

KONFERENZ

15.05. & 16.05.2019

Begrüßung

11.30–12.10

Markus Schaden

FOTOBUCH GOES DIGITAL

BASED ON A TRUE STORY



12.15–13.00

Laura Saenger

TVN

360-Grad-Videos



13.00–13.40

Mounia Meiborg

ZEIT

Podcasts



Mittagspause

15.00–15.40

Philippe Havlik

SENCKENBERG GESELLSCHAFT

Museum goes digital



15.45–16.10

Team Senckenberg

HOCHSCHULE HANNOVER

Virtuelle Tauchsimulation



Abschlussdiskussion

Eintritt frei

Mehr Informationen unter:
www.motion-cube.de



KONFERENZ

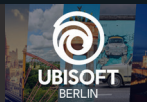
15.05. & 16.05.2019

10.00–11.00

Stefanie Enge

UBISOFT

How to move a player



11.00–12.00

Martin Ernsting

SOULCAGE DEPARTMENT

Einweg-Animation – Character Animation in der TV-Werbung

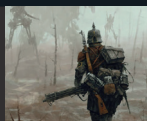


12.00–13.00

Thomas Peter Paul

KINGART GAMES

The Motion Capture Pipeline of Iron Harvest

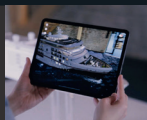


13.00–14.00

Henning Westerwelle

INFECTED

Creating Computer Generated Experiences



Mittagspause

15.00–16.00

Rayk Schroeder

RISE FX

Realitätsschock Arbeitswelt



16.00–17.00

Marwin Wanek

DAY FOR NIGHT

TKKG Warner Brothers Spielfilm VFX Begleitung



17.00–18.00

Philipp Bontemps

VRTX LABS

Serious Games aus Hannover

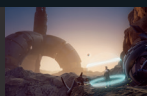


18.00–19.00

Nils Dechenthin

NUKKLEAR

Making of Eden Tomorrow



Eintritt frei

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