



THE FOUNDRY.

@SIGGRAPH2015

Tuesday, 11th August

| Booth 309

Time	Presentation Title	Presenter(s)	What to expect	Products
9:30	EXHIBITION OPENS			
9:40 AM	COLLECTIVES - A new way to buy and use our software	Mariana Acuña Acosta, The Foundry	The Foundry's Mariana Acuña Acosta takes you through a workflow demo of NUKE STUDIO, MODO and MARI, the powerful tools that make up our Production COLLECTIVE.	Production COLLECTIVE
10:15 AM	Stop-Motion Compositing: The Power of Controlling Time	Peter Vickery, LAIKA	A talk on the unique workflows that LAIKA have developed over the course of 8 years of feature film visual effects.	FLIX MODO KATANA MARI NUKE
10:50 AM	Dreamworks & Dinotrax: bringing the epic machines to life	Roberto Jauregui & Andrew Hepp	DreamWorks Animation Television show how they integrated MARI and NUKE into their pipeline for Dinotrax.	MARI NUKE
11:25 AM	Announcement from The Foundry	More information coming soon	More information coming soon	
12:00 PM	MARI and the Texturing Pipeline on The Order: 1886	Jo Watanabe & Brandi Parish - Texture Artists, Ready at Dawn Studios	The Ready at Dawn team will demonstrate how MARI was utilized in their texture creation pipeline on The Order: 1886, helping to deliver a seamless gameplay and cinematic experience to the line of pre-rendered CG, all running 100% in real-time on the PlayStation 4.	MARI in AAA Games
12:35 PM	Don't look down! Atomic Fiction's work on The Walk	Kevin Baillie, Atomic Fiction	Kevin Baillie, VFX supervisor for Robert Zemeckis's The Walk, talks about how Atomic Fiction used The Foundry's tools and the ConductorIO cloud rendering platform to recreate an epic (and illegal) wire walk between the World Trade Centers in 1974.	MODO KATANA NUKE
1:10 PM	NUKE STUDIO for collaborative teams	Sean Brice & Juan Salazar, The Foundry	NUKE Workflow Specialist Juan Salazar will show how NUKE STUDIO's powerful collaborative workflow makes supervising a team easy and efficient, even on complex quick-turnaround projects combining animation and live action VFX. Featuring some of the new tools coming in NUKE 9.0v7.	NUKE STUDIO NUKE X NUKE
1:45 PM	The Foundry Research	Jon Starck & Jon Wadelton	The Foundry CTO, Jon Wadelton, and Head of Research, Jon Starck, present an update on the research work being undertaken at The Foundry HQ. Expect a closer look at the VR concepts being worked on as well as new developments in paint propagation.	
2:20 PM	Bearing with Ted 2: How Tippett created Ted the bear	Charles Rose, Tippett	Tippett Studio will be showing how they've used our products to animate and maintain the look and feel of the foul-mouthed title character in Ted 2.	MODO KATANA MARI NUKE
2:55 PM	MODO 901- Explore new worlds	Greg Brown, The Foundry	Approach the creation of complex environments more quickly, easily and without the constant application switches that commonly inject problems into production workflows. With MODO 901's broad toolset artists can focus on creativity in an intuitive and art-directable way.	MODO 901
3:30 PM	Stop-Motion Compositing: The Power of Controlling Time	Peter Vickery - LAIKA	A talk on the unique workflows that LAIKA have developed over the course of 8 years of feature film visual effects.	FLIX MODO KATANA MARI NUKE
4:05 PM	NUKE STUDIO in the fast paced environment of commercials	Armando Ricalde aka Doc - Director of Technology, Cluster Studios	See how NUKE STUDIO, MODO and MARI play a key role in successfully delivering great looking commercials with tight turnovers and budgets.	NUKE STUDIO MODO MARI
4:40 PM	The realities of working in Virtual Reality	Jeff Jasper - Digital Supervisor & CTO & Matt Gratzner - VFX Supervisor & Co-Founder, New Deal Studios	Shot within New Deal's studios, Jeff and Matt will be showing how they directed and created Galvanised Souls "New Generation" music VR experience using The Foundry's products.	NUKE MARI MODO
5:15 PM	Don't look down! Atomic Fiction's work on The Walk	Kevin Baillie, Atomic Fiction	Kevin Baillie, VFX supervisor for Robert Zemeckis's The Walk, talks about how Atomic Fiction used The Foundry's tools and the ConductorIO cloud rendering platform to recreate an epic (and illegal) wire walk between the World Trade Centers in 1974.	MODO KATANA NUKE
6:00 PM	EXHIBITION CLOSES			

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Wednesday, 12th August - **LIVE STREAMING DAY** | Booth 309

Time	Presentation Title	Presenter(s)	What to expect	Products
9:30	EXHIBITION OPENS			
10:00 AM	STREAM COMMENCE			
10:05 AM	Announcement from The Foundry	More information coming soon	More information coming soon	
10:45 AM	FUTURE PROOFING OF YOUR BUSINESS - PANEL DISCUSSION	Villusion, New Deal, Magnopus, Mike Seymour	Industry guru Mike Seymour joins business leaders at these innovative companies to talk about the challenges within the industry and the creative ways they've turned these challenges into new opportunities.	
11:30 AM	MARI and the Texturing Pipeline on The Order: 1886	Jo Watanabe & Brandi Parish - Texture Artists, Ready at Dawn Studios	The Ready at Dawn team will demonstrate how MARI was utilized in their texture creation pipeline on The Order: 1886, helping to deliver a seamless gameplay and cinematic experience toeing the line of pre-rendered CG, all running 100% in real-time on the PlayStation 4.	MARI in AAA Games
12:10 PM	Stop-Motion Compositing: The Power of Controlling Time	Peter Vickery, LAIKA	A talk on the unique workflows that LAIKA have developed over the course of 8 years of feature film visual effects.	FLIX MODO KATANA MARI NUKE
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1:30 PM	The realities of working in Virtual Reality	Jeff Jasper - Digital Supervisor & CTO & Matt Gratzner - VFX Supervisor & Co-Founder, New Deal Studios	Shot within New Deal's studios, Jeff and Matt will be showing how they directed and created Galvanised Souls "New Generation" music VR experience using The Foundry's products.	NUKE MARI MODO
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2:40 PM	STREAM END			
2:50 PM	NUKE STUDIO for collaborative teams	Charles Rose, Tippett	NUKE Workflow Specialist Juan Salazar will show how NUKE STUDIO's powerful collaborative workflow makes supervising a team easy and efficient, even on complex quick-turn-around projects combining animation and live action VFX. Featuring some of the new tools coming in NUKE 9.0v7.	NUKE STUDIO NUKE NUKE
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5:45 PM	15 mins Tips and Tricks using MODO	Greg Brown, The Foundry	Join MODO lover and master Greg for a quick MODO tips and tricks session.	MODO
6:00 PM	EXHIBITION CLOSES			

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Thursday, 13th August

| Booth 309

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