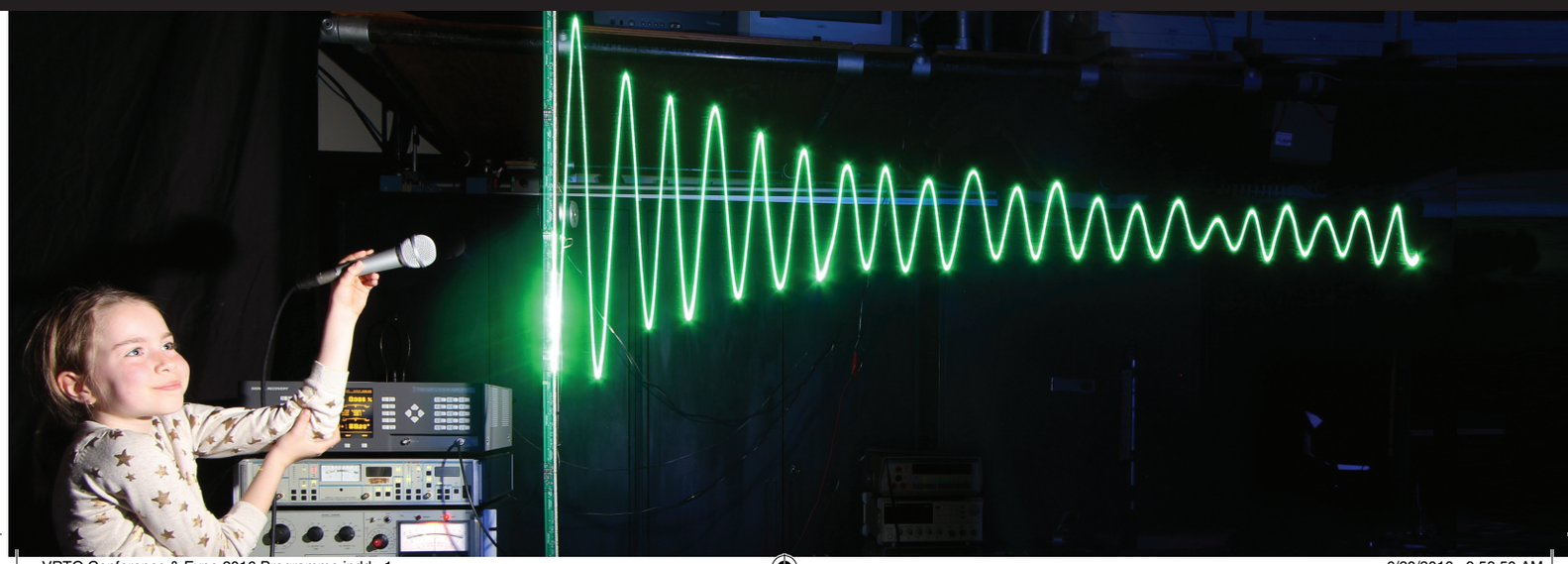
Virtual & Augmented Reality

VRTO 2016

WORLD CONFERENCE & EXPO

June 25-27th, 2016 • Toronto • Ontario • Canada

A unique, international exhibition and professional conference exploring arts, culture and science through immersive technologies



Director's Welcome Letter

We are lucky enough to have been alive when the internet was made publicly available, got a UI, overcame and exploded beyond skepticism, disrupting every facet of the modern human world. How exhilarating is it then, to have such an opportunity come around a second time, now in the form of immersive technology's Renaissance. This time we are armed with the benefit of hindsight.

I built this event - with the help of my colleagues - to disrupt, question, challenge, affect and yes, protect the future of this rapidly expanding force for change; to be inclusive, empowering, daring and noble. I welcome you, from the bottom of my human heart, to the inaugural VRTO Virtual & Augmented Reality World Conference & Expo.

Keram Malicki-Sanchez, Founder, Executive Director, VRTO

Code of Ethics on Human Augmentation: Ending the sensory divide; Feedback delayed is feedback denied.

- Jazz Code Concert, Sat. June 25th;
- Keynote Sun. June 26th 9:15am;
- Panel immediately following Keynote.

For 40+ years I've lived everyday life in a tetherless free-roaming virtual reality universe of my own making where I could see sound and radio waves, and more profoundly, others' sight. My most profound discovery was not what was inside that universe, but what was at its societal boundaries.

Immediately pressing, are the risks that humanistically intelligent entities, augmented by surveillance, pose right now. This sensory intelligence augmentation technology is already developed enough to be dangerous in the wrong hands, e.g. as a way for a corrupt entity to augment its power and use it unjustly [Minsky, Kurzweil, Mann 2013].

Accordingly, we on the panel invite all of you to be not just signatories to the "laws" of human augmentation, but to participate in the drafting and ratification of the written draft of these "laws" in Toronto on the morning of June 26th, 2016.

Steve Mann, Chief Scientist, Metavision.com

Cover photo: Stephanie, Age 9, can see sound waves with the Sequential Wave Imprinting Machine, invented by Steve Mann in 1974.

VRTO Virtual & Augmented Reality World Conference & Expo 2016 is brought to you by:

Virtual & Augmented Reality
VRTO 2016
WORLD CONFERENCE & EXPO
June 25-27, 2016 • Toronto • Ontario • Canada

VRTO Conference Team: Keram Malicki-Sanchez • Jessy Blaze • Joseph Ellsworth • Josh Miles Joudrie • Chrissy Aitchison • Meg White • Sarah Bradley • Corina Death • Adriel Malicki-Sanchez • Adam Fimio • Jason Spanu • Candace Steinberg • Celestial PR

Special thanks to all of our event volunteers!

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The Bell Fund provides grants to Canadian independent producers who develop and produce engaging, interactive cross-platform digital content for Canadian broadcasters to complement and enhance associated television programs.

http://Conference.VirtualReality.TO

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Official event hashtag:
#VRTOC2016
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VRTO Conference is operated by VRTO (Virtual Reality, Toronto) a division of Constant Change Media Group Inc.

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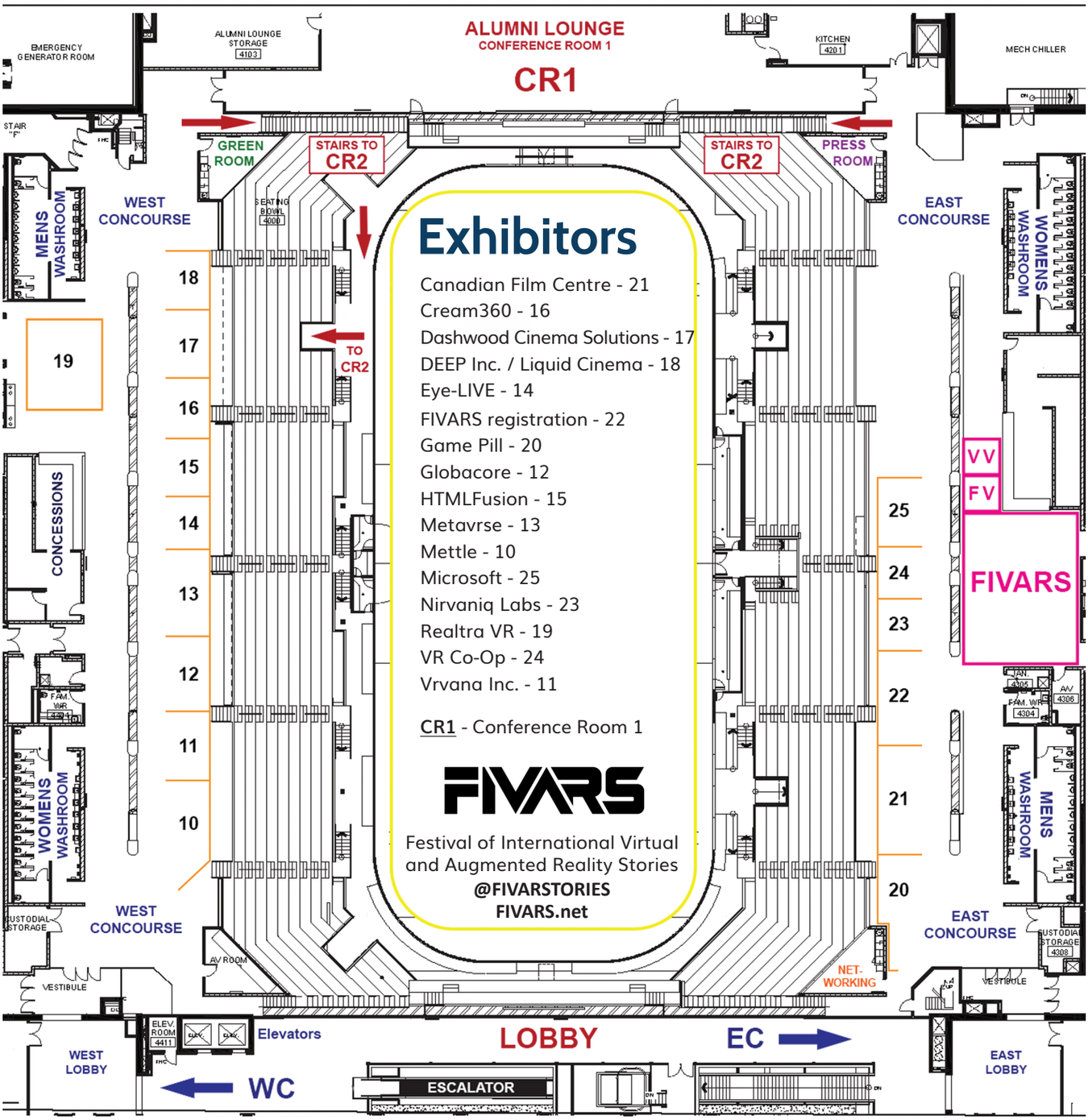

Exhibitors

Canadian Film Centre - 21
Cream360 - 16
Dashwood Cinema Solutions - 17
DEEP Inc. / Liquid Cinema - 18
Eye-LIVE - 14
FIVARS registration - 22
Game Pill - 20
Globacore - 12
HTMLFusion - 15
Metavrse - 13
Mettle - 10
Microsoft - 25
Nirvaniq Labs - 23
Realtra VR - 19
VR Co-Op - 24
Vrvana Inc. - 11

CR1 - Conference Room 1

FIVARS

Festival of International Virtual and Augmented Reality Stories
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FIVARS.net

In the Lobby: **Art + Tech + Emotion: Daniel Leighton's Interactive Poster Exhibit**

Leighton combines his backgrounds in film, tech, storytelling and chronic illness (Crohn's Disease) to portray the internal world of human emotions. Visit this page to download the Augmented Reality app and see his iPad paintings come to life with film, animation, sound and interactivity! **bit.ly/leightonVRTO16**

"Codecert: Code of Ethics on Virtuality, Robotics, and Human Augmentation"

Saturday, June 25 - 8:00pm - 8:30pm

H2Orchestra/ARchestra:
Phenomenological augmented reality with water.
Composed by Steve Mann and Ryan Janzen.
Performed by: Ryan Janzen, Ken Yang, and Steve Mann.

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Sunday, June 26, 2016

ROOM	**CR1D1** Conference Track 1 - Panels & Keynotes Alumni Lounge	**CR2D1** Conference Track 2 - Presentations Eggy's Summit	**ITRD1** Intensive Training - Immersive Video Blue Gold Room	**HGD1** Hacker's Guide to the Metaverse Bunker Room
Directions	*4th floor behind concourse*	*3rd Floor below Alumni, above Basketball court*	*3rd Floor*	*3rd Floor*
9:30 am	9:15am - 10:00am **Keynote - Steve Mann: Code of Ethics: Virtuality, Robotics & Human Augmentation**	10:00am - 10:30am **Networking Coffee**	10:00am - 12:15pm **360 Video is Not An Easter Egg Hunt: Let's Get Started**	10:00am - 1:00pm **Track 1: Introduction to WebVR** Scaling your app to a billion people will not be app by app. WebVR is an experimental Javascript API that provides access to Virtual Reality devices, such as the Oculus Rift or Google Cardboard, directly in your browser, becoming the easiest and most distributable method of sharing VR experiences.
10:00 am				
10:30 am	10:00am - 12:00pm **Panel: Ethics on Virtuality, Robotics & Human Augmentation + Q&A**			
11:00 am		11:00am - 12:00pm **UX in VR: "The Who What Where When and Why"**		
11:30 am				
12:00 pm	12:00pm - 1:00pm **Panel: How To Choose and Create Great 360 Stories**	12:00pm - 1:00pm **How VR will democratize experiential learning**	12:30pm - 1:15pm **The Upward Spiral of Virtual Reality: The Impact of VR on Consciousness & Society**	
12:30 pm				
1:00 pm	1:00pm - 2:00pm **LUNCH**	1:00pm - 2:00pm **Exploring Mixed Reality: Merging Real & Virtual worlds with Hololens**	1:15pm - 2:00pm **LUNCH**	1:00pm - 2:00pm **LUNCH**
1:30 pm				
2:00 pm	2:00pm - 3:00pm **Keynote - Brett Leonard: The Mythic Story of VR: Transformation or Control?**	2:00pm - 3:00pm **LUNCH**	2:00pm - 3:00pm **"Johnny 6" Production for Unorthodox 360 Immersive Video Projects**	2:00pm - 4:30pm **Track 2: Import Reality: Project Tango / 360 capture** Use affordable cutting edge 3D scanning technology to sample the real world into your Virtual Reality projects. You'll learn how to capture and optimize 3D scanned objects and 360 media that can be spatially arranged and hosted on your own website.
2:30 pm				
3:00 pm	3:00pm - 4:00pm **"Take My Point of View" Creative vs Autonomous Control of Viewer's Attention**	3:00pm - 4:00pm **Social VR and Virtual Theater: Expression and Interaction Within Virtual Worlds**	3:00pm - 3:30pm **Professional Video Stitching Techniques**	
3:30 pm			3:30pm - 4:30pm **360VR Video Post-Production Tips & Tricks**	
4:00 pm	4:00pm - 5:00pm **Super Session: OK, So We Can Shoot in 360. Can We Start Making it Interesting Now?**	4:00pm - 4:30pm **Financing Options in Canada for VR/AR**		
4:30 pm		4:30pm - 5:00pm **Extending Your Runway Before Takeoff: Intelligent Financial Planning For Your Startup**	4:30pm - 5:00pm **Stories of VR Post from The Frontlines**	4:30-6:00pm **Track 3: World building with Janus** When its time to build your site, you don't have to be alone. JanusVR is a collaborative 3D browser with a built in editor that allows for groups of people to create VR websites together in real time.
5:00 pm	5:00pm - 6:00pm **Panel: Distribution and DRM For Immersive Content**	5:00pm - 6:00pm **Presentation: The Power of Cinematic VR**	5:00pm - 6:00pm **Immersive Video Q&A Panel**	
5:30 pm				

Please note: schedule is accurate current to the time of printing and is subject to change without notice.
Please access http://conference.virtualreality.to/schedule for the most current information.

For any updates, full session descriptions and presenter bios, go to:

conference.virtualreality.to/schedule

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Monday, June 26, 2016

ROOM	CR1D2 Conference Track 1 - Panels & Keynotes Alumni Lounge	CR2D2 Conference Track 2 - Presentations Eggy's Summit	ITRD2 Intensive Training - Interactive VR/AR Blue Gold Room	HGD2 Hacker's Guide to the Metaverse Bunker Room
10:00 am	10:00am - 11:00am **Keynote - Philip Lelyveld: Hollywood's Journey into VR**	10:00am - 10:30am **Networking Coffee**	10:00am - 11:00am **Planning, Communicating and Testing the User Experience**	10:00am - 12:00pm **Track 4: Metaverse Infrastructure** The InterPlanetary File System (IPFS) is a new hypermedia distribution protocol, addressed by content and identities. IPFS enables the creation of completely distributed applications. It aims to make the web faster, safer, and more open.
10:30 am				
11:00 am	11:15am - 12:00pm **Panel: The 2016 FIVARS Festival Selections**		11:00am - 12:30pm **Creating Games for Gear VR An Overview from Concept to Storefront**	
11:30 am		11:30am - 12:00pm **The Beautifully Specific Mind Bringing Back the Frame in Cinematic VR**		
12:00 pm	12:00pm - 1:00pm **Panel: Approaches in VR Game Development Presented by: indiegamereviewer.com**	12:00pm - 12:30pm **The Toronto TimeWarp Transforming Locations Using AR Time Travel**		12:00pm - 1:00pm **LUNCH**
12:30 pm		12:30pm - 1:00pm **15 Minutes To Fame - An Approach to An All In One 360 Solution**	12:30pm - 1:00pm **I Can See Holograms: How to Work with the Microsoft Hololens**	
1:00 pm	1:00pm - 2:00pm **LUNCH**	1:00pm - 1:30pm **"Crossing the Valley" Exploring the Future of Digital Humans**	1:00pm - 1:30pm **LUNCH**	1:00pm - 3:00pm **Track 5: AVALON** Inspired by deaddrops, AVALON [Anonymous Virtual Augmented Local Networks] is a method of repurposing consumer devices into location based mixed reality portals powered by WiFi. Avoid censorship, get your story heard by the community with your own virtual private island.
1:30 pm		1:30pm - 2:30pm **Room Scale VR: Going Off Leash**	1:30pm - 2:00pm **Kit Bashing - Building Cohesive Worlds Out of Pillaged Assets**	
2:00 pm	2:00pm - 3:00pm **Keynote - Ana Serrano: "Altogether Now: Designing VR with the Past, Present and Future in Mind"**	2:00pm - 3:00pm **LUNCH**	2:00pm - 2:30pm **Dreaming of Superman - Game Design Language & Philosphy in VR**	
2:30 pm			2:30pm - 3:30pm **Room Scale VR: Latency's a Bitch**	
3:00 pm	3:00pm - 4:00pm **Panel: Mixed Reality: The Holographic Future**	3:00pm - 4:00pm **The VR Headache - Best Practices for Creating Comfortable Stereoscopic VR**		3:00pm - 6:00pm **Track 6: Show n Tell** Inspired by deaddrops, Every project made during the workshop will be interconnected and online, hosted for free. You'll learn how to capture your experiences inside VR and create a gallery of your works.
3:30 pm			3:30pm - 4:30pm **Physics in Room Scale VR: Creating Modbox for the HTC Vive**	
4:00 pm	4:00pm - 5:00pm **The Amazing Montreal VR Scene**	4:00pm - 5:00pm **Create, Connect, Elevate - How VR is Going to Disrupt Every Business**		
4:30 pm			4:30pm - 5:00pm **Demystifying the Photogrammetry Pipeline for Real-time 3D**	
5:00 pm	5:00pm - 6:00pm **Panel: Producing Immersive Media in Canada - Where's the Money?**	5:00pm - 6:00pm **Building the Next Web for the Coming Age of Mixed Reality**	5:00pm - 6:00pm **Indie Animated VR Production - Tales from the ardeeXYZ Podcast**	
5:30 pm				

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UploadVR - www.uploadvr.com
Virtual World Society - www.virtualworldsociety.org
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VR Talk - www.vrtalk.com
VR Valley - www.facebook.com/vrvalley
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This is an independently run event that comprises many young startups and bold and innovative people. This conference and expo would not be possible without the generous support and participation of our sponsors, media and community partners.

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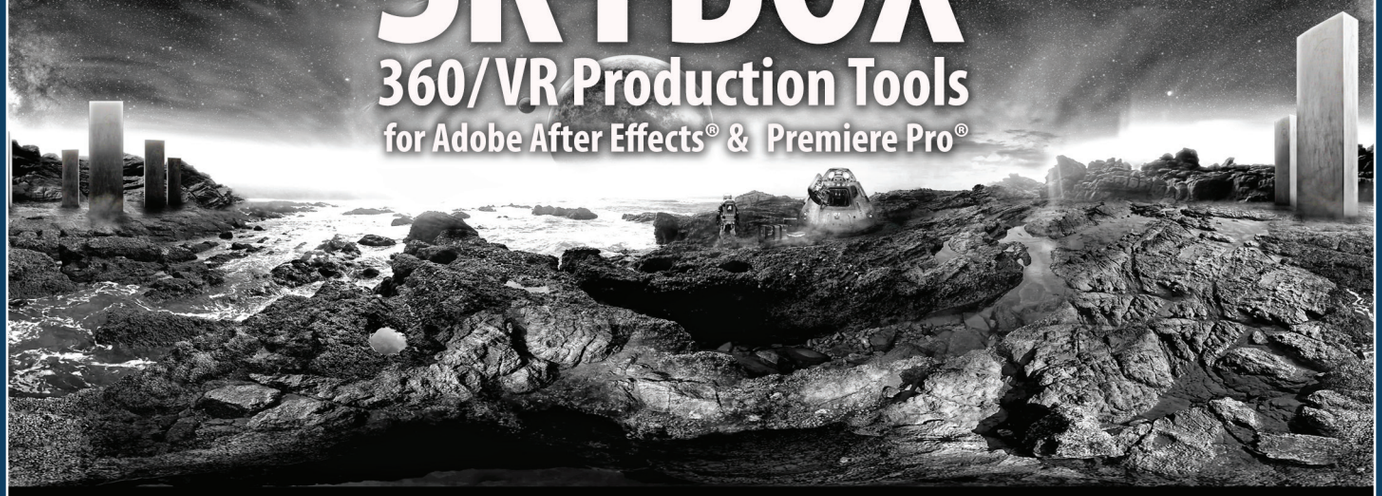

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Jason Goodman, 3D/VR Director, 21st Century 3D, New York

"I think 360VR Toolbox is the best out there right now... Tim is making everything a lot easier. I don't even know how we would do what we're doing without Tim's plugins."
Alex Lindsay, Chief Architect, PixelCorps, San Francisco

"It has had a huge impact on our productions and is now a staple in our VR post pipeline."
J. Lee Williams, VR Director, Occupied VR, Toronto

"Tools created by the people who need them always end up being the strongest products. Dashwood solves more than the problem, and then some!"
Jason Diamond, Director, SuperspereVR, New York

"360VR Toolbox gives us the tools to edit and finish our VR content with the same ease as traditional broadcasts."
Ousama Itani, Sr. Officer, Innovation, Al Jazeera Media Network, Qatar

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