

MEDIAEXCHANGE INFINITE STORYTELLING (MXIS)

International Virtual Production Summit - October / November 2021



START TIME	END TIME	INFO	WEEK 1				
			Mon 25-Oct		Wed 27-Oct	Fri 29-Oct	
16:00	17:00	Speaker	JOERG BACHMAIER Producer, Speaker	PETER CANNING MD - High Res Emmy award-winning Lighting Designer & Technical Creative (IRELAND)	GIACOMO TALAMINI CEO - Hive Division (ITALY)	CHRISTIAN FABER Creative Director and Founder – Rig21 (DENMARK)	
		Session No.	1		3	5	
		Topic	Introduction to Virtual Production and Implementing Solutions and Pipelines *(from 16:00 to 17:30)		How to build an affordable Indie Virtual Production studio	Indie Studio Tour & International Case Studies	
17:30	18:30	Speaker	RON MARTIN Creative & Technical Director, Media & Entertainment - Unity Technologies (USA)	CHEO HODARI COKER Showrunner and Executive Producer - "Luke Cage" (Marvel/Netflix) Creator/Producer/Director/Showrunner, Fighting 99th Entertainment - Amazon Studios (USA)	BROOKE BRETON Owner - Breton Productions & Governor of the Visual Effects branch for the Academy of Motion Picture Arts and Sciences (USA)	BEN GROSSMANN Co-Founder and CEO - Magnopus (USA)	
		Session No.	2		4	6	
		Topic	Real-Time Filmmaking, explained (Keynote) *(from 17:45 to 18:45)		Virtual Development, Pitching and Online Writers' Rooms	Introduction to Interactive Entertainment	

START TIME	END TIME	INFO	WEEK 2			
			Tue 02-Nov		Thu 04-Nov	
16:00	17:00	Speaker	PATRICK NEBOUT CCO, Dramacorp (a Beta Film Group company) (SWEDEN)		SIMON GREEN CEO – Green Rock Netflix's "Myths and Monsters" (UK)	
		Session No.	7		9	
		Topic	Remote Content Development in a post Covid new normal		Closing Production Offices to go fully virtual?	
17:30	18:30	Speaker	ISAAC KRAUSS CEO - Octopie Network (USA)	MICAH BROOKE CCO and Co-Founder - Octopie Network (USA)	KIM MOSES Founder, Executive Producer and Director - Sander/Moses Productions (USA)	J MOSES Executive Producer - Optin Studios Director Take-Two Interactive ("GTA - Grand Theft Auto")
		Session No.	8		10	
		Topic	New opportunities and innovative workflows for Animation		The Intersection of Gaming & Traditional Film/TV Drama	