DGA SPECIAL PROJECTS COMMITTEE PRESENTS

DIGITAL DAY 2007

THE FUTURE OF THE FUTURE:
Saturday, July 28, 2007

A whole day of learning and networking with fellow Guild members and Industry Colleagues

9:30 a.m. to 7:00 p.m. at the DGA

Registration Fee: $35

Includes continental breakfast and box lunch in the Atrium

WHAT'S NEXT IN DIGITAL?

DIGITAL DAY PRESENTATIONS
(Programming subject to change)

CUTTING EDGE APPS
Latest Digital Techniques
• Changing Performances in Post
Presented by: Bill Taylor, ASC, Co-Owner, *Illusion Arts*
• Facial Performance Capture for Photoreal Digital Characters
Presented by: Steve Perlman, Founder & President, *Mova*
• New Techniques for Lighting Actors in Post
Presented by: Paul Debevec, Associate Director of Graphics Research, *USC Institute for Creative Technologies*
• Performance-Driven Facial Animation
Presented by: Patrick Davenport, Executive Producer, *Image Metrics*
• Creating and Directing CGI Characters
Presented by: Will Telford, Digital Effects Supervisor, *Rhythm & Hues Studios* • Mark Welser, Massive Animation Supervisor, *Rhythm & Hues Studios*
• 4K Projection Examples - The Sharper Image
Presented by: Andrew Stucker, Manager, *Sony Digital Cinema Systems Group*
• Cinematic Techniques for Games
Presented by: Richard Taylor, Cinematic Director, *Electronic Arts Los Angeles* • Habib Zargarpour, Sr. Art Director, *Electronic Arts*
• Moderator: Randal Kleiser, Director *(Lovewrecked, Red Riding Hood, Grease)*.

PREVISUALIZATION
How to Work It; How it Works
• The Director's Vision
Presented by: Mat Beck, VFX Supervisor *(Miami Vice, The Aviator)*
• D-Viz: Previs for Visual Effects and Blended Cinema
Presented by: Jacques Stroweis, Visual Effects Supervisor, DGA 2nd Unit Director *(The Covenant, Baby Geniuses)*
• Previs in Action
Presented by: Brian Pohl, COO/ Sr. Previs Artist, *Persistence of Vision - Previs LLC. (Evan Almighty, 4: Rise of the Silver Surfer)*
• Desktop Previsualization for the Working Director
Presented by: Ken Schafer, President/Lead Software Designer, *Innoventive Software, LLC*
• Integrating 2 ½ D into Previs Workflows
Presented by: Christopher Glass, Storyboard Artist *(Angels & Demons, Spider-Man 3)* • Jim Rothwell, Animatics/Previs Artist *(Spider-Man 2, The Hulk)*
• Moderator: Alain Silver, UPM/ Director *(White Nights)*

CHOOSING A FORMAT
The Latest Options in DV, Mini DV, HDV, HD, including the RED Camera. Plus New Developments in the Digital World
Presented by: Scott Billups, DP, VFX Supervisor, *(Bend it Like Beckham, Mullholland Dr.)*, Author *(Digital Moviemaking: All the Skills, Techniques and Moxie You'll Need to Turn Your Passion into a Career)*.

WORKING ON VIRTUAL SETS
Case Studies: Low and High Budget Productions
• CGI Characters
Presented by: Jason Clark, Producer *(Mr. Peabody and Sherman, Monster House, Stuart Little)*
• Pros and Cons
Presented by: Ray McIntyre, Jr., VFX Supervisor, *Pixel Magic Visual Effects (300, Live Free or Die Hard, Rush Hour 3)*
• Low Budget Approach
Presented by: Jeremy Kagan, Director *(Golda's Balcony, The Big Fix, The Chosen)*
• The "Virtual Backlot"
Presented by: Sam Nicholson, CEO & Founder, *Stargate Films (Charlie's Angels 2, CSI, Nip/Tuck, Cold Case)*
• Moderator: Randal Kleiser, Director *(Lovewrecked, Red Riding Hood, Grease)*.

THE CREATIVE IMPACT OF WORKING IN DIGITAL
How Choosing to Work in Digital Formats Affects the Directorial Process
Moderator and panelists TBD.

DIGITAL WORKFLOW - CAPTURE TO D.I.:
Low Budget/High Budget in Features and TV
Panelists: Leandro Marini, CTO, *Local Hero* • Yuri Neyman, CEO, DP, Founding Partner, *Gamma and Density Co* • Steve Roach, VP, Marketing, *S-two Corp.* • Leon Silverman, President, *LaserPacific* • Moderator: Cleve Landsberg, Producer and UPM, *(The Ultimate Gift, Bruce Almighty)*.

THE ILLUSIONISTS' ASSISTANT - TODAY'S DIGITAL TOOLBOX
Specialized Image Processing Problem Solving
Presented by: *DTS Digital Cinema* - Michael Inchalik, VP, Product Line Strategy • Bill Neighbors, President • Alan Silvers, Director, Business Development • Moderator: Susan Zwerman, Chair, DGA AD/UPM VFX/Digital Technology Committee *(The Guardian, Alien Resurrection)*.

DIGITAL PRESERVATION
Panelists: Allison Anders, Director *(Sugar Town, Things Behind the Sun)* • Schawn Belston, VP, Asset Management and Film Preservation, *Twentieth Century Fox* • Phil Feiner • McG, Director *(We Are Marshall, Charlie's Angels)* • Mike Pogorzelski, Director, *Academy Film Archive* • Bob Yacenda, TSS Executive, *IBM Digital Media Information Lifecycle Management Solutions, Media and Entertainment Industry* • Moderator: Robert Rosen, Dean, *UCLA Film & Television Archive,* Chair, *The Film Foundations Archivists Advisory Council.*

NEW DEVELOPMENTS IN 3D
• DEEP VISION: 2D TO 3D STEREOSCOPIC CONVERSION
Presented by: Buzz Hays, Senior Producer, 3D Stereoscopic Feature Films, *Sony Pictures Imageworks* • Tim Sassoon, President, *Sassoon Film Design* • Susan Zwerman, Chair, DGA AD/UPM VFX/ Digital Technology Committee *(The Guardian, Alien Resurrection)*.
• 3D: THE NEXT GENERATION OF DIGITAL PRODUCTION
Presented by: Enrique Criado, President & Co-Founder *Enxebre Entertainment* • Josh Greer, President & Co-Founder, *Real D* • Jon Landau, COO, *Lightstorm Entertainment* • Robert Neuman, Layout Artist, *Walt Disney Animation Studios* • Steve Schklair, CEO, *3ality Digital Systems* • Moderator: Marty Shindler, President, *The Shindler Perspective.*

THE LIVING ROOM OF THE FUTURE
How Your Media will be Viewed in Tomorrow's Home. Latest Delivery Devices and Formats
Presented by: Michael Mehrle, President, *Neovision Labs*

EDITING PRESENTATIONS
• Adobe Premiere
• Apple: Final Cut Pro
• Avid Technology, Inc.
• Moderator: Chuck Workman, Director/Writer/Producer *(Precious Images, Superstar)*.

EXHIBITS & HANDS-ON DEMOS
AJA • American Hi Definition, Inc.: Projection & Exhibition • Antics 3D • Apple: Final Cut Pro Editing Workstation • ARRI • Avid Technology: Editing Workstation • Bandpro • Clairmont Cameras • Creative Bridge Mobile Digital Lab and Theater • DALSA • IndieOrbit.com • IRIDAS • JVC • Panasonic • Panavision • PlasterCITY Productions • SmartJog USA • Sony • Thomson Grass Valley.