S.M.P.T.E.  
Montréal / Québec / Ottawa Chapter

Evening Presentation Notice

Date:  
Tuesday, November 15th, 2016

Time:  
18:30 – 21:30

Location:  
National Film Board  
3155 Côte de Liesse rd.  
Montreal, Quebec, H4N2N4

Organized by:  
Jimmy Fournier, NFB  
Pierre Marion

Sponsored by:  
National Film Board and SMPTE

Language:  
Presentations will be given in French but questions could be addressed in either French or English

Subjects:  
- The NFB is moving: a project status
- VR / AR / MR — « Immersive storytelling » at the NFB
- Voice synthesis for rendering VD
- Sustainability of fully digital linear works (Born Digital).

IMPORTANT:  
In order to participate to this evening, please register via Eventbrite. A streaming service will be available for attendants outside of the greater Montreal Area (limited access, registration mandatory)

1. The NFB is moving: a project status

This presentation will offer a short description of the NFB and will give an update on its move project to downtown Montreal

Speaker: Marina Darveau, CPA, CA, Finance Director, NFB. NFB Finance Director since 2015, Marina Darveau started her career in the film industry with the private sector. She joined the NFB in 1987 as a financial advisor in the French Program Branch. Since 1996, she has occupied different financial management positions at the NFB and at Telefilm Canada. She has been involved in the NFB move project since the first planning phases in 2010, and her current functions also include accommodation and facility management.

2. VR / AR / MR — « Immersive storytelling » at the NFB

With this presentation, I will try to answer the following questions: what is Immersive Storytelling? Why and how do we explore immersive media at the NFB? I will briefly present different types of immersive projects (video 360, virtual reality, augmented reality, mixed reality, etc.) and introduce the most recent technological developments for pictures and sound. Finally, I will also talk about production and distribution processes, with the help of examples.

Speaker: Éloi Champagne, Technical Director Animation studio. As a technical director for the NFB animation studio (English Program), Éloi has worked on numerous award-winning productions, including many stereoscopic 3D movies. Leveraging his visual effects expertise and his talent to solve problems creatively, he is currently working on different linear or interactive projects with the help of 3D printers, projectors, various kinds of sensors, game engines and visualisation headsets to create augmented or virtual reality experiences.

3. Voice synthesis for rendering VD

The use of voice synthesis for rendering VD changes the production process. What are the advantages and disadvantages for the broadcast production? How the audience receives this alternative? How the audience receives this alternative?

Speaker: Claude Chapdelaine. Mrs. Chapdelaine has been a senior advisor at CRIM. She is the project manager for the design and the development of assisted technology related to sensory deficiency. She has been dedicated to advancing technologies that assist the production and broadcast of videodescription (VD), also known as audio description.

4. Sustainability of fully digital linear works (Born Digital).

Based on the concepts introduced for the digitization of its collection, the NFB turns to ACES (Academy Color Encoding System) to address the sustainability of its fully digital linear works (Born Digital). Presentation of the sustainability vision of the NFB and visual demonstration of 4K / WCG / HDR content that can be show on tomorrow screens through the production of MINS in ACES format.

Speaker: Jimmy Fournier, NFB. R & D Manager for 2 years, Jimmy joined the NFB as an engineer there over 12 years. A bachelor's degree in computer engineering, Jimmy is a member of the OIQ and ad-hoc director SMPTE Montreal chapter. Jimmy has extensive experience in the audio-visual field and has been a leading player in the concepts and operationalization of digitization, restoration, access and preservation of NFB's works. The sector research and development plays a key role in the NFB's digital shift.