PRIODUCTION TECHNOLOGY SEMINAR ANEBU EVENT NAVIGATING MEDIA CREATION IN THE CLOUD

Antonio Arcidiacono (EBU) Hans Hoffmann (EBU)

PROGRAMME

Welcome

09:00 - 09:10

TUESDAY 26 JANUARY 2021 (08:55 – 17:30 CET)

KEYNOTI	E SESSION .	
09:10 - 09:40	Think cloud first	Cristina Gomila (Sky)
09:40 – 10:10	Al for bias detection in news	Grant Totten (Al Jazeera) Preslav Nakov (QCRI)
10:10 – 10:40	Why 2021 will be the most disruptive year yet for the media industry	Mark Harrison (DPP)
10:40 – 11:10	BREAK	
SESSION	2: USER STORIES	
11:10 – 11:30	Cardiff – experiences after going Live IP After nearly 10 years from inception to delivery, the BBC's first IP broadcast centre at Central Square, Cardiff has been completed. This presentation discusses the expected benefits, challenges and realities of deploying the largest SMTPE 2110 installation built to date.	Roger Crothers (BBC)
11:30 – 11:50	A review of 2020 IBC Accelerator Media Innovation Projects IBC's Accelerator programme featuring eight innovation projects delivered in 2020.	Muki Kulhan (IBC) Mark Smith (IBC)
11:50 – 12:10	Flexible workflow learnings from Control Room 42	Hugo Ortiz (RTBF)
10.10 10.00	Digital assistants' impact on media creation	Chris Div (PPC)
12:10 – 12:30	Digital assistants impact on media creation	Chris Dix (BBC)
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PR(O)DUCTION TECHNOLOGY SEMINAR

NAVIGATING MEDIA CREATION IN THE CLOUD

17:30 End of day 1

WEDNESDAY 27 JANUARY 2021 (08:55 – 16:10 CET)

09:00 - 09:30	The importance of diverse talent	Carrie Wootten (Rise)
	Why is diversity in our sector so important and what do we need to do collectively to ensure the industry changes?	
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09:30 – 10:15	Hands-on NGA production – the EAR Production Suite	Chris Pike (BBC) Michael Weitnauer (IRT)
10:15 – 10:45	Break	
SESSION	6: SUSTAINABILITY	
10:45 – 11:05	Sustainability targets and progress within Daytime	Tim Guilder (ITV)
11:05 – 11:25	Remote production Emission reports and technology perspectives.	Cédric Lejeune (Workflowers)
SESSION	7: AI FOR PRODUCTION	
11:25 – 11:45	MCMA – building complex workflows to transform your media	Loic Barbou (Bloomberg) Joost Rovers (Rovers) Evan Verney-Fink (Triskel) Alexandre Rouxel (EBU)
11:45 – 12:05	Future of Al in live streaming What Al can do for the broadcast industry now and in the future.	Mark Andrews (Mobile View Poir Michel Bais (Mobile View Point)
12:05 – 13:00	Lunch Break	
13:00 – 13:20	MeMAD project	Dieter Van Rijsselbergen (Limecraft)
13:20 – 13:40	BBC R&D work on how AI will shape production	Stephen Jolly (BBC)
13:40 – 14:00	Synthetic Media	Jouni Frilander (YLE)
14:00 – 14:20	Al-driven live feed recomposition from TV 16:9 to Mobile 9:16 How Wildmoka uses Al/ML to transform live video from landscape to portrait mode.	Thomas Menguy (Wildmoka)
14:20 – 14:50	Break	
SESSION	8: RADIO PRODUCTION (PROUD TO PRESENT)	
14:50 – 15:10	Future of radio apps: Merging real-time metadata with personalized cloud streams. Music streaming services pose a challenge for radio, and SWR have been working on a solution to bring radio into the digital age.	Daniel Freytag (SWR) Christian Hufnagel (SWR)
15:10 – 15:30	Yellow Jackets New storytelling formats using object-based audio.	Hervé Dejardin (Radio France)
15:30 – 15:50	LIVA & Touchdesigner for radio production Using the Touchdesigner software for large stage shows, interactive art installations, and innovative experiments in media.	Floris Daelemans (VRT)
15:50 – 16:10	Cloud-based radio production, contributing and delivering What moving from lecagy radio production to cloud-based systems means for production and studio environments.	Mikko Nevalainen (YLE)

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PR(O)DUCTION TECHNOLOGY

NAVIGATING MEDIA CREATION IN

16:10

End of day 2

THURSDAY 28 JANUARY 2021 (08:55 – 13:35 CET)

09.00 - 09:30Virtual production workflows - the "Ripple Effect" Film Kathryn Brillhart (ETC) A behind-the-scenes look at the virtual production workflows implemented on the short Erik Weaver (ETC) R&D film "Ripple Effect."

SESSION 10: CONVERGING WORLDS

09:30 - 09:50	Broadcast – turning your gaming area into a home studio	Rick Champagne (Nvidia)
09:50 – 10:10	Game engines in broadcasting How a game engine can empower the next generation broadcast studio and enrich new ways of storytelling.	Gregg Young (VRT)
10:10 – 10:30	CG animation, virtual production and real-time creative workflows From silos to synergy.	Muki Kulhan (IBC) Marc Goodchild (Warner Media) Matthew McCartney (Sky)
10:30 – 10:50	Broadcaster archives in 'games' A way to reach and engage with young people?	Marco Mazzaglia (Synesthesia)
10:50 – 11:20	Break	

SESSION 11: FROM THE MEDIA LABS - WHAT IS HOT IN R&D

11:20 – 11:35	BBC R&D	Andy Conroy (BBC)
11:35 – 11:50	NHK STRL	Kohji Mitani (NHK)
11:50 – 12:05	RAI CRIT	Gino Alberico (RAI)
12:05 – 12:20	Fraunhofer IIS	Harald Fuchs (Fraunhofer IIS)
12:20 – 12:35	Fraunhofer HHI	Ralf Schaefer (Fraunhofer HHI)
12:35 – 13:05	PANEL: The Future of R&D and Innovation	

WRAP-UP

13:05 – 13:35	Wrap-up	Andy Quested (Consultant) Phil Tudor (BBC)
13:35	End of PTS 2021	

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