

Convergence

Animation, Games and VFX

Theatrical - TV - Second Screen - Mobile

Are the skillsets required for the Animation, Games and VFX industries converging and are you better specialising or generalising

Opening by **Gareth Lee** (Network Manager - Animation Skillnet)

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|-------|---|--------------------------------------|
| 15.00 | Animation & Games
How Brownbag are exploring other routes to customers | Cathal Gaffney |
| 15.25 | Animation to Games & The Bridge
Transition from Animation to Games company and "the Bridge" | Richard Glynn |
| 15.45 | Games engines in the mobile space
Havok's new mobile engine "Anarchy" | Pete McNally |
| 16.10 | How Animation is used in the VFX industry
How Windmill Lane have adapted - Specialist or Generalist? | Tim Chauncey |
| 16.30 | Skillnets - Enterprise-led Learning Networks | Alan Nuzum
(CEO Skillnets) |
| 16.35 | The future convergence of animation, games and vfx
Chair of Animation at the University of Ulster, CEO with Inlifesize Ltd and former R&D Supervisor at Lucasfilm Animation | Greg Maguire |
| 17.00 | Networking and drinks | |

The event will also mark the launch of the recently established Animation Skillnet <http://animationskillnet.ie/>

To book your place, e-mail events@dublinbic.ie or phone 01-6713111

VENUE: Guinness Enterprise Centre, Taylor's Lane, Dublin 8.

Networking Opportunity 17:00-18:00; Talk with Q&A 15.00-17.00.

Directions: <http://gec.ie/directions-and-map>