Exhibition Talks and Sessions

Tuesday, 03 November	Session
10:00 – 11:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** New Intel® Processor Graphics Accelerates Game and Media - Yasuhito Takeuchi, Intel Corporation
11:00 – 12:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** **Memory Sharing in the Compute Architecture of Intel** Processor Graphics - Stephen Junkins, Intel Corporation
11:30 – 12:45	**Kobe Int'l Conference Center, Main Hall, Level 1** **Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar - Dylan Sisson, Technical Artist, Pixar Animation Studios
12:00 – 14:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Khronos Group** Khronos Graphics, Compute and Vision APIs – including Vulkan Next Generation GPU Acceleration - Neil Trevett, President, Khronos Group
14:00 – 15:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** Practical Layered Reconstruction for Defocus and Motion Blur - Jon Hasselgren, Intel Corporation
15:00 – 16:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** **Evolution of Intel® Quick Sync Video Realizes 4K Real-time Processing** - Kazuhide Yamamoto, Intel Corporation

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Wednesday, 04 November	Session
10:00 – 11:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** Memory Sharing in the Compute Architecture of Intel Processor Graphics - Stephen Junkins, Intel Corporation
11:00 – 12:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Intel Corporation** **Practical Layered Reconstruction for Defocus and Motion Blur** - Jon Hasselgren, Intel Corporation
12:00 – 14:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Full Sail University** **Master Thesis Students in the Video Game Industry** - Jeremiah Blanchard, Program Director of Game Development, Full Sail University
14:15 – 14:45	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Isotropix** Clarisse iFX: A new approach to 3D - Sam Assadian, CEO and Co-Founder, Isotropix
14:30 – 15:45	**Kobe Int'l Conference Center, Main Hall, Level 1** **Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar - Dylan Sisson, Technical Artist, Pixar Animation Studios

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Wednesday, 04 November	Session
14:45 – 15:15	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Isotropix** Interactive High-end VFX at Dneg - Eric Vezinet, Rendering Supervisor, Double Negative
15:15 – 15:45	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Isotropix** **Clarisse iFX Workflow Overview** - Yann Couderc, Product Specialist, Isotropix

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Thursday, 05 November	Session
10:00 – 12:00	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by Google** **Render More on Google Cloud Platform and Zync** - Jeffrey Kember, Cloud Platform Solutions Architect, Google - Naoya Moritani, Cloud Platform Sales Engineer, Google - Rumi Oku, Cloud Platform Sales Specialist, Google
12:30 – 13:30	**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1** **Presented by 3DS Co., Ltd. and Luxion Inc.** **Amazing rendering and animation of KeyShot** - Henrik Wann Jensen, CTO, Luxion Inc. - Tomohide Imada, Manager, 3DS Co., Ltd
14:30 – 15:45	**Kobe Int'l Conference Center, Main Hall, Level 1** **Presented by Pixar Animation Studios** The Art & Science of RenderMan – A Workshop by Pixar - Dylan Sisson, Technical Artist, Pixar Animation Studios