

DIGITAL DAY PROGRAM

Programming subject to change - For updates see Digital Day notice on www.dga.org

PANELS & PRESENTATIONS IN THEATERS 1 & 2:

DIGITAL LANDSCAPE: INSIDE THE JUNGLE BOOK

 Discover the cutting-edge VFX used in *The Jungle Book*. Presented by Director Jon Favreau and 2nd Unit Director/VFX Supervisor Rob Legato.

EXPAND SCOPE: VIRTUAL REALITY & MIXED REALITY

- An in-depth conversation with Chris Milk, Founder and CEO of Within/Founder and Creative Director of Here Be Dragons. Moderated by Director Jeremy Kagan, DGA Special Projects Committee Chair.
- Join Chris and other pioneer directors in the virtual reality industry as they discuss how to build narratives in a new medium for storytelling. Panelists: David Gelb (Hoverboard); Randal Kleiser (Defrost); Co-founder/Creative Director of Felix & Paul Studios, Paul Raphaël (LeBron James-Striving for Greatness); and Lucy Walker (A History of Cuban Dance).
- Embrace real humans for Virtual Reality and Mixed Reality storytelling using Holographic Video developed for HoloLens. Presented by Steve Sullivan, Leader of Holographic Video Team at Microsoft.

A LOOK INTO THE FUTURE OF CINEMA

 See the latest advancements in camera and new technologies used for storytelling. Panelists: Paul Debevec, Chief Visual Officer, USC Institute for Creative Technologies; Jon Karafin, Head of Light Field Video, Lytro; Dave Stump, ASC (Cinematographer, Buds); Cevat Yerli, Founder, CEO and President, Crytek. Moderated by Director Randal Kleiser.

AESTHETIC & TECHNICAL CONSIDERATIONS FOR CHOOSING THE RIGHT LENS

- Hear Dan Sasaki, VP of Optical Engineering, Panavision, explain how choices in optics can evoke a unique aesthetic, tailored to a director's creative vision.
- Focus on lens mapping and decisions that interplay with lens choices. Presented by Larry Fong, ASC (*Batman v Superman: Dawn of Justice*) and Mark Weingartner, ASC (Visual Effects Director of Photography, *Interstellar*).

SURVIVING & THRIVING INTO THE NEXT DIGITAL ERA

 Examine how the adoption of UHD, HDR, and WCG technologies is creating a tipping point and changing how content will be distributed and consumed in the near future. Presented by Michael Cioni, President, Light Iron.

LOBBY EXHIBITS & HANDS-ON DEMOS:

- DISCOVER how Academy Color Encoding System (ACES) can give consistent color from set to screen on your next production and protect it for the coming High Dynamic Range future. (Demo by ACES - Academy Color Encoding System)
- LEARN about the latest developments in technology-enabled payroll and digital production-management services to better streamline your payroll, accounting, residuals, workers' compensation and production incentive needs. (Demo by Cast & Crew)
- IMMERSE yourself in the second episode of *Defrost*, shot stereoscopically in 360 degrees using Nokia's OZO camera. (*Demo by Feral Dog Productions*)
- UNLEASH your creative potential and bring your vision to life with Film Engine's virtual production tools, and sample the future of linear VR storytelling with Code Name: Skyharbor. (Demo by Film Engine)
- **EXAMINE** some of the most popular and advanced VR camera rigs for a wide range of budgets and content with knowledgeable and experienced VR DPs and DITs and manufacturer reps. (*Demo by International Cinematographers Guild (ICG)*)
- EXPLORE the ultimate creative tool for cinema and broadcast, providing breakthrough capabilities and unparalleled flexibility on set and in postproduction. (Demo by Lytro Cinema)
- TRANSFORM your environment with mixed reality that allows you to interact simultaneously with both 3D holographic content and the physical world around you. (Demo by Microsoft HoloLens)
- ENHANCE your pre-production processes with a 10 foot interactive wall coupled with collaborative software. (*Demo by Nureva Span Ideation System*)
- **EXPERIENCE** groundbreaking large-format cinematography with the new Millennium DXL and internally motorized Primo 70 lenses. (*Demo by Panavision*)
- DESIGN your next film using VR Shot Designer, based on real world cameras and techniques that allow film makers the ability to scout, prep, block, and shoot virtual and real locations. (Demo by Tangerine Apps)
- INTEGRATE live-action performances into CGI 3D or stereo 3D scenes by converting the footage into photorealistic CGI objects that can be fully interacted with CGI fluid, fire, and physics simulations. (Demo by True3D[™])
- STEP inside extraordinary, story-driven VR experiences. (Demo by Within and Here Be Dragons)
- **CONTROL** the creative process from production to post with a gamechanging wireless tablet that provides real time monitoring, recording and playback, generates and shares time stamped notes, and syncs script to recorded content and more. (*Demo by Zullavision*)

Participation or mention of any company or product in the program does not constitute endorsement or recommendation by the DGA.

DGA Special Projects Committee Presents

DIGITAL DAY 2016 Light Field of Dreams: The Virtual Future GUILD ON

Saturday, July 30

Doors open at 9:00 a.m. Panels & Presentations at the DGA - 10:30 a.m. to 4:00 p.m.



DIGITAL DAY REGISTRATION FORM

Cost of Digital Day includes Lunch and Refreshments.

Name:	
Organization / Affiliation:	Please mail Registration Form to:
*Mailing Address:	Directors Guild of America, Digital Day c/o Special Projects 7920 W. Sunset Blvd., Los Angeles, CA 90046
Phone:	
*Email Address:	Credit Card Registration Forms
Fee: \$40.00 Total Cost: \$	may be emailed to: ccepeda@dga.org
Check # (please make	e check payable to Directors Guild of America)
·	
Credit Card #: (Visa/MC/Amex only)	
Billing Address:	
Billing Zip Code:	Exp. Date:
Signature:	Date:
NO REFUNDS OR CANCELLATIONS AFTER JULY 25 th For further information, please call (310) 289-2088 or go to <u>www.dga.org</u> .	