



Volumetric capture and imaging: the emerging tool for filmmaking and immersive storytelling

Cannes XR, Palais des Festivals, 18 May 2019, 4:00 pm

Organized by the new XR4ALL project, part of the EC H2020 Program

Volumetric capture and imaging is the next big revolution in filmmaking. Using tens of cameras all around the stage, it creates 3D sets, textures, virtual actors, objects, etc. Movies are now produced in game engines, establishing a new disruptive area in the creative industry. This XR4ALL panel will bring you the keys to Volumetric Video in the future of filmmaking.

Chaired by **Jacques Verly** (*Co-founder & President, Stereopsia, & XR4ALL, Belgium*)

Speakers

Jim Chabin (*Founder & CEO, Advanced Imaging Society, USA*)

Volumetric imaging: a new priority for Hollywood studios

Matthieu Labeau (*Business Development Manager, Nozon, Starbreeze, Belgium*)

Fly-over of latest volumetric imaging technologies

Ralf Schäfer (*Director, Fraunhofer Institute, HHI, & XR4ALL, Germany*)

Volumetric imaging systems at Fraunhofer & Volucap

Richard Broadbridge (*CEO, 4DViews, France*)

Humanizing digital experiences

Rodrigo Cerqueira (*CEO, Producer, & Director, Panogramma, USA*)

"7 Miracles", a movie both 360° & volumetric, premiered at Raindance 2018,

Panel discussion

IMPORTANT: Workshop is followed by a free cocktail networking session.

The organizers reserve the right to make changes to the program at any time. Stay tuned for possible updates.