

Event Notice

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Topic: “Things they don’t tell you about modern Virtual Production Technology”

Date: Tuesday, October 19, 2021

Time: 7:00 pm EDT

Location: Zoom (Virtual Meeting) – Link below

Arranged By: Stosh Durbacz, Silvino Almeida, Jeff Vella

Sponsor: SMPTE Toronto Section

The October virtual meeting of the SMPTE Toronto Section will provide an overview in the expanding realm of Mixed Reality, Extended Reality and Virtual Production, discussing the ever expanding universe of the Real and Unto discuss where this technology is taking us, and what it means for large as well as smaller productions

The evening presenters, Gary Adcock and UE4 developer Andy Jarosz will take us through the practical and pitfalls of life in Virtual Production, pulling back the curtain on the challenges facing the virtual production revolution, and how to overcome them on set plus a breakdown of upcoming developments, and a discussion about where we are in the industry.

Presenters:

Gary Adcock: Few exemplify the changing technological landscape in digital cinema more than Gary Adcock. With a unique understanding of on-set technologies and their relationships in post-production has allowed him to act as a guide in the evolving relationship between acquisition, edit, and delivery. Gary is one of the co-authors and tech editor for the original version of the Data Handling Procedures and Best Practices guide used by IATSE Local 600 (Cinematographer's Guild). Gary has been a speaker on cinematography and the related technologies at events around the world, and has presented on various topics at the National Association of Broadcasters Las Vegas convention continuously since 1999, as well as presenting on a diverse array of subjects at NAB Shanghai, IBC Show, Interbee and Broadcast India. His knowledge and capabilities keep him in demand as both a consultant and technical writer for a wide array of manufacturers and publications.

Andy Jarosz: Andy is a cinema tool creator and virtual production supervisor in Chicago. His 15 years of on-set experience and passion for innovation give him a well-rounded, forward looking view of the film industry. Andy works closely with numerous cinema companies to identify and solve problems in virtual production, and his Chicago-based firm *LOLED* designs hardware and software solutions for camera interfacing used on virtual productions worldwide

Presenters and Q&A panel will be hosted by: Stosh Durbacz, SMPTE Toronto Section Manager

Register for Event:

https://us02web.zoom.us/webinar/register/WN_nOnLf79vQfCfcXOX-mpJuA

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