativity: Advanced concept art with Free/Libre Open Source software on Linux" David Revoy , french freelance digital painter and art director	MANFONT COMICS WORKSHOP "Comics on iPad, a new creative frontier" Manfredi Toraldo , <i>Script writer and editor - Comic School Teacher</i>	MARKET BRIEF FOR ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i> - RESERVED -	
13.15-14.15	lunch					

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14.15 - 15.15	COMPANIES THAT CHANGE THE WORLD - SHOWCASE ONTARIO Giant Step - Gil and Eyal Katz, <i>Managing Partners</i> Imarion - Alex Olegnowicz, <i>President</i> Side Effects Software - Richard Hamel, <i>VP, Marketing and Sales</i>	VIDEOGAMES: ENTERTAINMENT, CREATIVITY AND LEGAL ASPECTS 15.00 Greetings from the authorities Guido Bolatto , <i>Secretary General, Chamber of Commerce, Turin</i> Maria Elena Gutierrez , <i>Director, VIEW Conference</i>	RENDERMAN WORKSHOP Part One "Talking Trash about Toy Story 3", Dylan Sisson , <i>RenderMan Technical Artist, Pixar Animation Studios</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Fluids, Smoke and Particles: From Simulation to VFX" Mike Pan , <i>CG expert</i>	TECH TALKS "Clashing and Splashing" Gustavo Sanchez Perez , <i>Senio FX/ TD, Next Limit</i> Florian Koebsch , <i>Realflo Expert Pictorion das Werk</i>		
15.15- 16.15	COMPANIES THAT CHANGE THE WORLD - SHOWCASE ONTARIO Xenophile Media - Patrick Crowe, <i>Executive Producer</i> Starz Animation Toronto - David Steinberg, <i>Executive Vice President & General Manager</i>	VIDEOGAMES: ENTERTAINMENT, CREATIVITY AND LEGAL ASPECTS 15.30 Stefano Frache , <i>CEO of Dynamix Italia S.r.l.</i> 15.50 Mario Aprà and Maurizio Ferro , <i>Consultants on Industrial Property</i>	RENDERMAN WORKSHOP Part Two "Talking Trash about Toy Story 3", Dylan Sisson , <i>RenderMan Technical Artist, Pixar Animation Studios</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Fluids, Smoke and Particles: From Simulation to VFX" Mike Pan , <i>CG expert</i>			
16.15- 16.30	coffee break						
16.30 - 17.30	"Experience of Open Source Migration in 2D digital graphic industry" David Revoy, <i>Art Director, Sintel</i>	VIDEOGAMES: ENTERTAINMENT, CREATIVITY AND LEGAL ASPECTS 16.20 Claudio Costa , <i>Lawyer</i> 16:50 Luca Barbero , <i>Consultant on Industrial Property</i>	DIGITAL PAINTING WORKSHOP Part One "Sunk World, digital painting overview" Andrea Gatti , <i>Digital Illustrator - SFEI Training DVD instructor</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Fluids, Smoke and Particles: From Simulation to VFX" Mike Pan , <i>CG expert</i>			
17.30 - 18.30	VFX "The Visual Effects of Avatar" Bruce Holcomb, <i>Digital Modeling Supervisor, Industrial Light & Magic</i>	VIDEOGAMES: ENTERTAINMENT, CREATIVITY AND LEGAL ASPECTS 17:20 Juan Carlos De Martin , <i>Co-director of NEXA, Centre for Internet & Society, Polytechnic of Turin</i> 17.40 Giancarlo Borio , <i>Chief of the EMC's Department of LACE – Corep</i> 18:00 Mariangela Ravasenga , <i>Centre PATLIB - Chamber of Commerce, Turin</i>	DIGITAL PAINTING WORKSHOP Part Two "Sunk World, digital painting overview" Andrea Gatti , <i>Digital illustrator - SFEI Training DVD instructor</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Fluids, Smoke and Particles: From Simulation to VFX" Mike Pan , <i>CG expert</i>			
9:00 - 13:00	SCHOOL PROGRAM - 3D STEREO SCREENING Kim White will be present at the screening of "Toy Story III", in 3D, in Italian - Cinema Massimo, Via Verdi 18 - Torino						

CENTRO CONGRESSI TORINO INCONTRA, Via Nino Costa 8

h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI JUVARRA

THURSDAY OCTOBER 28h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI TERRAZZA
GIOLITTI

8.00-9.00							
REGISTRATION							
9.00-10.00	VFX & 3D STEREO "Creating visual effects for historical movies, Stereographic shooting for 3D cinema and 2Dto3D conversion" Gianluca Dentici, <i>Visual effects Supervisor</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: LUXRENDER beyond Blender's internal engine" Riccardo Covino , <i>architect and collaborator at the Architecture University of Turin</i>	ZBRUSH WORKSHOP "Zbrush 4: New Features" Daniele Angelozzi , <i>3D Artist and Pixologic Certified Instructor</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
9.30	"3D pipeline and tools for next CGI TV shows" Massimo Carrier Ragazzi, <i>Owner - Creative Director - Executive Producer Maga Animation Studio</i> Maurizio Turoni, <i>Technical Director Maga Animation Studio</i>						
10.00-11.00	3D STEREO "Step Up 3D" Dan Schrecker, <i>Visual Effects Supervisor at LOOK Effects</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: LUXRENDER beyond Blender's internal engine" Riccardo Covino , <i>architect and collaborator at the Architecture University of Turin</i>	ZBRUSH WORKSHOP "Zbrush 4: in Production" Daniele Angelozzi , <i>3D Artist and Pixologic Certified Instructor</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
11.00-11.15	coffee break						
11.15-12.15	3D STEREO WORKSHOP "Stereoscopy in Film Production: Theory and Practice" Parag Havaladar, <i>Software R&D Supervisor, Sony Pictures Imageworks</i>	TOP-IX CONFERENCE AID – Autori in Digitale	TOP-IX WORKSHOP "Digital Media for the Creativity: LUXRENDER beyond Blender's internal engine" Riccardo Covino , <i>architect and collaborator at the Architecture University of Turin</i>	ITALIAN REALITIES "S3D: stereoscopic narrative and perspectives" Stefano Cieri , <i>designer e digital content creator - Linfa Lab</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
12.15 - 13.15	GAMES & FILM "Creative Industries: Convergence and Collaboration in Games and Film" Terrence Masson, <i>Director of Creative Industries at Northeastern University</i>	TOP-IX CONFERENCE AID – Autori in Digitale	TOP-IX WORKSHOP "Digital Media for the Creativity: LUXRENDER beyond Blender's internal engine" Riccardo Covino , <i>architect and collaborator at the Architecture University of Turin</i>	ITALIAN REALITIES From idea to real object in one day: create, study, communicate Leonardo Peretti , <i>co-founder of ProTocuBe snc</i> Alberto Barberis , <i>co-founder of ProTocuBe snc</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>

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13.15- 14.15							
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lunch

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14.15 - 15.15	GAMES "iCoolhunt" Alessio Morena & Luca Morena <i>Co-Founders of iCoolhunt</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: Special effects, the italian horror tradition meet Open source" Fernando Luceri , <i>computer graphics freelance professional</i> Sergio Stivaletti , <i>expert of the italian horror and fantasy special effects</i>	RENDERMAN WORKSHOP Part One "Talking Trash about Toy Story 3" Dylan Sisson , <i>RenderMan Technical Artist, Pixar Animation Studios</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
15.15 - 16.15	GAMES "Making the Design for Machinarium" Adolf Lachman, <i>Painter, Amanita Design</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: Special effects, the italian horror tradition meet Open source" Fernando Luceri , <i>computer graphics freelance professional</i> Sergio Stivaletti , <i>expert of the italian horror and fantasy special effects</i>	RENDERMAN WORKSHOP Part Two "Talking Trash about Toy Story 3" Dylan Sisson , <i>RenderMan Technical Artist, Pixar Animation Studios</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
16.15 - 16.30	coffee break						
16.30 - 17.30	GAMES "The Art of NFS Hot Pursuit - re-inventing a franchise by going back to it's roots" Henry LaBounta, <i>Senior Art Director, Electronic Arts</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: Special effects, the italian horror tradition meet Open source" Fernando Luceri , <i>computer graphics freelance professional</i> Sergio Stivaletti , <i>expert of the italian horror and fantasy special effects</i>	INVENTING COMIC WORKSHOP Part One "To invent a comic" Dante and Francesco Bastianoni , <i>Comics Creator - Comic School Teacher</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
17.30 - 18.30	ANIMATION "Alice in Wonderland. Animating Underland" David Schaub, <i>VES award winner, Animation Director Sony Pictures Imageworks</i>	TOP-IX CONFERENCE AID – Digital Authors	TOP-IX WORKSHOP "Digital Media for the Creativity: Special effects, the italian horror tradition meet Open source" Fernando Luceri , <i>computer graphics freelance professional</i> Sergio Stivaletti , <i>expert of the italian horror and fantasy special effects</i>	INVENTING COMIC WORKSHOP Part Two "To invent a comic" Dante and Francesco Bastianoni , <i>Comics Creator - Comic School Teacher</i>			B2B BETWEEN PIEMONTE MULTIMEDIA COMPANIES AND ONTARIO COMPANIES <i>organized by Think Up - Advanced ICT Solutions from Torino Piemonte</i>
9:00 - 13:00	SCHOOL PROGRAM - 3D STEREO SCREENING Tim Johnson will be present at the screening of "How to train your dragon", in 3D, in Italian - Cinema Massimo, Via Verdi 18 - Torino						

CENTRO CONGRESSI TORINO INCONTRA, Via Nino Costa 8

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FRIDAY OCTOBER 29

h CAVOUR GIOLITTI EINAUDI SELLA MOLLINO ANTONELLI JUVARRA

8.00-9.00							
REGISTRATION							
9.00-10.00	ANIMATION & VFX "Cartoons and Vfx: the path for success" Guido Polcan, <i>BigRock</i>	ZBRUSH WORKSHOP "Zbrush 4: New Features" Daniele Angelozzi , <i>3D Artist and Pixologic Certified Instructor</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Creativity and technique in the digital direction" Lino Sturiale , <i>photographer, director and producer</i>	ITALIAN REALITIES "The art of Creative Shares" Alessandro Masciari , <i>THR3aD</i> Francesco Sternativo , <i>THR3aD</i>			
10.00-11.00	ANIMATION & VFX "Despicable me" Bruno Mahé, <i>Global Technology Supervisor, Illumination Entertainment / Universal</i>	ZBRUSH WORKSHOP "Zbrush 4 in Production" Daniele Angelozzi , <i>3D Artist and Pixologic Certified Instructor</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Creativity and technique in the digital direction" Lino Sturiale , <i>photographer, director and producer</i>	ITALIAN REALITIES "The art of Creative Shares" Guglielmo Rovere , <i>THR3aD</i> Laura Ballardini , <i>THR3aD</i>			
11.00 - 11.15	coffee break						
11.15-12.15	LIGHT DESIGN "Lighting Robin Hood" Daniele Bigi, <i>Lead Lighting TD, MPC</i>	GOOGLE WORKSHOP Workshop 3 "Geo-Modeling" Mike Springer , <i>Software Engineer Google</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Creativity and technique in the digital direction" Lino Sturiale , <i>photographer, director and producer</i>	TECH TALKS SEAC02 Andrea Carignano , <i>SEAC02</i>			
12.15-13.15	ANIMATION WORKSHOP "The art and science of animating expressive eyes" David Schaub, <i>VES award winner, Animation Director Sony Pictures Imageworks</i>	GOOGLE WORKSHOP Workshop 4 "Earth/Maps API" Mike Springer , <i>Software Engineer Google</i>	TOP-IX WORKSHOP "Digital Media for the Creativity: Creativity and technique in the digital direction" Lino Sturiale , <i>photographer, director and producer</i>	CULTURAL HERITAGE "Eleonora's project" Elena Biondi , <i>Imaging Lab - Centro Conservazione e Restauro "La Venaria Reale"</i> Alessandro Bovero , <i>Imaging Lab - Centro Conservazione e Restauro "La Venaria Reale"</i>			
13.15-14.15	lunch						

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14.15 - 15.15	<p>"The future of human/computer interfaces "</p> <p>Ken Perlin, <i>Academy Award Winner, Professor of Computer Science at NYU Media Research Lab</i></p>	<p>RENDERMAN WORKSHOP</p> <p>Part One "Talking Trash about Toy Story 3",</p> <p>Dylan Sisson, <i>RenderMan Technical Artist, Pixar Animation Studios</i></p>	<p>TOP-IX WORKSHOP</p> <p>"Digital Media for the Creativity: InkScape"</p> <p>Alessandro Balbo, <i>Ph.D at the Polytechnic of Turin</i></p>				
15.15- 16.15	<p>3D STEREO</p> <p>"Behind the Curtain of Day & Night"</p> <p>Sandra Karpman, <i>Technical Director Day & Night, Pixar Animation Studios</i></p>	<p>RENDERMAN WORKSHOP</p> <p>Part Two "Talking Trash about Toy Story 3",</p> <p>Dylan Sisson, <i>RenderMan Technical Artist, Pixar Animation Studios</i></p>	<p>TOP-IX WORKSHOP</p> <p>"Digital Media for the Creativity: InkScape"</p> <p>Alessandro Balbo, <i>Ph.D at the Polytechnic of Turin</i></p>				
16.15- 16.30	coffee break						
16.30 - 17.30	<p>VFX</p> <p>"The Visual Effects of Inception"</p> <p>Paul Franklin, <i>VFX Supervisor for Inception and Co-founder of Double Negative</i></p>		<p>TOP-IX WORKSHOP</p> <p>"Digital Media for the Creativity: InkScape"</p> <p>Alessandro Balbo, <i>Ph.D at the Polytechnic of Turin</i></p>				
17.30 - 18.30	<p>KEYNOTE ANIMATION & VFX</p> <p>"Creating a Hero"</p> <p>Tim Johnson, <i>Award-winning director and executive producer, PDI/DreamWorks</i></p>		<p>TOP-IX WORKSHOP</p> <p>"Digital Media for the Creativity: InkScape"</p> <p>Alessandro Balbo, <i>Ph.D at the Polytechnic of Turin</i></p>				
9:00 - 13:00	<p>SCHOOL PROGRAM - 3D STEREO SCREENING</p> <p>Sandra Karpman will be present at the screening of "Toy Story III", in 3D, in Italian - Cinema Massimo, Via Verdi 18 - Torino</p>						
20:00	<p>WORLD PREMIERE: KUNG FU PANDA HOLIDAY SPECIAL IN 3D STEREO WITH THE DIRECTOR TIM JOHNSON!</p> <p>Cinema Massimo - Via Verdi, 18 - Torino</p>						