Reconciling theory with the realities of production
Michael Conelly, Lighting Supervisor, Rhythm and Hues

Michael Conelly is a Senior Lighting Supervisor for Rhythm and Hues in the USA. He creates new toolsets for lighters, supervise senior technical directors and manages productions. His recent work has been seen in "Scooby Doo" and he is currently working on "Cat in the Hat" and "X-Men 2".

State of the Art in the Nordic Special Effects Industry address
Viktor Björk, Co-founder of Swiss AB

Viktor Björk has been involved in the Visual Effects-industry in Sweden for over seven years. As of today he works as CEO at the newly founded company Swiss that has recently finished character animation and compositing of a new Moby promo for the track 'In This World'. Viktor Björk will give an overview of the status of the Special Effects-industry in the Nordic region.

The King is Dead, Long live the King - The new emerging Production Pipeline
Peter Zetterberg, Founder of UDS

Peter Zetterberg is the founder of UDS. A company that has produced games for many platforms such as the PS, PS2, PC etc. Peter will discuss the production pipeline and how the Special FX community and the Gaming community are merging closer together.

Distribution of Film Digitally - The HUB
Mats Erixon, Advanced Media Technology Lab, KTH

Mats Erixon is involved in building up the digital HUB for distribution of film content to digital cinemas across Sweden. He has a deep interest in uncompressed distribution of moving images and over 30 years experience in the film industry. Mats Erixon, Advanced Media Technology Lab,

Global Illumination Rendering - the Arnold way
Marcos Fajardo, Spain

Marcos is the creator of the Arnold Global Illumination rendering package. Recently, he has been working on some shots for the movie The Core which involved rendering 18 million bubbles with inter-reflections, shadows and extreme motion blur.

The future of Mobile Graphics and Rendering
Jani Vaarala, Research Scientist, Nokia Mobile Phones

Jani Vaarala is a research scientist at Nokia Mobile Phones in Finland. He is currently working on implementation of mobile graphics architectures for rendering and augmented reality.