

## SIGGRAPH 2021 - THE FOLLOWING SESSIONS WILL NOT BE RECORDED

Program	Date	Time PDT	Title	Recording	Live Session
Course	Monday, August 9	9-10 am	Q&A: Advances in Neural Rendering Part 1 and Part 2	WILL NOT be recorded	
Educator'sForum	Monday, August 9	10-10:30 am	Q&A: Multiplayer Retro Web-based Game Development	WILL NOT be recorded	
Course	Monday, August 9	10:30-11 am	Q&A: Introduction to WebXR	WILL NOT be recorded	
Talks	Monday, August 9	11-11:30 am	Q&A: Volumes	WILL NOT be recorded	
Course	Monday, August 9	11:30 am-12 pm	Q&A: OpenVDB	WILL NOT be recorded	
Production Session	Monday, August 9	12-1 pm	Q&A: Sony Pictures Imageworks and Sony Pictures Animation Presents: 'The Mitchells vs. The Machines'	WILL NOT be recorded	
Talks	Monday, August 9	12:30-1 pm	Q&A: Pipeline 1: USD	WILL NOT be recorded	
Talks	Monday, August 9	2:30-3 pm	Q&A: Rendering - Tech	WILL NOT be recorded	
Educator'sForum	Monday, August 9	3-3:30 pm	Q&A: Educator's Forum Talks	WILL NOT be recorded	
Production Session	Monday, August 9	3-4 pm	Q&A: Hollow Earth and Revisiting Kong	WILL NOT be recorded	
Talks	Tuesday, August 10	9-9:30 am	Q&A: Machine Learning	WILL NOT be recorded	
Special Session	Tuesday, August 10	10-10:30 am	Q&A: THE ACADEMY: BEYOND THE OSCARS(R), THE OTHER 364 DAYS - Production Session Special Session	WILL NOT be recorded	
Talks	Tuesday, August 10	11:30 am-12 pm	Q&A: Rigging	WILL NOT be recorded	
Production Session	Tuesday, August 10	12-1 pm	Q&A: Learning to Trust - The Making of "Raya and the Last Dragon"	WILL NOT be recorded	
Production Session	Tuesday, August 10	3-4 pm	Q&A: The Making of Marvel Studios' WandaVision, The Falcon and the Winter Soldier, and Loki	WILL NOT be recorded	
Talks	Tuesday, August 10	4-4:30 pm	Q&A: TVCG Session on VR (Invited Talks)	WILL NOT be recorded	
Technical Papers	Wednesday, August 11	7-8:30 am	Summary and Q&A: Face Animation	WILL NOT be recorded	

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Frontiers	Wednesday, August 11	7:30-8 am	Q&A: AR Dilemmas	WILL NOT be recorded	
Talks	Wednesday, August 11	9-9:30 am	Q&A: Real-Time Technology	WILL NOT be recorded	
Frontiers	Wednesday, August 11	9-10 am	Q&A: Workshop: Measurable Creative AI	WILL NOT be recorded	
Production Session	Wednesday, August 11	10-11 am	Q&A: Making Blizzard Entertainment's "Diablo IV" Announcement Cinematic	WILL NOT be recorded	
Talks	Wednesday, August 11	12-12:30 pm	Q&A: Real-Time Rendering	WILL NOT be recorded	
Talks	Wednesday, August 11	2-2:30 pm	Q&A: Facial Animation	WILL NOT be recorded	
Talks	Wednesday, August 11	2-2:30 pm	Q&A: TVCG Session on Data Visualization (Invited Talks)	WILL NOT be recorded	
Talks	Wednesday, August 11	3-3:30 pm	Q&A: Cloth Simulation	WILL NOT be recorded	
Immersive Pavilion	Thursday, August 12	7-7:30 am	Q&A: Real-Time Immersive	WILL NOT be recorded	
Panel	Thursday, August 12	11:30 am-12:30 pm	Artist-Centered Design for Feature Animation	WILL NOT be recorded	Live Session
Talks	Thursday, August 12	12-12:30 pm	Q&A: Dynamics/Simulation	WILL NOT be recorded	
Course	Thursday, August 12	12:30-1 pm	Q&A: Spectral Imaging in Production	WILL NOT be recorded	
Talks	Thursday, August 12	2-2:30 pm	Q&A: Crowds and Hair	WILL NOT be recorded	
Talks	Thursday, August 12	2:30-3 pm	Q&A: Pipeline 2	WILL NOT be recorded	
Electronic Theater	Thursday, August 12	2:30-3:30 pm	Electronic Theater Directors' Special Session	WILL NOT be recorded	Live Session
Production Session	Thursday, August 12	5:30-6:30 pm	Q&A: Pixar's 'Soul' and the Search for Authenticity	WILL NOT be recorded	
Course	Friday, August 13	9:30-10 am	Q&A: Practical Machine Learning for Rendering: From Research to Deployment	WILL NOT be recorded	
Talks	Friday, August 13	9:30-10 am	Q&A: Cyberpunk 2077	WILL NOT be recorded	
Production Session	Friday, August 13	11 am-12 pm	Q&A: 'Greyhound': A Dive Into the Depths of Colossal Photorealism	WILL NOT be recorded	

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<b>Talks</b>	Friday, August 13	2-2:30 pm	Q&A: Rendering - Art	WILL NOT be recorded	
<b>Talks</b>	Friday, August 13	3-3:30 pm	Q&A: Set Creation	WILL NOT be recorded	
<b>Production Session</b>	Friday, August 13	4-5 pm	Q&A: ILM Presents: The Visual Effects & Virtual Production of "The Mandalorian"	WILL NOT be recorded	
<b>Exhibitor Session</b>	Friday, August 13	5:30-6 pm	Building a Best-in-Class Interactive 3D Product Configurator - Presented by Unity	WILL NOT be recorded	<b>Live Session</b>