

Las Vegas SuperMeet

Pavillion Ballroom • Rio Hotel • Tuesday, April 19

SUPERMEET AGENDA (subject to change)

NEW FRONTIERS IN FILMMAKING ROB LEGATO & JEFF WOOD

In this session, Academy Award-winning VFX Supervisor [Rob Legato](#) talks about one of the most technologically advanced films ever made – [The Jungle Book](#). Drawing on this experience and others, Rob will share the secrets of his creative process that helped him and his team reinvent the film production pipeline. In addition to his career in visual effects, Rob is also an experienced director, director of photography and colorist.

ABOUT ROB LEGATO

[Rob Legato](#) is a two-time Oscar-winning visual effects supervisor and second unit director of photography. He won his first Academy Award for his work on [Titanic](#), and his second for [Hugo](#). Rob's contributions to the film industry have been countless, and he continues to amaze audiences with engaging visual experiences, from his work on Avatar to the upcoming [The Jungle Book](#) movie.



ABOUT JEFF WOOD

Jeff Wood is Vice President and General Manager, Global Head of Workstations & Thin Clients, part of HP's Personal Systems. In this role, he is responsible for business, innovation, and product strategy & execution, including Product Development, Product Management, and go-to-market strategy across the Workstations & Thin Clients business worldwide.



Prior to this role, Wood was Vice President of Global Product Management for the Workstations and Thin Client business. His responsibilities included Worldwide Workstation and Thin Client product strategy, product roadmap development, lifecycle management, and new product launch execution. During this time, the HP Workstation team has achieved No. 1 and sustained worldwide market share while delivering industry-leading quality, performance and innovation while driving profitability growth.

Wood holds a bachelor's degree in computer science with a minor in math from Colorado State University.

BLACKMAGIC DESIGN **DAVINCI RESOLVE 12.5** ALEXIS VAN HURKMAN

ABOUT ALEXIS VAN HURKMAN

In Alex's words: "I divide my time working as a writer, director, and colorist. Based in Manhattan, I do color correction for a wide variety of broadcast programming, narrative and documentary features and shorts, spots, and experimental subjects. I've color-corrected programs that have aired on The History Channel, The Learning Channel, BBC Four, and WNET; features and shorts I've graded have played at the Telluride, Sundance, Tribeca, Hamptons, and Amsterdam film festivals, among many others; video art pieces I've worked on have been exhibited at the



NYC Museum of Modern Art (MOMA), the Whitney Museum of American Art, and San Francisco's Yerba Buena Center for the Arts. You can check my [IMDB](#) listing to see my latest specific credits."

OWC: VR IS ALL ABOUT GOBS OF DATA CHRIS HAEFFNER & LEWIS SMITHINGHAM

To introduce a new flexible, economic storage solution for today's post/post production users, **Lewis Smithingham**, producer/editor/VR filmmaker and CTO + VR Specialist at [30 Ninjas](#), will join OWC Digital's **Chris Haeffner** to discuss the capture, production and storage challenges encountered in his latest project with [Doug Liman](#). The VR series, Invisible, is in the middle of production and is scheduled for release later this year. Smithingham has gained international recognition for his early adoption of VR film production, his unique approach to capturing as much content as possible and mastering a new, evolving workflow. The important part of the project is how to save, work with 400-500TB of project content.

ABOUT CHRIS HAEFFNER

Chris started his 12 year career with OWC in technical sales and support. He quickly establishing himself as the mass storage specialist and became a driving force behind OWC's continued expansion into SMB and enterprise level storage, most recently, with the OWC Jupiter product line.



In addition to development of high-level storage, Chris also adapts SMB enterprise storage concepts for the consumer/mainstream markets and drives the expansion of OWC's product testing and quality control procedures. Chris earned his Bachelors of Arts from Western Illinois University.

ABOUT LEWIS SMITHINGHAM

Lewis Smithingham is a filmmaker who lives in New York City. He has gained international recognition for his early adoption of VR film production having shot a number of projects with Nokia's OZO as well as work with Phantom, Jaunt and custom rigs. He is the CTO + VR Specialist at [30 Ninjas](#), and most recently was VR and Post Production Supervisor for Doug Liman's ([EDGE OF TOMORROW](#), [THE BOURNE IDENTITY](#)) [VR series INVISIBLE](#) which will be released later this year. He has released a number of films and videos that have received international distribution and have aired on music video channels globally.

Lewis received his Bachelor's degree in Film Production and Theory from UC Santa Cruz, where he studied under Chip Lord (Ant Farm). He received his Master's degree in Video & Film Art from the School of Visual Arts. His Master's thesis advisors were Amy Taubin and filmmaker Guy Maddin. He is also a graduate of [Werner Herzog's Rogue Film School](#). As a director, he is interested creating hybrid forms that meld experimental film, documentary and narrative cinema into a single form. Lewis holds American & British citizenship and a Canadian residency.



ADOBE CREATIVE CLOUD: IMMERSE YOURSELF IN CREATIVITY

AL MOONEY

See how Adobe Creative Cloud empowers you to create visually stunning videos faster with industry-leading video and audio apps, including Premiere Pro, After Effects, Audition and Media Encoder. With Adobe Creative cloud you get high performance for editing and motion graphics, easy-to-use color and audio tools, and support for the latest formats all in a single integrated workflow. Al Mooney will demonstrate how the latest innovations will continue to make Premiere Pro CC the market leading NLE.

ABOUT AL MOONEY



Al Mooney has extensive technical, sales and marketing experience in the media industry. As product manager for Adobe Premiere Pro software, Mooney is responsible for defining, delivering, and supporting the overall feature set and functionality. Earlier, Mooney was the UK senior business development manager for video and broadcast at Adobe, providing technical workflow consultation for top broadcast accounts in the U.K. In that role, he oversaw the redevelopment of Adobe's video VAR channel, a network of expert resellers and service providers for the Media and Entertainment industry.

Mooney joined Adobe in 2009, after spending two years at Apple as the U.K. Pro Video business development manager. There he was responsible for the communication and go-to-market strategy of video solutions for the U.K. market, working with resellers and customers.

INTERMISSION

Go mingle, meet n' greet, make friends, grab a drink and visit our sponsors, because they're the ones that make this possible!!

CAN I TELL A COMPELLING STORY IN VR AND 360° VIDEO?

TED SCHILOWITZ, CSILLA KOZMA,
JOHN HENDICOTT, ALEX GOLLNER

There are no rules (yet) in VR and 360° Video. Traditional cinematic composition limits you to the content of a rectangular frame, but with 360° video, there are no such limits. Watching 360° video creates an immersive experience that allows the viewers to choose where they wish to look within the scene. However, content creators can still use various techniques to suggest where to look, when to look and why to look.

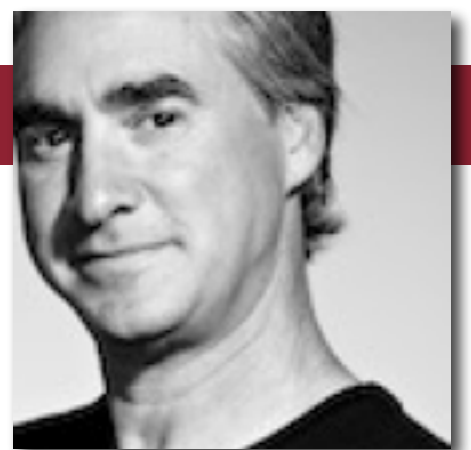
Tonight we are going to show you how to do just that using the Nokia Ozo camera, spatial audio mixing, and some clever editing & post tricks. We hope it will help you get started on your way to creating your own compelling VR masterpiece. Ted Schilowitz will be the ring master.

INTRODUCTION TO VR AND 360° VIDEO TED SCHILOWITZ

Ted will kick off the VR presentations with an interactive and lighthearted demonstration of how to tell a story in VR. He's been known to take some significant risks in his presentations and has teased that this will likely be in that risk zone!

ABOUT TED SCHILOWITZ

Ted was founding member, first employee, and integral part of the product development team at RED Digital Cinema, that has made a significant impact on the Motion Picture Industry, with many of the worlds biggest movies now being shot with these ultra high resolution digital movie cameras.



Ted currently spends his time in 2 blended worlds; a major Hollywood movie studio and a major technology company in the Digital Cinema projection world.

As the Futurist at 20th Century Fox, Ted works directly with senior leadership at the studio on the constantly evolving art and science of advanced motion picture creation. He advises and creates strategy on future technology and vision of cinema for the next generation of movie entertainment, exploring the emerging entertainment fields of Virtual Reality, Augmented Reality and Immersive Cinema for the movie studio.

STORYTELLING WITH OZO

CSILLIA KOZMA

Shooting in VR is very different from the traditional cinematic composition in the rectangular frame. The viewer will see everything, so the scene has to be designed similar to a theater. OZO is a unique professional camera built for VR. Real-time monitoring on set allows the director to focus on the storytelling and creativity. It allows creatives new to VR to learn fast about the experience and how to accommodate their composition. Although, there are no rules yet established for VR productions, there are lessons learnt about camera placement, sound design and many other things that can be shared.

ABOUT CSILLIA KOZMA & THE OZO CAMERA

Csilla Kozma Andersen is the Head of Content Relations at Nokia technologies. She is facilitating partnerships with creatives, studios and technology companies to adopt the OZO camera and pipeline. OZO is Nokia's new virtual reality camera for 3D360 capture. Csilla previously worked at Dolby, where she created an ecosystem of partners to support Dolby Vision. Dolby Vision is Dolby's extended-dynamic range and wide



color gamut technology. She worked with Hollywood studios to adopt the workflow and create content in Dolby Vision for the home and the theater. In the past, Csilla also championed the Dolby 3D technology in the content creation space.

Before the entertainment industry, Csilla worked in telecommunications and various high-tech companies. She was also a management consultant at Deloitte and has a M.Sc. from Aalborg University in Denmark.

SPATIAL AUDIO FOR CINEMATIC VR

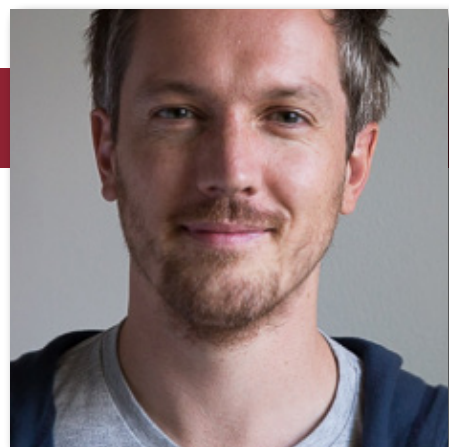
JOHN HENDICOTT

An overview of spatial audio, basic concepts and workflow, covering:

- Understanding terms often used when talking about spatial audio, including binaural, ambisonics and positional sound
- Creative application of spatial audio
- Capture techniques
- Post production workflow
- Output formats

ABOUT JOHN HENDICOTT

[John Hendicott](#) is a platinum awarded music producer who specialises in 3D audio, sound design and music for film. His interests lie in the challenges of working with new mediums and the opportunities of working in collaboration. After working with ambisonic pioneers [EarFilms](#), John is now mixing sound for virtual reality platforms and is currently producing Joe Driscoll & Sekou Kouyate's new album for Cumbancha records.



AFTER THE SHOOT AND THE STITCHING AND THE AUDIO, COMES THE EDIT

ALEX GOLLNER

Alex will show how any editing application can be used to finish an immersive 360° video production. He will also demonstrate the advantages of adding specialised plugins to make 360° video films better.

ABOUT ALEX GOLLNER

Alex Gollner - known as [Alex4D](#) on the Internet - has been using Apple tools for over 30 years. He came to editing after spending 5 years making motion graphics using Adobe After Effects. After making many films in and [free plugins for Final Cut Pro](#), he now makes commercial plugins for Final Cut Pro X.

