

THE FOLLOWING SESSIONS WILL NOT BE RECORDED

Program	Submission Title	Session Title	Day	Start Time	End Time
Birds of a Feather	ALL Birds of a Feather sessions will NOT be recorded.	ALL Birds of a Feather sessions	ALL	ALL	ALL
Courses	Dynamic Deformables: Implementation and Production Practicalities	Q&A: Dynamic Deformables: Implementation and Production Practicalities	28-Aug	11:30 AM	12:00 PM
Courses	Making Machine Learning Work: From Ideas to Production Tools	Q&A: Making Machine Learning Work: From Ideas to Production Tools	28-Aug	9:30 AM	10:00 AM
Panels	NYIT Computer Graphics Lab Then and Now	N/A	27-Aug	8:30 AM	10:00 AM
Production Sessions	Spies in Disguise: The Art of Stealth and Sterling, Lance Sterling	Q&A: Spies in Disguise: The Art of Stealth and Sterling, Lance Sterling	27-Aug	4:30 PM	5:00 PM
Production Sessions	ILM Presents: The Making of Star Wars: The Rise of Skywalker	Q&A: ILM Presents: The Making of Star Wars: The Rise of Skywalker	24-Aug	4:00 PM	4:30 PM
Production Sessions	ILM Presents "This is the Way" – The Making of Mandalorian	Q&A: ILM Presents "This is the Way" – The Making of Mandalorian	27-Aug	3:00 PM	3:30 PM
Production Sessions	ILM Presents: Making "The Irishman"	Q&A: ILM Presents: Making "The Irishman"	26-Aug	1:00 PM	1:30 PM
Production Sessions	Venturing Into the Unknown - The Making of "Frozen 2"	Q&A: Venturing Into the Unknown - The Making of "Frozen 2"	26-Aug	2:30 PM	3:00 PM
Production Sessions	Quest for Magic: The Making of Pixar's Onward	Q&A: Quest for Magic: The Making of Pixar's Onward	25-Aug	12:30 PM	1:00 PM
Talks	'Frozen 2': Effects Vegetation Pipeline	Q&A: Artist Efficiency: Improvements to Workflow	24-Aug	9:30 AM	10:00 AM
Talks	Designing Effects Workflows - The Thinking Behind Tool Development	Q&A: Artist Efficiency: Improvements to Workflow	24-Aug	9:30 AM	10:00 AM
Talks	Sculpt Processing for Character Rigging	Q&A: Character Animation	25-Aug	10:00 AM	10:30 AM
Talks	Making Souls: Methods and a Pipeline for Volumetric Characters	Q&A: Character Animation	25-Aug	10:00 AM	10:30 AM
Talks	Building a Dynamic Dad	Q&A: Character Animation	25-Aug	10:00 AM	10:30 AM
Talks	Analytically Learning an Inverse Rig Mapping	Q&A: Character Animation	25-Aug	10:00 AM	10:30 AM
Talks	Making Beautiful Embroidery for 'Frozen 2'	Q&A: Cloth and Tailoring	28-Aug	12:30 PM	1:00 PM
Talks	Garment Refitting for Digital Characters	Q&A: Cloth and Tailoring	28-Aug	12:30 PM	1:00 PM
Talks	Hypertextural Garments on Pixar's 'Soul'	Q&A: Cloth and Tailoring	28-Aug	12:30 PM	1:00 PM
Talks	Performance-based Melting in 'Spies in Disguise'	Q&A: Cool FX Stuff - CG Features	25-Aug	11:30 AM	12:00 PM
Talks	Segmented Control of a Closeup Chemical Reaction Effect	Q&A: Cool FX Stuff - CG Features	25-Aug	11:30 AM	12:00 PM
Talks	'Spies in Disguise': Creating a Goopy Kimura	Q&A: Cool FX Stuff - CG Features	25-Aug	11:30 AM	12:00 PM
Talks	'Frozen 2': Creating the Water Horse	Q&A: Cool FX Stuff - Frozen 2	25-Aug	8:30 AM	9:00 AM
Talks	'Frozen 2': Creating the Wind Spirit	Q&A: Cool FX Stuff - Frozen 2	25-Aug	8:30 AM	9:00 AM
Talks	Deconstructing Destruction: Making & Breaking Frozen 2's Dam	Q&A: Cool FX Stuff - Frozen 2	25-Aug	8:30 AM	9:00 AM
Talks	'Myth: A Frozen Tale' - Stylized Effects for Real-time VR	Q&A: Cool FX Stuff - VR Features	26-Aug	12:30 PM	1:00 PM

Talks	The Collaboration Between Art and Technology: Making Disney Animation's 'Myth: A Frozen Tale'	Q&A: Cool FX Stuff - VR Features	26-Aug	12:30 PM	1:00 PM
Talks	Rasterizing Volumes and Surfaces for Crowds on 'Soul'	Q&A: Crowds	25-Aug	10:30 AM	11:00 AM
Talks	Blending In - The Crowds of Spies in Disguise	Q&A: Crowds	25-Aug	10:30 AM	11:00 AM
Talks	FaceBaker: Baking Character Facial Rigs With Machine Learning	Q&A: Facial Animation	27-Aug	10:00 AM	10:30 AM
Talks	Procedural Geometry With Open Shading Language on Pixar's 'Onward' and 'Soul'	Q&A: Hair and Fur	26-Aug	8:00 AM	8:30 AM
Talks	Deep Learned Super Resolution for Feature Film Production	Q&A: Image Algorithms	26-Aug	9:00 AM	9:30 AM
Talks	The Look and Lighting of 'Show Yourself' in 'Frozen 2'	Q&A: Look Dev	28-Aug	12:00 PM	12:30 PM
Talks	How Short Circuit Experiments: Experimental Filmmaking at Walt Disney Animation Studio	Q&A: Look Dev	28-Aug	12:00 PM	12:30 PM
Talks	Finding the Look of Souls	Q&A: Look Dev	28-Aug	12:00 PM	12:30 PM
Technical Papers	Compositional Neural Scene Representations for Shading Inference	Q&A: Appearance Acquisition and Inverse Rendering	26-Aug	1:30 PM	2:00 PM
Technical Papers	Single-Shot High-Quality Facial Geometry and Skin Appearance Capture	Q&A: Capturing and Editing Faces	25-Aug	10:00 AM	10:30 AM
Technical Papers	Accurate Face Rig Approximation With Deep Differential Subspace Reconstruction	Q&A: Face and Full Body Motion	26-Aug	10:30 AM	11:00 AM
Technical Papers	Discrete Differential Operators on Polygonal Meshes	Q&A: Geometry Processing	25-Aug	1:30 PM	2:00 PM
Technical Papers	Data-Driven Extraction and Composition of Secondary Dynamics in Facial Performance Capture	Q&A: Tracking	26-Aug	8:00 AM	8:30 AM