

PROGRAM SCHEDULE | Virtual Production

June 28, 14:00 – 18:00 (CEST), online via Zoom

14:00 ___ A short Welcome and Introduction

A short introduction to the online seminar *Virtual Production*.

_Katarzyna von Matthiessen (Erich Pommer Institut)

14:05 ___ From Post to Pre - Understanding Virtual Production (50 min. lecture + 10 min. Q&A)

Virtual production, one of the most important developments in filmmaking of the last years, is becoming a vital asset to the audiovisual industry. Not only large Hollywood productions make use of this new technology, but also small scale or even short film productions see its immense possibilities. In this session we will introduce you to the different kinds of virtual production and how to can they be implemented in various branches of the audiovisual industry.

Evgeny Kalachikhin (Art Director & VP Supervisor)

15:05 ___ Break

15:15 ___ Possibilities and challenges of Virtual Production, incl. the Right Tools for Implementation (50 min. lecture + 10 min. Q&A)

One of the most important things, while thinking about implementation of virtual production, is to know, what the possibilities of this technology are. How to use it, what are the pitfalls and possibilities of using it. What tools are the right ones and how do I prepare for a virtual production.

Louisa Bremner (Virtual Production Supervisor | Lux Machina Consulting)

16:15 ___ Break

16:30 ___ Case Study “Stowaway” (30 min. presentation + 15 min. Q&A)

Stowaway is a US-German Sci-Fi Production directed by Joe Penna, which premiered on Netflix in 2021. The film stars Anna Kendrick, Daniel Dae Kim, Shamier Anderson, and Toni Collette. Many of the scenes playing in the space were developed and pre-visualized in the preparation phase. Jannicke Mikkelsen, who was the virtual cinematographer on the project, will talk about her role in the film and how virtual production supported the pre-visualization and preparation for the shooting of *Stowaway*.

Jannicke Mikkelsen (Virtual Cinematographer)

17:15 ___ Case Study “Star Trek: Strange New Worlds” (30 min. presentation + 15 min. Q&A)

Star Trek: Strange New Worlds is the newest addition to the series of the franchise about the adventures of the crew of the star ship *Enterprise*. Many of the scenes of the series were shot with the virtual production technology. Paolo Tamburrino, VFX Executive Producer at Pixomondo Toronto, will explain, how the technology was used in *Star Trek: Strange New Worlds*, what were the challenges and how the workflow of the production worked.

Paolo Tamburrino (VFX Executive Producer | Pixomondo Toronto)

18:00 ___ End of Seminar