WELCOME!

SIGGRAPH 2020 S2020.SIGGRAPH.ORG THINK BEYOND

FEATURED PROJECTS

- MAGES 3.0: Tying the Knot of Medical VR (Adaptability, Immersive Pavilion)
- Cacophonic Choir (Art Gallery)
- Photo-Chromeleon: Re-Programmable Multi-Color Textures Using Photochromic Dyes (Emerging Technologies)
- “Need for Speed Heat” in Frostbite (Games, Talks)
- DeepView Immersive Light Field Video (Immersive Pavilion)
- Dr. Crumb's School for Disobedient Pets (Immersive Pavilion)
- The Technology Behind Millennium Falcon: Smugglers Run (Real-Time Live!)
- //makeMeaning: Designing Objects With a Data Materialization Workflow (SIGGRAPH Labs)
- The Last Light (VR Theater)

Q&A

If you think of questions as you’re hearing from each project representative, use the Q&A feature within Zoom to ask a question. There will be time for our presenting contributors to answer questions at the end.

MAGES 3.0

Tying the knot of medical VR

PAUL ZIKAS

ORamaVR

MAGES 3.0

Our Virtual Reality authoring **platform** for accelerated **surgical training** and **assessment**

Multi-player, **proprietary shared collaborative** experienc

Analytics engine based on **ML agent**

Geometric Algebra **interpolation engine**

Editor **in VR**

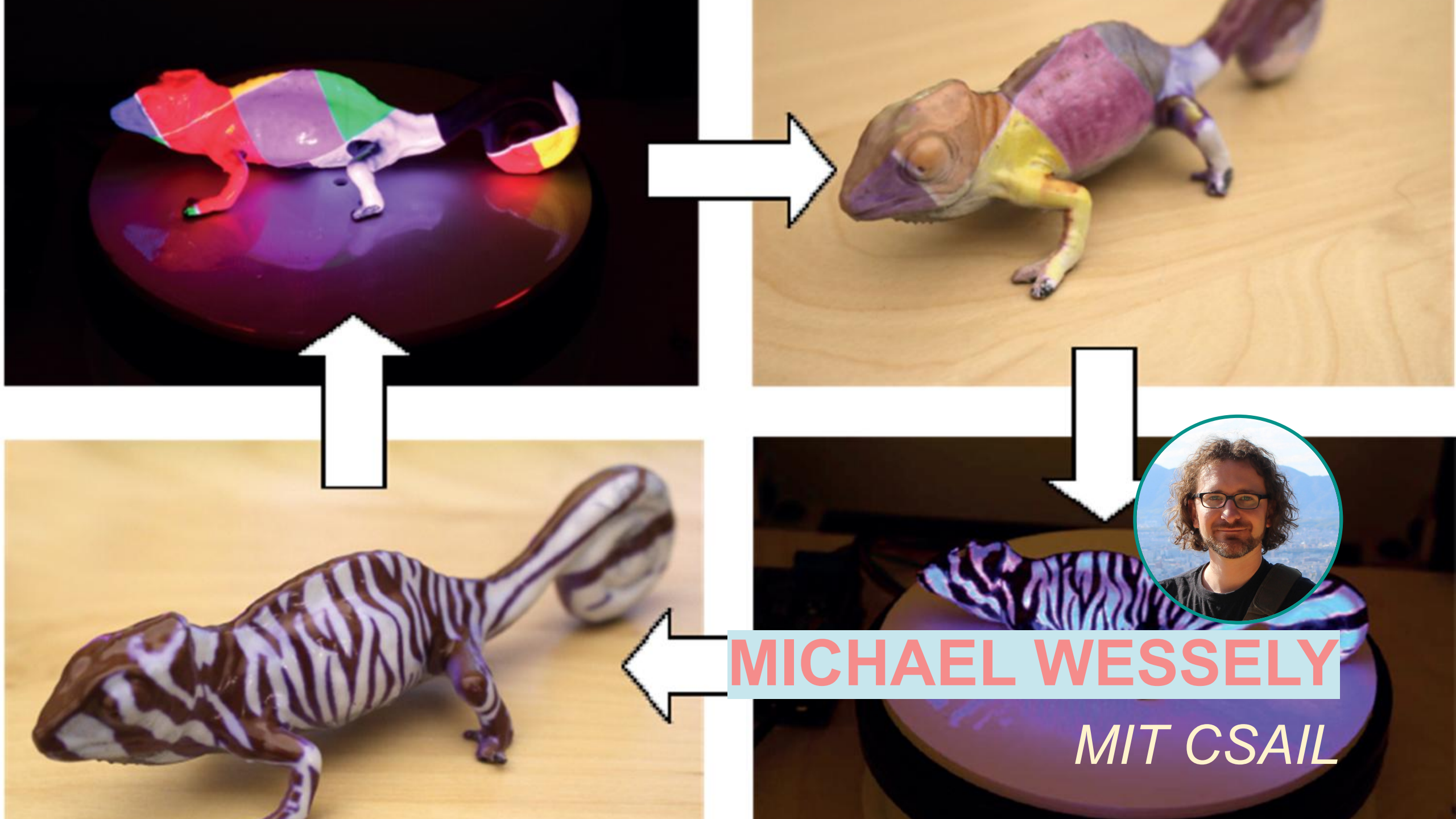
Semantic annotated **soft bodies**

Collaborative Total Knee Arthroplasty

Covid-19 nasopharyngeal swab test VR simulation

HANNAH WOLFE // SÖLEN KIRATLI

Colby College // UC Santa Barbara


MICHAEL WESSELY
MIT CSAIL

KLEBER GARCIA

Electronic Arts

MICHAEL BROXTON

Google

be clever

Dr. Crumb's School for Disobedient Pets

be disobedient

MAXWELL PLANCK

Adventure Lab

ERIC SMOLIKOWSKI

Walt Disney Imagineering

COURTNEY STARRETT

Texas A&M University

THE LAST LIGHT
magic leap studios
JEREMY VANHOOZER
Magic Leap

PROJECT EVENTS (*All Times Are PDT*)

- **Q&A: Immersive Ent. & Storytelling** | Mon., 24 Aug., 2 pm
- **Fragmentation and Unity, the Dialogue of Analog and Virtual in Art** | Tue., 25 Aug., 11:30 am
- **Real-Time Live!** | Tue., 25 Aug., 4 pm
- **Seeing is Believing: XR Displays, Holograms, and Dyes** | Wed., 26 Aug., 10 am
- **Game Technology** | Wed., 26 Aug., 10:30 am
- **VR Theater Director's Panel** | Wed., 26 Aug., 3 pm
- **//makeMeaning: Designing Objects with a Data Materialization Workflow** | Thur., 27 Aug., 9 am
- **Advances in XR** | Fri., 28 Aug., 9 am

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THANK YOU

Time for questions!

CONTACT INFO & RESOURCES

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SIGGRAPH 2020

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