

HALL C (4F, C BLOCK) & VIRTUAL MAIN STAGE






 Presented; Live from
TIF, Japan


Presented Virtually



Live Q&A

All sessions available on-demand viewing on our virtual platform after the live session unless otherwise stated

Japan Time	TUESDAY, 14 DECEMBER 2021
10:00 – 11:00	The Visual Effects of Isaac Asimov's Foundation [EN] [Featured Session]  Chris MacLean, MacLean Visual Effects Inc, Canada Mike Enriquez, Skydance, USA Rory Cheyne, Foundation, USA David H. Tanaka, Independent/Commercial Filmmaker, USA
11:00 – 12:00	The VFX of Dune [EN] [Featured Session]  Brian Connor, DNEG, Canada Tristan Myles, DNEG, Canada Robyn Luckham, DNEG, Canada
12:00 – 13:00	Tokyo Demo Fest - Best of Demoscene [JP] [Featured Session]  Kentaro Oku, Kashika, Inc. Japan
13:00 – 14:00	Two Lectures for Retrospective Technologies in Game Industry – TAITO and SQUARE ENIX [EN] [Featured Session]  Youichiro Miyake, SQUARE ENIX, Japan Yukiharu Sambe, TAITO Corporation, Japan
14:00 – 15:00	What is the Future of Art Galleries? [EN] [Featured Session]  Hideaki Ogawa, Ars Electronica Futurelab, Austria June Kim, UNSW Art & Design, Australia Maša Jazbec, DDTlab at Network of Art Research and Culture Centres, Slovenia Akira Wakita, Keio University SFC, Japan
15:00 – 17:00	CAF Pre-Opening & Computer Animation Festival - Electronic Theater

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Japan Time	WEDNESDAY, 15 DECEMBER 2021	
09:45	Opening to SIGGRAPH ASIA 2021 [EN & JP] Shuzo John Shiota, SIGGRAPH Asia 2021 Conference Chair	
10:00 – 11:00	Creativity x Technology – How to fill the world with emotion by Toru Katsumoto [JP] [Keynote] Toru Katsumoto, Executive Deputy President and CTO, Sony Group Corporation	 
11:00 – 12:00	SAINT SEIYA Knight of the Zodiac [JP] [Featured Session] Ashino Kentaro, Toei Animation, Japan Satoshi Nohzawa, Toei Animation, Japan	 
13:00 – 14:00	Unity Anime Toolbox- The key to creating studio quality animation in a real-time engine [EN] [Featured Session] Norihiko Miyoshi, Graphinica, Inc., Japan Heisuke Saito, Software.Advanced.Research Co., Ltd., Japan Hiroshi Moriguchi, Graphinica, Inc., Japan Naoki Ao, Graphinica, Inc., Japan Takashi Horiuchi, Graphinica, Inc., Japan Takeshi Tsuruta, Graphinica, Inc., Japan Yuki Koyama, Graphinica, Inc., Japan Hiroki Omae, Unity Technologies Japan	
14:00 – 15:00	Shang Chi and the Legend of the Ten Rings [EN] [Featured Session] Sean Walker, Weta Digital, New Zealand Karl Rapley, Weta Digital, New Zealand	 
15:00 – 16:00	Blade Runner: Black Lotus [JP] [Featured Session]	 
16:00 – 18:00	Computer Animation Festival - Electronic Theater	

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Japan Time	THURSDAY, 16 DECEMBER 2021
10:00 – 11:00	Video Games as Medicine [EN] [Keynote]   Matt Omernick, Co-Founder - Chief Creative Officer, Akili Interactive, USA
11:00 – 12:00	Computer Graphics, Media Art, Tea Culture, and Zen [JP] [Featured Session]   Yoichi Ochiai, University of Tsukuba, Japan
12:00 – 13:00	Getting started with virtual production How do you balance flexibility with initial costs? ~Looking towards a successful future for the film industry~ UNITY [EN] [Featured Session]  Kazuya Hayashi, Unity Technologies, Japan
13:00 – 14:00	R&D for Anime Production: State-of-the-Art and Future Prospects [JP] [Featured Session]   Jun Kato, Arch Inc. AIST Real-Time Live! Chair, Japan Yuki Koyama, Graphinica Inc. AIST, Japan Tatsuo Yotsukura, OLM Digital, Inc., Japan Koya Imamura, Toei Animation Co., Ltd., Japan
14:00 – 15:00	The Blend of Modern Technology and Traditional Art that Kamikaze Douga Challenged at "The Duel" [JP] [Featured Session]   Takanobu Mizuno, Kamikaze Douga, Japan Yuki Nakajima, Kamikaze Douga, Japan Takafumi Utsunomiya, Kamikaze Douga, Japan
15:00 – 17:00	Computer Animation Festival - Electronic Theater

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Japan Time	FRIDAY, 17 DECEMBER 2021
10:00	<p>Closing Ceremony for SA21, Opening to SIGGRAPH ASIA 2022 & SIGGRAPH 2022 [EN & JP] </p> <p>Shuzo John Shiota, SIGGRAPH Asia 2021 Conference Chair Surapong Lertsithichai, SIGGRAPH Asia Conference Advisory Group (SACAG) Munkhtsetseg Nandigjav, SIGGRAPH 2022 Conference Chair Soon Ki Jung, SIGGRAPH 2022 Conference Chair</p>
10:30 – 12:30	<p>Real-Time Live! [EN & JP]  </p> <ul style="list-style-type: none"> • VRoid Studio: A Tool for Making Anime-like 3D Characters Using Your Imagination • Glisp: Lisp-based Graphic Design Tool • Procedural People in Pixar's Presto: New Workflows for Interactive Crowds • RealitySketch: Augmented Reality Sketching for Real-time Embedded and Responsive Visualizations • Sony PCL Inc.'s Virtual Production • Simultaneous Augmentation of Textures and Deformation Based on Dynamic Projection Mapping • the_neuron_001: Performance Using Brain Computer Interface • CodeMiko: An Interactive Vtuber Experience • Fencing Tracking and Visualization System
13:00 – 15:00	<p>Computer Animation Festival - Electronic Theater</p>