

SPEAKER BIOS

INTERNATIONAL VIRTUAL PRODUCTION SUMMIT

A NEW ERA OF CREATIVE DEVELOPMENT AND REAL-TIME PRODUCTION

October 25th – November 4th 2021

JOERG BACHMAIER

US Strategic Advisor,
Executive Producer



Based in Los Angeles, Joerg strategically advises and supports MediaXchange on all aspects of the US Film, TV and Gaming business from creative development, content production, international co-productions, and partnerships to emerging trends around Real-Time Filmmaking, XR and Interactive Entertainment.

Focused on the intersection of entertainment, gaming, and immersive tech, Joerg drives interactive storytelling, virtual production, data and fan-driven ideation, global IP, and franchise development.

As international entertainment expert for WarnerMedia, BBC, CNN, Endemol, and others, Joerg aligns creative vision, emerging trends, and investment with changing market needs in Film/ TV and Gaming. Under his leadership, he launched and built Machinima's Premium Content Studio into a multimillion-dollar business for Warner Bros.

In addition, Joerg is Executive Producer for two upcoming Netflix series, "Transformers" and "Tekken" and works on several new development projects. His focus is on IP origination, creative packaging, talent, financing, and executive production of high-concept international drama, animation, and documentaries for US domestic and global audiences.

PETER CANNING

Managing Director
High Res - Ireland



Peter Canning is the CEO and Lead Designer at High Res. As a graduate of Ravensbourne College of Design and Communication, London, where he majored in lighting, he has worked extensively as a Lighting Designer & Technical Creative Director in Ireland and internationally.

Peter leads a team in High Res who specialise in the integrated delivery of LED Green screen replacement and Advanced Environments for Film & Episodic Productions from creative to technical to onset capture.

The team are working on multiple real-time and pre-rendered projects bring experience and confidence in the workflow while continuing to maximise the potential output from this cutting edge, powerful technology.

SPEAKER BIOS

RON MARTIN

Creative & Technical Director
Unity Technologies - USA



Ron Martin has over 25 year's experience in the animation and visual effects industry and is presently the Creative and Technical Director of Unity Technologies in San Francisco. With an entrepreneurial spirit he has been a creative producer for 3D animations, prototypes, augmented reality simulations, virtual environments and real spaces by bringing together creative and business centric teams. With a passion for Research and development and the exciting possibilities posed with technological advancements he has worked at the forefront of industry development.

Having started his career as a visual effects producer at Media Principia in Montreal, he went moved to Ubisoft as Director of Cinematics, where he directed and produced "Prince of Persia: Sands of Time", "Rainbow 6-3" and the preproduction supervision of "FarCry", while building the cinematic studio pipeline. Taking on CG Supervisor role in 2004 at EA he worked on "Marvel Nemesis: Rise of the Imperfects", designing and producing 18 minutes of full motion video and animation in conjunction with MarvelComics.

He was a founding employee of Digital Domain Media Group helping build the studio from the ground up between 2010 and 2012.

Throughout his career he has also operated and maintained his own company ISWID. Utilizing technology and research, ISWID creatively engineers the most feasible methodology in the pursuit of innovative creative direction and animation for education, gaming, prototyping, broadcast, film and communications art. Whether designing and printing 3D models or building environments utilizing Mixed Reality to create an interactive experience, ISWID goal is to engage viewers and leave a memorable impression!

ISWID is an acronym for I'll Sleep When I'm Dead. Clearly Ron lives by his words!

SPEAKER BIOS

GIACOMO TALAMINI

CEO

Hive Division - ITALY



Born in 1982, Giacomo Talamini has dedicated his career to independent filmmaking. In 2009 he wrote and directed the indie film MGS: Philanthropy, an Italian science fiction project inspired by the videogame saga "Metal Gear Solid". He has directed and produced commercials for well-known brands and agencies and, since 2012, is the CEO of Hive Division, a film, VFX, and VR production company specialised in highly technical and experimental productions based on original narratives and on a language that is heavily contaminated by science fiction, fantasy, and videogames. Since 2015 he has been the Executive Producer for VR projects, full-length features, and high budget commercials.

CHEO HODARI COKER

Showrunner & Executive Producer - USA



Seattle based CHEO HODARI COKER, 48, is the creator and former Showrunner and Executive Producer of Marvel's Luke Cage. The critically acclaimed drama ran two seasons, from 2016-2018 and is popularly known as "the show that broke Netflix."

A 1994 graduate of Stanford University, Coker started his career in journalism as a staff writer for the Los Angeles Times Pop Music section. He also contributed to Rolling Stone, Premiere, Vibe, The Source, XXL, Essence and numerous national publications, and has been featured on VH-1's Behind The Music and Netflix's Hip-Hop Evolution.

Coker currently has an overall television development and production deal for his banner Fighting 99th Entertainment with Amazon Studios.

He's the author of the book "Unbelievable: The Life, Death, and Afterlife of the Notorious B.I.G." Coker co-wrote (with Reggie Rock Bythewood) 2009's Fox Searchlight Notorious BIG bio-pic NOTORIOUS, and segued into television writing for SouthLAND, where he eventually rose to Supervising Producer and won a 2013 NAACP Award for the Season Four episode "God's Work". Coker followed SouthLAND with a stint as a Supervising Producer on CBS' NCIS: Los Angeles, and Co-Executive Producer for Fox's Almost Human, and Season Two of Showtime's Ray Donovan.

Coker's other feature film credits include the Imagine Entertainment/Blumhouse Film LOWRIDERS (co-written with Elgin James) (2017), CREED II (Story by), and uncredited work on the Oscar nominated screenplay for STRAIGHT OUTTA COMPTON.

Coker was named Number 42 on The Root 100 Most Influential African Americans 2018.

SPEAKER BIOS

CHRISTIAN FABER

Creative Director & Founder
Rig21 - DENMARK



My name is Christian Faber and I started my career in the advertising industry back in 1986. Since then I have worked with storytelling and concept development at a international level. As partner in the advertising agency Advance my primary client has been LEGO.

Through the years, in the role of Art Director, I have been behind some of the toy brands biggest worldwide successes. For many years I was responsible for LEGO Technic and deeply involved in the collaboration between LEGO and Lucas arts concerning STAR WARS.

The high point was the creation of the original BIONICLE toy line that was LEGO's first self produced full-blown IP getting a unprecedented 10 years lifespan from 2001 to 2011, and a reboot in 2015-16 and It still has a massive fanbase around the world. I wanted the BIONICLE to become much more than a series of toys. I aimed for an entire universe of engaging stories, games, music on many different platforms.

As counterweight to the advertising projects. I started to develop my own universe in the sparetime. Rebel Nature was sparked by becoming a father and was ignited by the growing concern for the environment, climate, pollution and our blinde fascination of material wealth and technology. Especially the intense pollution of the oceans with plastic gave birth to the wish to tell stories that had a different purpose than selling toys. A wish to inspire and change behaviours through engaging story.

In 2015 I quit my job at Advance, sold my shares in the company and left the advertising business to be able to put all the energy and focus into Rebel Nature.

In 2016 I started Goodman Rock and Rebel Nature Pictures together with longtime colleagues from the visual industry. The goal to create the full IP and the feature film Waveborn playing out inside the Rebel Nature universe.

The engagement and VR effort started in 2018 when a team joined to take the Rebel Nature universe to new dimensions and ways of engagement and learning.

SPEAKER BIOS

BROOKE BRETON

Owner
Breton Productions - USA



Ms. Breton has been involved in a wide variety of films which have received Academy recognition and awards. Key projects include: Avatar, Master and Commander: The Far Side of the World, Star Trek IV: The Voyage Home, Star Trek VI: The Undiscovered Country, and Dick Tracy. A veteran in the field of visual effects, Ms. Breton was instrumental in the start up of Digital Domain as well as DreamWorks Animation, where she also produced The Road to Eldorado. She has received an Annie award and a VES award for work on the Despicable Me: Minion Mayhem theme park attraction.

BEN GROSSMANN

Co-Founder & CEO
Magnopus - USA



He is an Oscar-winning and Emmy Award-winning visual effects supervisor and VR Director. His work in virtual production and visual effects has been with filmmakers like Martin Scorsese, and Jon Favreau. He was virtual production supervisor on The Lion King (2019) which advanced virtual cinematography techniques through the application of VR and game engines.

Ben is a member of the Academy of Motion Pictures Arts and Sciences, the Academy of Television Arts and Sciences, and the Visual Effects Society.

SIMON GREEN

CEO
GREEN ROCK- UK



Entrepreneurial CEO (Green Rock) with a history of making stories for brands and broadcasters. Strong professional skills in video content production, creative technology, team management, strategic planning - all to tell great stories that drive purpose.

SPEAKER BIOS

ISAAC KRAUSS

CEO
OCTOPIE NETWORK - USA

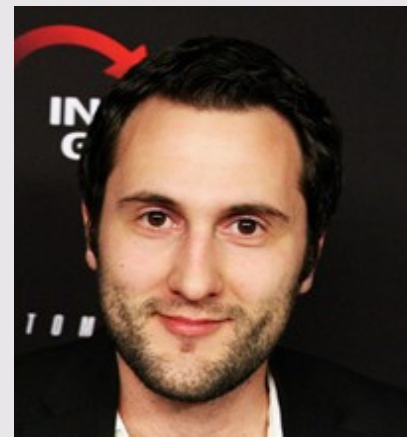


Isaac's unique experience merges business development, entrepreneurialism and creativity to drive a professional yet outside the box approach to everything he does. Prior to Octopie, Isaac was a business development executive at DG Entertainment, an award-winning full service creative agency. There, he provided unparalleled service to major companies such as Turner Networks, Machinima, Awesomeness TV, Maker Studios, Microsoft, Warner Brothers, Sony Television, EA and many more. As an entrepreneur, he founded Assembly Line Games, a mobile gaming startup.

In addition, he has led extensive content creation for major companies such as Playstation, Dreamworks and Marvel. When he is not working to change the animation landscape, Isaac can be found sculpting and building in his studio. As a sculptor, he is most well known for his award-winning octopus table sculpture.

MICAH BROOKE

CCO & Co-Founder
Octopie Network - USA



Micah is a pioneer of the digital content world where his storytelling acumen and forward thinking approach has given him a unique expertise in an evolving landscape. Prior to starting Octopie, Micah spent nearly 10 years as a programming and development executive at Machinima, which became the top content network for the gamer audience. There, he established a pool of over 200 content creators and dozens of hit shows that generated over 1 billion global online views. In addition, he helmed Happy Hour, Machinima's animation brand that became the fastest growing animation channel ever on YouTube.

Within 18 months, it generated over 1 million subscribers and 200 million views. As a senior development executive at Machinima, Micah was a key stakeholder in several exciting projects around culturally relevant IP such as Transformers, Robocop, several AAA video games and an anthology series featuring Clive Barker and Creepypasta. Micah has produced dozens of animated shows for broadcast and digital including Transformers: The Combiner Wars, Celebrity Animal Encounters, Explosion Jones, and Paranormal Action Squad.

SPEAKER BIOS

CHARLIE WOEBCKEN

CEO

Studio Babelsberg - GERMANY



Charlie Woebcken is CEO of Studio Babelsberg and Managing Director of Studio Babelsberg Motion Pictures and Babelsberg Film. Studio Babelsberg, founded in 1912, is the world's oldest large-scale studio complex and one of Europe's leading service providers for feature films and TV productions.

Woebcken's co-producer credits include, among others, V FOR VENDETTA (2005, James McTeigue), CASINO ROYALE (2006, Martin Campbell), Oscar®-winning THE COUNTERFEITERS (2007, Stefan Ruzowitzky), SPEED RACER (2008, Lana & Lilly Wachowski), VALKYRIE (2008, Bryan Singer),

THE INTERNATIONAL (2007, Tom Tykwer), THE READER (2008, Stephen Daldry), NINJA ASSASSIN (2009, James McTeigue), INGLOURIOUS BASTERDS (2009, Quentin Tarantino), THE GHOST WRITER (2010, Roman Polanski), ANONYMOUS (2011, Roland Emmerich), HANNA (2011, Joe Wright), UNKNOWN (2011, Jaume Collet-Serra), HANSEL & GRETEL: WITCH HUNTERS (2013, Tommy Wirkola), THE BOOK THIEF (2013, Brian Percival), THE MONUMENTS MEN (2014, George Clooney), BRIDGE OF SPIES (2015, Steven Spielberg), A CURE FOR WELLNESS (2016, Gore Verbinski), POINT BREAK (2015, Ericson Core), THE HUNGER GAMES: MOCKINGJAY (2015, Francis Lawrence), CAPTAIN AMERICA: CIVIL WAR (2016, Anthony & Joe Russo), THE GIRL IN THE SPIDER'S WEB (2018, Fede Alvarez), CHARLIE'S ANGELS (2019, Elizabeth Banks) and THE MATRIX RESURRECTIONS (2021, Lana Wachowski). Woebcken also served as co-producer on the fifth season of HOMELAND, the Epix series BERLIN STATION, and Starz show COUNTERPART. His further credits as associate and executive producer include AEON FLUX, BLACK BOOK, MEN & CHICKEN, THE VOICES (2014, Marjane Satrapi), Terrence Malick's A HIDDEN LIFE (2019) as well as Wes Anderson's award-winning films THE GRAND BUDAPEST HOTEL (2014), ISLE OF DOGS (2018) and the upcoming THE FRENCH DISPATCH (2021).

ERIK WOLFF

COO

HALOSTAGE - GERMANY



Working in the IT industry in the 90s for IBM in the PC business and first startup CYBERMIND in Virtual Reality simulation systems. Internet startups during Dotcom era. Strategy consulting for retail and investment banking from 2001 until 2012. In 2013 COO of ICT a AV specialist in LED, kinetics and display technologies. Founder of HALOSTAGE.

SPEAKER BIOS

LOUIS DE CASTRO cken

CEO
MADO XR - FRANCE



Louis de Castro founded studio MADO XR in 2020 after visiting the biggest American production studios. Democratize the virtual video production widely used in Hollywood was the core idea behind the studio concept. By this moment he already has had 13 years of experience in the fashion industry. In 2015 he launched ATO - a design studio with offices in Paris, Los Angeles, and Tokyo. At the same time, he continues to pursue his career as a contemporary artist under the pseudonym Marc Ippon de Ronda. One year from now, MADO XR has done productions for brands as Chopard, Balmain, and Dassault Aviation, and partnered with the biggest image production companies: NVIDIA, ARRI, and PRG France.

QUENTIN DE FOUGEROUX

Innovation Director
MADO XR - FRANCE



Quentin de Fougereux, Innovation Director, CTO MADO XR
After graduating in Computer Science from Institut d'optique Graduate School, Quentin left for New York to take the position of CTO at Garou start-up specializing in VR production. After 3 years in the United States, he came back to Europe, to take the roles of developer C++ at Unreal Engine and innovation director at MADO XR consequently.

SPEAKER BIOS

PATRICK NEBOUT

COO

Dramacorp - Sweden



Patrick Nebout was born in Cannes, France. He is an award-winning Swedish-French producer known for the ZDF-TV4-Beta Film international espionage thriller series *Agent Hamilton* (2020-2021) based on Scandinavia's best-selling, iconic literary property; Canal + and SVT-StudioCanal's French-Swedish thriller *Midnight Sun* (2016), SVT-ZDFE's *Thicker than Water* (2014-16), and Swedish theatrical blockbuster *The 100-year old man who climbed out the window and disappeared* (2013) with Disney, StudioCanal and TV4.

He founded the Swedish production company Nice Drama, part of the NENT Group, in 2010, and is the founder of Stockholm-based Dramacorp, a production company part of the Beta Film Group.

Nebout is currently pre-producing the company's first foray into English-language programming with the La-la landesque crime series *Cannes Confidential* for AMC Networks. The series is set for a 2022 shoot on location in the iconic city of Cannes. Nebout previously served as Creative and Executive Producer at Paris-based Lagardere Studios, VP Scripted East Europe at ZODIAK (later acquired by Banijay) in Moscow, and Head of International Coproductions at Swedish pubcaster SVT.

Nebout's credits include the Oscar nominated "*The 100-Year-Old Man Who Climbed Out the Window and Disappeared*" (Walt Disney Nordic, StudioCanal), Sweden's most successful film ever at box-office, the award winning crime series "*Midnight Sun*" / "*Jour Polaire*" (Canal+, SVT) that has been sold to more than 104 territories and 3 seasons of the acclaimed drama series, "*Thicker than Water*" / "*L'Héritage Empoisonné*" (SVT/YLE) among others.

In 2018 Patrick Nebout initiated a TV-reboot of Scandinavia's strongest literary property ever, the best-selling espionage novels *Agent Hamilton* by author Jan Guillou. The new adaptation was co-produced for TV4/CMORE, ZDF and Beta Film, and has aired across the world in 2020. A second season is currently in production. In 2020 the YA supernatural series "*Cryptid*" premiered on Scandi platform VIAPLAY, on Germany's JOYN and France's SALTO and was a official nominee for Best Series at CanneSeries 2020 edition.

SPEAKER BIOS

KIM MOSES

Founder, Executive Producer / Director
Sander/Moses Productions - USA



KIM MOSES has executive produced more than 700 hours of premium scripted content on traditional and non-traditional platforms and is a DGA Director. Creatively, fiscally and technically, Kim has managed well-over a half a billion dollars in pilot and series development and production all over the world -- delivering on time and on budget while hitting creative bullseyes (including GONE, RECKLESS and GHOST WHISPERER which are all currently airing/streaming internationally.)

Kim's expertise is at the intersection of Hollywood and Video Games; and she pioneered the Total Engagement Experience © (the strategic and brand build-out on all platforms of series, feature films and products, creating new revenue streams, and increasing engagement loyalty.)

As Co-Founder of Optin Studios <https://www.optinstudios.com/> Kim is currently working on projects at Shondaland, Netflix, Showtime, ITV, The CW, CBS TV Studios, Fremantle Studios, ABC/Signature Studios, NBC International and Red Arrow International Studios. Kim is the Founder of THE VAULT -- the renown global organization of successful women from diverse backgrounds impacting the world in powerful ways creatively, strategically and business-wise. Kim was named to Newsweek's Women and Leadership Advisory Committee, honored with a Women In Film Woman of the Year Award, was the recipient of the 36th Annual Vision Award as well as the Elly Impact Award, is Co-Founder of SLAM Digital Media and Sander/Moses Productions, and had the honor of giving the Commencement Speech for USC's Annenberg School of Communication and Journalism Class. The following year it was Oprah! ;-)

SPEAKER BIOS

J MOSES

Executive Producer
OpTin Studio - USA



J has over 40 years of experience in sports, entertainment, radio, production, technology, mobile wagering, esports & games as a CEO, Founder, Investor, Advisor, & as a Director for public & private businesses around the world. He is currently hyper focused on the confluence of games, sports and technology.

He has served as a Director at Take-Two Interactive (Nasdaq: TTWO), publisher of Rock Star, 2K & Private Division Games since 2007 and serve as the Chair of the Governance Committee and as a member of Compensation and Audit.

As a Director/Advisor/Investor of SimulMedia, GameOn Technologies, Bet.Works, ReadyUp, Prize Payments Pro & Eastern Provisions he is active in digital venture.

Shortly after 1992, Jay created and launched BMG Games where, as President, he green-lighted the mega-hit "GTA". The BMG titles were sold to T2, and he was recruited by Russia Partners and Viacom to serve as President of MTV Russia, which they launched in 1996.

After Moscow, he coordinated the purchase of Unified Gamers Online, the first affiliate game network, and launched UGO.com in 1997. As Founder & CEO, he built the business, navigated the 2001 collapse, recapped the business, and sold UGO to Hearst in 2008.

Along with his sister Kim, J is developing a one hour scripted show about a young woman in esports for the CW Network. This is third third collaboration and their premiere for "OptIn Studios.