

PRODUCTION TECHNOLOGY SEMINAR

FROM LINEAR TO AGILE

TUESDAY 24 JANUARY - MODERATED BY MATHIAS COINCHON (RTS)

08.30 – 09:00 *Registration & coffee*

KEYNOTE SESSION

09:00 – 09:05 **Welcome to PTS** Hans Hoffmann (EBU T&I)

09:05 – 09:15 **Introduction to PTS** Mathias Coinchon (RTS)

09:15 – 09:45 **Al Jazeera – Moving an organization into the cloud future** Miljenko Logozaar (Aljazeera)

09:45 – 10:15 **Television but not as we know it** Michael Nugent (ERT)

10:15 – 10:30 **Demo pitches**

10:30 – 11:00 *Coffee, demos & networking*

SESSION 1: LATEST TRENDS IN CONTENT PRODUCTION

11:00 – 11:30 **Digital First Strategies – Experiences of Web only Networks** Malte Blumberg (funk - ARD/ZDF)

11:30 – 12:00 **Beyond the Virtual Studio – the world of Lightfield in real production** Siegfried Foessel (Fraunhofer IIS)

12:00 – 12:30 **Haptic Tactile Essence in Live Broadcast Production** Mark A. Luden (The Guitammer Company)

12:30 – 14:00 *Seated lunch*

SESSION 2: AGILE PROJECTS

14:00 – 14:25 **BBC NewsLab - Best practises in successful media software projects** Robert McKenzie (BBC)

14:25 – 14:45 **How we transformed our company culture to Lean-Agile – The story of the transformation of Finnish Broadcasting Company.** Mirette Kangas (YLE)

14:45 – 15:10 **Changing the core of broadcasting at NRK** Geir Børdalen (NRK)

15:10 – 15:40 *Coffee, demos & networking*

SESSION 3: TUTORIALS (15:40 – 17:10)

Tutorial 1 – Room Gothard **VR production deep dive – part 1** Pierre Routhier (Digital Trouble Maker)

Tutorial 2 – Room DLR
a) Object based audio production
b) Head tracked Immersive Binaural
 Matthieu Parmentier (francetelevisions)
 Jean-Christophe Messonnier (CNSMDP)

Tutorial 3 – Room Montreux **Colour spaces – mix and match** Harald Brendel & Jan Froehlich (ARRI)

Tutorial 4 – Room Geneva **Cloud & Virtualization in Professional Media** Rainer Kellerhals & Thomas Heig (Microsoft)

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WEDNESDAY 25 JANUARY – MODERATED BY FRANS DE JONG (EBU)

OPENING KEYNOTE

09:00 – 09:30 **Planet Earth 2 in UHD and HDR** Andy Qusted (BBC)

SESSION 4: UHDTV IN PRACTICE

09:30 – 09:55 **ARTE UHD trial production and UHD HbbTV streaming** Lothaire Burg (ARTE)

09:55 – 10:20 **Establishing a UHD 24/7 Service** Markus Heinen (Qvest Media)

10:20 – 10:45 **A UHD HDR documentary production** Michael Pochert (ZDF)

10:45 – 11:15 *Tea, coffee, demos & networking*

SESSION 5: STRATEGIC OUTLOOK ON IMMERSIVE MEDIA

11:15 – 11:30 **UHDTV Standard Update and EU migration plans?** Adi Kouadio (EBU)

11:30 – 11:55 **UHD Televisions: Immersive Viewing or Numbers Marketing?** Paul Gray (HIS)

11:55 – 12:20 **DTVP/DTG Plugfest Update & Objective BT.2020/HDR Display Evaluation** Marcel Gonska (PORTRAIT)

12:20 – 12:45 **VR – What does VR/360 represents for broadcasters?** Graham Thomas (BBC)

12:45 – 13:15 **Panel discussion : Last Hurdles for UHDTV adoption ?** Dagmar Driesnack (IRT)
Giorgio Dimino (RAI)

13:15 – 14:15 *Networking lunch + demos*

SESSION 6: ADVANCED SOUND AND AUDIO

14:15 – 14:35 **Internet-fit radio studio** Paul Morgan (BBC)

14:35 – 14:55 **Loudness for streaming** Thomas Lund (Genelec)

14:55 – 15:15 **Status quo of immersive audio** Florian Camerer (ORF)

15:15 – 15:55 **Object based audio production for TV and VR content** Matthieu Parmentier (francetelevisions)
& Hervé De Jardin (Radio France)

15:55 – 16:25 *Tea, coffee, demos & networking*

TUTORIALS (16:30 – 18:00)

Tutorial 1 – Room Gothard **VR Workshop on production and postproduction – part 2** Pierre Routhier (Digital Trouble Maker)

Tutorial 2 – Room DLR **a) Object based audio production
b) Head tracked Immersive Binaural** Matthieu Parmentier (francetelevisions)
Jean-Christophe Messonnier (CNSMDP)

Tutorial 3 – Room Montreux **HDR and HDR to SDR Conversion for Live Broadcast** Mike Christmann (University of Applied Sciences Wiesbaden)

Tutorial 4 – room Geneva **Perspectives Cloud and Virtualization** Thomas Edwards (FOX)

18:00 – 20:00 **SPECIAL SCREENING OF PLANET EARTH 2 IN UHD-HDR + COCKTAIL**

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THURSDAY 26 JANUARY – MODERATED BY WILLEM VERMOST (EBU)

SESSION 7: CONTENT LEVERAGING WITH METADATA

09:00 – 09:25	Valorising NHK content using Linked Data and WEB-API	Makoto Urakawa (NHK)
09:25 – 09:50	The power within – Using [meta]data to unlock the Radio Archive	Simon Tuff (BBC)
09:50 – 10:15	IMF-TV and metadata	Dan Tatut (Marquise Technologies)
10:15 – 10:40	Data Journalism in RAI	Alberto Messina (RAI)
10:40 – 11:10	<i>Tea, coffee, demos & networking</i>	

SESSION 8: IP STUDIO, CLOUD AND VIRTUALIZATION

11:10 – 11:50	The State of IP Production	Felix Poulin & Willem Vermost (EBU)
11:50 – 12:15	Proof of concept at France Televisions	Edmond Debar (FranceTV)
12:15 – 12:40	Moving to cloud and virtualization	Pedro Ferreira (MOG)
12:40 – 13:20	Building the IP Broadcast Centre (panel discussion)	Phil Tudor (BBC) Dag Gulbrandsen (NRK) Wouter de Cuyper (VRT) Martin Richards (Sky)
13:20 – 13:30	Sum-up	Hans Hoffmann (EBU)
13:30	<i>Networking lunch & demos</i>	

PRODUCTION TECHNOLOGY SEMINAR

DEMONSTRATIONS

1	SDR TO HDR TONE EXPANSION TECHNOLOGY FOR BROADCAST (<i>IRT BCOM</i>)	Foyer – conference floor
2	STANDARD DYNAMIC RANGE TO HIGH DYNAMIC RANGE, REVERSIBLE CONVERSIONS (<i>BBC</i>)	Foyer – conference floor
3	HDTV AND VR COMBINED EXPERIENCE (<i>IMMERSIA TV</i>)	Foyer – conference floor
4	PLANET EARTH II - SHOWCASE IN 4K HDR (<i>BBC/PANASONIC</i>)	Conference room
5	PRISMA - UNVEILING THE REAL ULTRA HIGH DEFINITION (<i>VICOMTECH</i>)	Foyer – conference floor
6	RADIO FRANCE VR360° & BINAURAL PRODUCTION (<i>FRANCETV&RADIOFRANCE</i>)	DLR – 1st floor
7	UHD CONTENT SHOWCASE (<i>FRANCETV</i>)	DLR – 1st floor
8	8K SHV 120HZ CAMERA AND FULL-FEATURED 8K SHV COMPRESSION RECORDER/PLAYER (<i>NHK</i>)	Voiron – 1 st floor
9	HOLOLENS (<i>MICROSOFT</i>)	Simplon – 1 st floor
10	IMF UHD HDR WORKFLOW (<i>ROHDE & SCHWARZ</i>)	Courcheville – 1 st floor
11	4K HDR LASER PROJECTOR AND PLAYER (<i>PANASONIC</i>)	Moleson – 1 st floor
12	IMF WORKFLOW (<i>MARQUISE</i>)	Foyer – conference floor
13	IMF ANALYSER (<i>IRT</i>)	Foyer – conference floor