

ホール C (4F, C BLOCK) & バーチャル・メイン・ステージ

 東京国際フォーラムから
 ライブ・プレゼンテーション


バーチャル視聴





ライブ Q&A

全セッションは、ライブセッション終了後、バーチャル・プラットフォーム上でオンデマンド視聴が可能です。

日本時間	2021年12月14日(火)	
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 [日本語] [Featured Session] Kentaro Oku, Kashika, Inc. Japan	 
13:00 – 14:00	Two Lectures for Retrospective Technologies in Game Industry – TAITO and SQUARE ENIX [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	  
15:00 – 17:00	CAF Pre-Opening & Computer Animation Festival - Electronic Theater	
日本時間	2021年12月15日(水)	
09:45	Opening to SIGGRAPH ASIA 2021 [英語 & 日本語] Shuzo John Shiota, SIGGRAPH Asia 2021 Conference Chair	
10:00 – 11:00	Creativity x Technology - How to fill the world with emotion by 勝本 徹 [日本語] [キーノート] Toru Katsumoto, Executive Deputy President and CTO, Sony Group Corporation	 
11:00 – 12:00	SAINT SEIYA Knight of the Zodiac [日本語] [Featured Session] Ashino Kentaro, Toei Animation, Japan Satoshi Nohzawa, Toei Animation, Japan	 



13:00 – 14:00	<p>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</p> <p style="text-align: right;">((O))</p>
14:00 – 15:00	<p>Shang Chi and the Legend of the Ten Rings [EN] [Featured Session] Sean Walker, Weta Digital, New Zealand Karl Rapley, Weta Digital, New Zealand</p> <p style="text-align: right;">((O)) </p>
15:00 – 16:00	<p>Blade Runner: Black Lotus [日本語] [Featured Session]</p> <p style="text-align: right;">((O)) </p>
16:00 – 18:00	<p>Computer Animation Festival - Electronic Theater</p>

日本時間	2021年12月16日(木)
10:00 – 11:00	Video Games as Medicine (Matt Omernick) [EN] [Keynote] Matt Omernick, Co-Founder - Chief Creative Officer, Akili Interactive, USA  
11:00 – 12:00	Computer Graphics, Media Art, Tea Culture, and Zen [日本語] [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 [日本語] [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” [日本語] [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
日本時間	2021年12月17日(金)
10:00	Closing Ceremony for SA21, Opening to SIGGRAPH ASIA 2022 & SIGGRAPH 2022 [EN & 日本語]  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



10:30 – 12:30	<p>Real-Time Live! [EN & 日本語]</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>