



**Program Agenda**

**13 November 2019**

**Training Day**

**Venue: Integrated Startup Complex, HMT Colony, North Kalamassery, Kalamassery, Kochi**

Time	Activity
9.00 am to 10.00 am	Registration
10.00 am to 5.00 pm	Workshop 1: DOTS
10.00 am to 5.00 pm	Workshop 2: Shader Graph and VFX Graph
10.00 am to 5.00 pm	Workshop 3: Beginners Workshop – Fundamentals of Mobile Game Development
10.00 am to 5.00 pm	Workshop 4: Creating Your First VR Experience for Education



**14 November 2019**

**Conference**

**Venue: Grand Hyatt Kochi, Bolgatty Islands**

Time	Activity				
8.30 am to 10.00 am	Registration				
	Keynote / Media & Entertainment Track Venue: LIWA 1	Industrial Track Venue: LIWA 2	Games Track Venue: Natika 1	Education Track Venue: Natika 2	Roundtables Venue: Diwan
10.00 am to 10.45 am		Building a Product Visualization Suite for Retail Furniture Outlet: Best Practices by Aurko Roy, Technical Lead, Auleek	Designing Games for Kids: 7 Years, 15 Apps and 8 Million Users by Arjun Gupte	Using technology to make digital education more accessible to the common man by Rohith Patil, CEO, Vidwanth	Demo Day by Hackathon teams
10.45 am to 11.30 am		Designing and Developing Industrial AR/VR Experiences by Abhilash Ashok, Cynient	Influencer Panel: <ul style="list-style-type: none"> <li>Barckkeys and Andreas</li> <li>Mahendra Mundotiya, UnityGuruz</li> <li>Vaibhav Chavan</li> <li>Elena Nizhnik, Unity Technologies</li> </ul>	Code to Inspire: Story by Eshan	



11.30 am to 12.15 pm		<b>Immersive AI-Powered Simulations Using VR</b> by Pourab Karchaudhuri, Hexaware	<b>The Master Tool: Designing a Custom Tool Framework in Unity</b> by Joel Clark, The Games Band	<b>VR Mapping for Tribal Communities</b> by Abhi Mitra & Rabindra Sah. Centurion University	
12.15 pm to 1.00 pm		<b>VIVE Eco System and Solutions</b> by Mike Chi, HTC Vive	<b>AssetPipeline/ Adresables</b> by Madhur Gupta, Unity Technologies	<b>Get ARCurious</b> by Swapnil Agarkar, Co-founder & CEO, EDU360 Knowledge Solutions	
1.00 pm to 2.00 pm	Lunch				
2.00 pm to 3.15 pm	<b>Keynote Address</b>				
3.15 pm to 3.45 pm	Tea/Coffee Break				
3.45 pm to 4.30 pm	<b>The Challenge of Making Animated Short Films with Little to No Budget</b> by Farhez Rayani	<b>Convergence of Technologies, Emergence of Opportunities – AR/VR/MR and the Frontier of Advanced Cognizance</b> by Samrit Kumar Maity, Principal Technical Officer, C-DAC Pune	<b>Creating Stylized Characters for Unity's PBR Pipeline</b> by Zain Fahadh, Ogre Head Studio	<b>Talk by BYJUS</b>	<b>Roundtable 1: Learn Content</b> Moderated by Aurore Dimopoulos – Head of Learn Content Production, Carl Domingo, Arnab Basu
4.30 pm to 5.15 pm	<b>Achieving Stunning Visuals with</b>	<b>Future of Industrial Workforce</b>	<b>Performance That You Can Take for</b>	<b>Let's Make Learning Easy for Everyone –</b>	



	<b>2D Features in Unity</b> by Rus Scammell, Product Manager, Unity Technologies	<b>Using Ingredients of Successful VR Training Simulator</b> by Thirukumaran Saravanan, XR Labs	<b>Granted by</b> Jisan Haider Joy, Dreamerz Lab Ltd	<b>AR VR MR by</b> Sarvagya Shah Ajana Lens	
5.15 pm to 6.00 pm	<b>Migration to Unity - Challenges and Solutions</b> by Dev Anand Technical Director & Sunil Kumar A P, Toonz Animation	<b>Persistent AR Experiences Using Azure Spatial Anchors</b> by Rajshekar G S	<b>Panel Discussion with KSUM XR Accelerator</b>	<b>Panel Discussion: Unity Academic Alliance Partners (UAAP)</b>	

**Pop Up Talks-  
Venue : Lawns**

12.15 pm to 1.00 pm	<b>Leveraging AR/VR for social impact using Unity3D</b> by Saiteja Alampally
3.45 pm to 4.30 pm	<b>Augmented World</b> by Shivaji Yerra, Co-Founder, PlugXR
4.30 pm to 5.1.5 pm	<b>Building games for India. Chasing 100M MAU</b> by Manav Arya, Junglee Games



**15 November 2019**

Time	Activity				
8.30 am to 10.00 am	Registration				
	<b>Media &amp; Entertainment Track</b> Venue: LIWA 1	<b>Industrial Track</b> Venue: LIWA 2	<b>Games Track</b> Venue: Natika 1	<b>Education Track</b> Venue: Natika 2	<b>Roundtables</b> Venue: Diwan
10.00 am to 10.45 am	<b>Embrace Houdini: Transcend Your 3D Art Pipeline</b> by Satyajit Chakraborty, Flying Robots	<b>Using Unity and Airsim to Test Drone AI Algorithms</b> by Joshua Fernandes, New Space	<b>Universal Render Pipeline + Shader Graph</b> by Andy Touch	<b>Neurotechnology in Education</b> by Sivaramakrishna, Director of India Operations and N.S. Riyaz Babu, Qneuro	<b>Roundtable 2: Localization</b> Moderated by Karl Jones, Unity Technologies
10.45 am to 11.30 am	<b>Stylized Animation with HDRP and Shader Graph</b> by Anirrudha Hardikar, Unity	<b>Retraining the Mind to Regain Body Motion Using Unity Powered</b> by HoloSuit and HoloMind AI by Harsha, HoloSuits	<b>Sponsored Talk</b> by Hewlett-Packard	<b>Unity for Assistive Technology</b> by Sathyanarayanan AR, Embright Infotech	
11.30 am to 12.15 pm	<b>Panel Discussion: Customer Talk</b> <ul style="list-style-type: none"> <li>Sameer, Culture Machine</li> <li>Sunil Kumar AP Manager-Games, Toonz</li> <li>Shubhada Phadke,</li> </ul>	<b>History of Unity in modeling and simulation</b> by Karl Jones, Unity Technologies	<b>Substance in Unity – Creating Textures for Unity’s HDRP Pipeline</b> by Keerthan Sathya, Technical Artist, Substance	<b>Talk</b> by Merkel	<b>Roundtable 3: Women in Technology</b>



	VP-Interactive, Anibrain				
12.15 pm to 1.00 pm	<b>Introducing New Technologies into a Studio</b> by Farhez Riyani	<b>Bringing the Digital Twin to Reality</b> by Sharatchandra Athial, Unity Technologies and Kamal VS, Tech M	<b>MaskGun – Soft Launch for 3 Years, Global Launch to 28 Million Users</b> by Roby John and Avinash Pandey, June Gaming	<b>The 3Ps of Learning Unity: Projects, Platforms, Products</b> by Arnab Basu, Product Manager – Education, Unity Technologies	
1.00 pm to 2.00 pm	Lunch				
2.00 pm to 2.45 pm	<b>Shotgun - Being Productive</b> by Samit Shetty, Technical Solutions Manager M&E, Autodesk & Devanand V, Technical Supervisor, Toonz Animation	<b>Panel Discussion: Customer Talk: How Real-Time Is Helping Solve Hard Problems</b> <ul style="list-style-type: none"> <li>• Siva Sankar, Ford</li> <li>• Omprakash Subramani mum, 3DGS</li> <li>• Kamal VS, Tech M</li> <li>• Trimble</li> </ul>	<b>The Journey of Women Entrepreneurs in the World of Gaming</b> by Damini Pawha, Co-founder, Appsoleut Coders	<b>Unity Certification Exam</b>	<b>Roundtable 4: Gambling and Unity</b>



2:45 pm to 3:30 pm	<b>Virtual Cinematography</b> by Ron Martin, Evangelist BizDev, Unity Technologies	<b>Unity Reflect</b> by Sharatchandra Aithal, Field Engineer, Unity Technologies	<b>Making a Complete Game</b> by Aidin Zolghadr, Indie developer		
3:30 pm to 4:15 pm	<b>Motion Capture Your Way for Films and Games</b> by Srinivas BS, ABAI secretary and Shiji Sunil, CEO ABAI-COE.	<b>Marketing in the Age of Experience</b> by John Paul, Dassault Systèmes	<b>AR Foundation</b> by Andy Touch, Global Content Evangelist, Unity Technologies		
4:15 pm to 5:00 pm	<b>Closing Session:</b> Unity Roadmap for 2019 by Andrew Howell and Arvind Neelakathan				

\*Note: Unity Technologies reserves the right to modify the program at any time.

**Pop Up Talks-  
Venue: Lawns**

10.45 am to 11.30 am	<b>What You See is What You Build</b> by Trimble
11.30 am to 12.15 pm	<b>Racing game using HDRP</b> by Phili John
2. 45 pm to 3.30 pm	<b>Usergroup promotion</b> by user group leaders