

## NAB SHOW 2023 BOOTH #C8101 PRESENTATIONS & DEMONSTRATIONS

### SUNDAY'S LIVE DEMONSTRATIONS & PRESENTATIONS

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- 10:00 AM** One Sony Virtual Production (Presentation)
- 11:00 AM** Virtual Production for Cinema (Demo)
- 11:30 AM** Live Multicam Virtual Set Workflow (Demo)
- 11:45 AM** Live Augmented Reality for Broadcast (Demo)
- 12:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 1:00 PM** Gran Turismo Panel
- 2:00 PM** Virtual Production for Cinema (Demo)
- 2:30 PM** Live Augmented Reality for Broadcast (Demo)
- 3:00 PM** Tools for Cinematic Virtual Production Panel
- 4:00 PM** Live Multicam Virtual Set Workflow (Demo)
- 4:15 PM** Live Augmented Reality for Broadcast (Demo)
- 5:00 PM** Virtual Production for Cinema (Demo)
- 5:30 PM** Live Multicam Virtual Set Workflow (Demo)

### MONDAY'S LIVE DEMONSTRATIONS & PRESENTATIONS

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- 9:30 AM** Virtual Production for Cinema (Demo)
- 10:15 AM** Live Multicam Virtual Set Workflow (Demo)
- 10:30 AM** Live Augmented Reality for Broadcast (Demo)
- 11:00 AM** Cinematic Multicam (Panel Presentation)
- 12:00 PM** Virtual Production for Cinema (Demo)
- 12:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 12:45 PM** Live Augmented Reality for Broadcast (Demo)
- 1:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 2:00 PM** Virtual Production for Cinema (Demo)
- 2:30 PM** Live Augmented Reality for Broadcast (Demo)
- 3:00 PM** Using Spatial Reality Display in Virtual Production
- 4:00 PM** Virtual Production for Cinema (Demo)
- 4:45 PM** Live Multicam Virtual Set Workflow (Demo)
- 5:00 PM** Live Augmented Reality for Broadcast (Demo)
- 5:15 PM** Live Multicam Virtual Set Workflow (Demo)
- 5:30 PM** Live Augmented Reality for Broadcast (Demo)

### TUESDAY'S LIVE DEMONSTRATIONS

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- 9:30 AM** Virtual Production for Cinema (Demo)
- 10:00 AM** Live Multicam Virtual Set Workflow (Demo)
- 10:15 AM** Live Augmented Reality for Broadcast (Demo)
- 10:45 AM** Virtual Production for Cinema (Demo)
- 11:15 AM** Live Multicam Virtual Set Workflow (Demo)
- 11:30 AM** Live Augmented Reality for Broadcast (Demo)
- 12:00 PM** Virtual Production for Cinema (Demo)
- 12:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 12:45 PM** Live Augmented Reality for Broadcast (Demo)
- 1:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 2:00 PM** Virtual Production for Cinema (Demo)
- 2:30 PM** Live Multicam Virtual Set Workflow (Demo)
- 2:45 PM** Live Augmented Reality for Broadcast (Demo)
- 3:15 PM** Virtual Production for Cinema (Demo)
- 3:45 PM** Live Multicam Virtual Set Workflow (Demo)
- 4:00 PM** Live Augmented Reality for Broadcast (Demo)
- 4:45 PM** Virtual Production for Cinema (Demo)
- 5:15 PM** Live Multicam Virtual Set Workflow (Demo)

### WEDNESDAY'S LIVE DEMONSTRATIONS

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- 11:00 AM** Virtual Production for Cinema (Demo)
- 11:30 AM** Live Multicam Virtual Set Workflow (Demo)
- 11:45 AM** Live Augmented Reality for Broadcast (Demo)

# NAB SHOW 2023 BOOTH #C8101

## PRESENTATIONS & DEMONSTRATIONS

### PRESENTATIONS

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#### ONE SONY VIRTUAL PRODUCTION

From digital cinema cameras and displays to how they are used on set, Sony will host a presentation on their Virtual Production portfolio. The presentation will begin with an overview of the full suite of virtual production tools manufactured by Sony then move on to how Sony Pictures' Innovation Studio and multi-award winning VFX and VP studio Pixomondo use these tools on set.

#### GRAN TURISMO PANEL

Join the filmmakers behind Sony Pictures' Gran Turismo, including PlayStation Productions Producer Carter Swan, and Director of Photography Jacques Jouffret, will discuss how they used the VENICE Extension System 2 to capture dynamic racing footage live.

#### TOOLS FOR CINEMATIC VIRTUAL PRODUCTION PANEL

Tools for Cinematic Virtual Production will cover common challenges on virtual production sets and new tools which have been introduced to address these challenges in pre-production and on set production. Dan Perry (Sony) hosts panelists Phil Galler (Lux Machina) and Rod Bogart (Epic Games) for this discussion.

#### CINEMATIC MULTICAM

Join the incredible team behind the Big game's Halftime Show, Funicular Goats' James Coker, and Morgan Kellum, and Executive Producer Jordy Wax and DP Micah Bickham from HBO's The Weeknd Concert as they discuss the latest trends in live production, particularly, the use of cinema cameras, such as VENICE 2 and FR7, in live events.

#### USING SPATIAL REALITY DISPLAY IN VIRTUAL PRODUCTION

A new approach to pre-viz and virtual scouting from Sony. Joining us will be leading innovators from the virtual production world, including Miles Perkins (Epic Games), AJ Sciotto (Magnopus), Evan Glantz (Vu Technologies) and Kris Holland (Scarab Digital).

### DEMONSTRATIONS

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#### VIRTUAL PRODUCTION FOR CINEMA

Watch as Sony demonstrates a Virtual Production workflow that maintains the highest level of realism and quality, leveraging Sony products in key positions for on-set use as well as Pre-visualization. Demonstration conducted in partnership with Pixomondo and supported by Mo-Sys, Litegear and Cartoni Camera Supports.

#### LIVE MULTICAM VIRTUAL SET WORKFLOW

Discover the efficiencies of virtual set live production, Sony's new workflow offers seamless real-time switching between multiple cameras. Bring your production to the next level while increasing your creative options, working smarter, faster and at lower cost.

#### LIVE AUGMENTED REALITY FOR BROADCAST

Learn how to place 3D computer graphics into the foreground of your scenes during a live production, responding in real time to camera movement. Inertial sensors in Sony broadcast cameras help make it happen.