DPC II 2016 SCHEDULE

**Wednesday 30 November to Saturday 3 December 2016
in Lisbon (Portugal)**

DAY 01

November 30	Sana Malhoa Hotel
until 12:00	*Arrival of participants, Check-in at the hotel, Workshop Registration*
12:00 - 13:30	*Welcome Lunch at the hotel*
14:00 - 14:15	**Welcome & Introduction** by Sophie Bourdon (DPC II Project Manager) and Paul Miller (DPC II Head of Studies)
14:15 - 14:45	**Presentation of participants, main tutors & experts**
14:45 - 15:30	**Key Note Speech on Digitalization** by Martin Hagemann
15:30 - 16:00	*Break*
16:00 - 16:15	**Technical Introduction** – General Introduction, by Philippe Ros • Digital world, storage and transportation • Goals of the workshop • The Decision Tree Conclusion: The end determines the workflow
16:15 - 17:00	**Technical Basics 1** - New Destinations - Recording Formats by Florian Rettich & Philippe Ros • Description of the different destinations (New kids in town: Virtual Reality, Augmented Reality) • File-Formats : the 8 parameters to define a file format - Resolution (space) - Resolution (time) Frequence (speed) - Color depth - Color sampling - Codec - Bitrate - Container - Media
17:00 - 17:15	*Coffee Break*
17:15 - 18:15	**Pitch of selected participants' projects** max. 3 min each - prepared content only (*no last minute content!*) With the following perspectives • Formats and Processes, tests to be made • Organization, Planning and Costs • Promotion and Distribution
18:15 - 19:00	**Identification of the different Workflows, Borders & Limitations** by Philippe Ros (also involving Tommaso Vergallo, Florian Rettich) • Delivery Requirements (big scale/small scale) • Standards in the digital intermediate process • Delivery-List • Workflow Analysis at DPC explained: • One sample project, Discussion
19:00	*End of Day 01 - Free time*
20:00	*Networking Dinner at O Alfassador*

DAY 02

December 1	Cinema Monumental & SANA Malhoa hotel
08:30 - 09:00	*Transfer from Sana Malhoa hotel to Cinema Monumental*
09:00 - 09:30	**Technical Basics 2 -** From Light to an Image - High Dynamic Range by Florian Rettich • From Light to an image - Introduction to Digital Imaging • Key Words: Sensors, RAW, Logarithmic, Resolution, Quantization • Capturing HDR (High Dynamic Range) • Rendering HDR for displays and theater
09:30 - 10:00	**Technical Basics 3 -** Architecture of Cameras/Workflows - Previsualization by Philippe Ros • Architecture of camera, architecture of workflow: impact on budget • Previzualisation - What do we see on set, in the editing room? WYSIWYG - What you see is what you get! • Lut's and Looks - Color space
10:00 - 10:15	*Coffee Break*
10:15 - 11:00	**Case Study 1 – Part 1 - How the smart Use of Metadata can save Time and Money** by John Christian Rosenlund (Cinematographer) • "The Kings Choice" was shot like a reality show, set in 1940. How the use of metadata saved money, time and enhanced creativity on set, in editing and for VFX. • The film is Norway's entry for the best foreign-language film Oscar 2016.
11:00 - 11:15	*Coffee Break*
11:15 - 12:15	**Case Study 1 – Part 2 – How the smart Use of Metadata can save Time and Money** by John Christian Rosenlund
12:15 - 12:30	**Technical Summary Case Study 1** – by Philippe Ros & Florian Rettich
12:30 - 13.00	*Transfer from Cinema Monumental to Sana Malhoa hotel*
13:00 - 14:15	*Networking Lunch at the hotel*
14:30 - 15:00	**Technical Basics 4** – Shooting 4K or 2K for a 2K project? by Florian Rettich • 4K/2K • Choosing aspect ratio & frequency • Calibration, metadata, interoperability
15:00 - 15:30	**Technical Basics 5**, – Solutions for Ergonomic Issues - ACES Architecture by Philippe Ros • Solutions to ergonomic issues • The choice of lenses. Impact on shooting and on budget • The ACES Professional color management standard
15:30 - 15:45	*Coffee Break*
15:45 - 16:45	**Case Study 2 – MANAGING DELIVERIES IN A INTERNATIONAL COPRODUCTION** by Konstantina Stavrianou *A case study of a four country co-production from the post-production plan to deliveries.*
16:45 - 17:15	**Technical Summary Case Study 2** – by Philippe Ros
17:15 - 17:30	*Coffee Break*
17:30 - 19:00	**Group Discussions – with Experts**
19:00	*End of Day 02 - Free time*
20:00	*Networking Dinner at O Policia*

DAY 03

December 2	Cinema Monumental
08:30 - 09:00	*Bus Transfer from Sana Malhoa hotel to Cinema Monumental*
09:00 - 09:30	**Challenge of Distribution /** **Digital Distribution Innovative Trends** by Martin Hagemann and Tommaso Vergallo
09:30 - 10:30	**Case Study 3 – (Part 1) - The Future of Serial Storytelling** by Meredith Burkholder *An overview of the quickly changing digital series market, from adaptation for television to web series as a stand-alone product.*
10:30 - 10:45	*Coffee Break*
10:45 - 11:45	**Case Study 3 - (Part 2) - Small crew, great results for the Web!** by Thomas Heinemann with web series *Positive Sinking.* *How to handle the low and no budget situations and using the lack of money as an artistic statement.*
11:45 - 12:00	*Coffee Break*
12:00 - 12:45	**Case Study 4 – Cartas da Guerra** by Paulo Américo & Joaquim Carvalho *Analysis of the workflow for the Portuguese film directed by Ivo M. Ferreira*
12:45 - 13:00	**Technical Summary Study 4** – by Philippe Ros
13:00 - 14:30	*Networking Lunch at Block House*
14:30 - 16:00	**Technical Basics 6** – **Digitisation and Distribution** by Tommaso Vergallo
16:00 - 16:30	*Walk to meeting room (Casa do Alentejo)*
16:30 - 18:00	**Group Discussions**
18:00	*Free time in downtown Lisbon*
19:30	*Drinks & Networking Dinner at Casa do Alentejo*

DAY 04

December 3		Sana Malhoa Hotel
08:45 - 09:00		*Arrival of participants*
09:00 - 10:15		**Review of Participants' Projects** Discussion & Recommendations on the different Workflows and Challenges Moderated by Paul Miller, with Philippe Ros, Tommaso Vergallo, Florian Rettich and Martin Hagemann
10:15 - 10:45		**Final Wrap Up / Discussion & Evaluation** by Sophie Bourdon
10:45 - 11:15		*Coffee Break*
11:15 - 12:15		1 to 1 Meetings with tutors & experts
12:15 - 13:45		*Farewell Lunch at the hotel*
14:00		*End of workshop*
14:00 - 16:00		*Departure of participants and tutors*

November 28, 2016 - Programme subject to change

DIGITAL PRODUCTION CHALLENGE II is

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