09 December 2016

Professional Conference 2016 (PCON 2016)

Program & schedule

All presentation durations (e.g. 22 min) include time for optional Q&A and 2 min for transition.
Speakers are underlined.

The organizers reserve the right to make changes to this program at any time.

All sessions are at the Théâtre de Liège (Salle de la Grande Main);
All coffee and lunch breaks are at Théâtre de Liège.

Thursday, 15 December 2016 – PCON

All 3D & VR/AR/MR demonstrations take place during coffee and lunch breaks.

AM

07:45 - 17:00 **Welcome and registration**

08:30 - 08:32 **Introduction**

- Welcome address, and overview of 3D Stereo MEDIA & PCON, and the day's program, Jacques G. Verly (University of Liège, Belgium),

08:32 - 10:27 **Session 1: Pitch presentations by participants of "3D Film Booster"**

Each participant of the 2-day "3D Film Booster" (3DFB) will present the pitch that he/she perfected during the booster. The members of the 3DFB jury will be present.
The pitches are open to all.
This is a unique opportunity to see 3D contents (3D cinema/TV & 3D VR) in the making!

- Chairs: Sylvain Grain (Producer, France),
  Jacques G. Verly (University of Liège, Belgium)

- Overview of 3D Film Booster's pitch presentations
  Sylvain Grain (Producer, France)

The project and pitchers are listed below by alphabetical order of projects.
The order of the pitches will not be specified ahead of time.

- **Ashe** / 3D Feature Film,
  Andrea ter Avest Dahm (Kenya, The Netherlands)
- **Illicit Trade: Chinchorro Mummies** / 3D VR Animated Documentary
  Diego Breit (Glaciar Films, Chile)
- **Hard Reset** / 3D Feature Film,
  David Bukstein (Hard Reset LLC., USA)
- **Jailbirds** / 3D VR Series,
  François Klein (Consortium-C, France)
- **Kosmic Journey** / 3D VR Film,
  Marion Guth (a_Bahn, Luxembourg)
- **Le Beau Temps** / 3D Feature Film
  Franck Saint-Cast (JMF Productions, France)
- **Le Sanctuaire Englouti** / 3D Large Format Documentary,
  Axel Clévenot (Armoni Productions, France)
- **Musketeers of the Tsar** / 3D Animation Feature Film,
  Paul Boris Lobadowsky, Odile Gomart (ESt-Ouest Films, France)
- **Parallel Death** / 3D VR Series,
  Montserrat Puértolas (Kataclac, Spain)
- **The Embers of Borneo** / VR3D Documentary Series,
  Joanna (Aśka) Popińska (Tribe of Pan, Canada)
- **Quintessence** / 3D Feature Film + 3D VR Series,
  Joel Peck (Arthouse3D, USA)
- **Virus Tropical** / 3D Animation Feature Film,
  Nidia Santiago (Timbo Estudio, Colombia; Ikki Films, France)
- **Zweig's World** / 3D VR Animated Documentary,
  Michael Caranicolas (Unframe Cow, France)

10:30 - 11:00 **Coffee break & demonstrations of 3D & VR/AR/MR**

11:00 - 12:30 **Session 2**

- Chairs: Jacques G. Verly (University of Liège, Belgium),
  Quentin Massoz (University of Liège, Belgium)

- The making of 3D VR content "Pitoti Prometheus",
  Frederick Baker (University of Cambridge, UK) - 3D VR demos during breaks
- Organizing & optimizing creative chaos for 3D & 3DVR - an introduction,
  Tom Mikota (Florida State University, USA)
- 3D Virtual Reality (VR): a new way to manage anxiety and pain in medical patients,
  Diane Jooris (Oncomfort, USA & Belgium) - 3D VR demos during breaks
- Princess Leia vs. the Holodeck: Advanced 3D Displays,
  Daniel Smalley (Brigham Young University, USA)
- Impact on image brightness reduction on perceived quality of 3D experience for 3D cinema spectators,
  Séverin Loock, David Grogna, Mathieu Jaspar, Jacques G. Verly, Anne-Sophie Nyssen (University of Liège, Belgium)
- StarVR: 8K slow motion VR case study,
  Thomas Villepoux (RIG By DVMobile, France) - 3D VR demos during breaks
- 3D food printing: a gourmet specialty from Belgium's Wallonia,
  Dorothée Goffin, Gaëtan Richard (University of Liège, Belgium)

NOON

12:30 - 13:30 **Lunch break & demonstrations of 3D & VR/AR/MR**

PM

13:30 - 15:00 **Session 3**

- Chairs: Jacques G. Verly (University of Liège, Belgium),
  Quentin Massoz (University of Liège, Belgium)

- HDR, HFR, and VR - Seeing is believing,
  Jim Chabin (Advanced Imaging Society & VR Society, USA)
- The making of "Journey to China 3D" - Shooting with Arnold Schwarzenegger and Jackie Chan, 3D
  Florian Maier (STEREOTEC, Germany)
- From 3D to VR: market experience and visual comfort,
  Philippe Gérard (3Dlized, France)
- 3D VR experience creation: from Mag to Master,
  Dave Franks (Jaunt Studios, USA) - 3D VR demos during breaks
- The light and dark sides of cinema laser projectors,
  Goran Stojmenovik, Jean-Philippe Jacquemin (BARCO, Belgium)
- Challenges to improve immersive sound for VR,
  Wilfried Van Baelen (Galaxy Studios, Belgium)

15:00 - 15:30 (40 min) **Coffee break & demonstrations of 3D & VR/AR/MR**

15:30 - 17:10 (100 min) **Session 4**

- Chairs: Jacques G. Verly (University of Liège, Belgium),
  Quentin Massoz (University of Liège, Belgium)

- Overview of 3D virtual reality in mental health care, the example of anxiety disorder - Remote presentation,
  Stéphane Bouchard (Université du Québec en Outaouais, Canada)
- Non-linear stereo and Bent Ray rendering on Disney's "Moana", 3D
  Robert Neuman (Walt Disney Animation Studios, USA)
  Automatic conversion of motion pictures to 3D inspired by the human visual system,
  Pieter Jonker (QdepQ & Delft University of Technology, The Netherlands) - 3D demos during breaks
- Insights from projects, and approaches for VR: stereoscopic 3D, storytelling, and choosing the right tools for image acquisition,
  Sönke Kirchhof (reallifefilm international GmbH, Germany)
- MINHIRIG 3D: 4 pounds of ingeniosity for smart film makers
  Jean-Marie Boulet, Ming Hoang (Choisy Films, France) - 3D demos during breaks
- Autosteroscopy applied to medical imaging,
  Gilles Marcellier, Pierre Allio (Alioscopy, France) - 3D demos during breaks (autostereo & holography)
- How to create pre-rendered volumetric movies: an introduction to PresenZ technology,
  Matthieu Labeau (Nozon, Belgium) - 3D VR demos during breaks
- Closing remarks
  Jacques G. Verly (University of Liège, Belgium)

17:10 **End of PCON 2016**

Thank you for your participation!

For attendees of Awards evening

Evening (at Théâtre de Liège)

Awards evening

18:30 - 20:30 **Awards dinner** (for people who have registered for this dinner)

20:30 - 22:30 **Awards ceremony** (open to all)

22:30 - 01:00 **Farewell party** (open to all registered participants)

01:00 (Fri) **End of 3D Stereo MEDIA 2016**