

# PICTURE THIS\_20

PROGRAM\_20

## PART\_1 | VIRTUAL PRODUCTION \_INTERNATIONAL PERSPECTIVES

- 9:00 AM CEST**     **WELCOME + INTRODUCTION TO THE DAY**  
Allan Mathson Hansen, CEO\_NORDISK FILM A/S  
Kate Bulkley, Presenter & Moderator
- 9:15 AM**     **AN INTRODUCTORY GUIDE TO VIRTUAL PRODUCTION**  
Drew Diamond, Producer and Head of Virtual Production\_PIXOTOPE
- 10:00 AM**     **THE POWER OF REAL-TIME COLLABORATION**  
Josephine Ross, VFX & Live-Action Producer  
Denis Krez, VFX Supervisor & Composer  
Paulo Scatena, Technical Director
- 10:45 AM**     **BREAK**
- 11:00 AM**     **LED VIRTUAL PRODUCTION FOR INDIE FILMMAKERS**  
Chris Musselwhite, Co-founder and Producer\_Treehouse Digital  
Paul Hamblin, Head of Operations and Virtual Production\_Treehouse Digital
- 11:45 AM**     **Keynote\_VIRTUAL PRODUCTION AND FINAL PIXELS ON SET**  
Sam Nicholson, CEO & Founder\_Stargate Studios
- 12:40 PM**     **LUNCH BREAK**



## PART\_2 | VIRTUAL PRODUCTION BEGINNINGS \_DANISH PERSPECTIVES

- 1:30 PM**     **WELCOME BACK + INTRODUCTION TO THE REST OF THE DAY**  
Virtual tour of THE VOLUME CPH  
Allan O Lückow, Co-founder
- 1:40 PM**     **Case Study\_Danish Drama Series "Erobreren" (The Conqueror), SAM Productions**  
**REAL-TIME PREVIZ AND VIRTUAL SCOUTING AS CREATIVE DEVELOPMENT TOOL**  
Per Fly, Director  
Niels Sejer, Production Designer
- 2:10 PM**     **BREAK**
- 2:20 PM**     **TECH DEMO\_REAL-TIME GREEN SCREENING**  
Aishah Hussain, Director & COO\_Amunet Studio
- 2:50 PM**     **VIRTUAL PRODUCTION SUSTAINABLE STORYTELLING, Case study: Rebel Nature IP**  
Christian Faber, Concept Director\_RIG21  
Thomas Lydholm, Producer\_RIG21  
Martin Nebelong, VR Sculptor
- 3:30 PM**     **ROUND UP + CLOSING REMARKS**

