

VIEW Conference 2014

Interactive Virtual Entertainment and Presentations with Oculus Rift, Unity, V-Ray and 3ds Max



Milan, October 1st 2014

This year Luca Deriu will be speaking for the fourth time at VIEW Conference in Turin. This annual event invites world-known and most important persons in the field of 3d computer graphics, among the speakers are the representatives of such companies as Dreamworks, Pixar, Sony Pictures Imageworks, Animals Logic and others.

Luca Deriu is the CEO of PlaySys and teacher of 3d graphics and videogame development in different institutions both in Italy and abroad. The subject of the workshop at the VIEW Conference this year is related to Oculus Rift and virtual reality. The technology will be demonstrated with the use of Unity, V-Ray render engine and Autodesk 3ds Max.

VIEW Conference takes place at Centro Congressi Torino Incontra, via Nino Costa 9, Torino from 13th to 17th of October. Deriu's speech is scheduled for the opening day 13th of October 9:30 – 16 at the rooms Einaudi and Giolitti.

Prices: 20€ for students and 40€ for professionals.

For more information and tickets visit:

<http://viewconference.it/interactive-virtual-entertainment-and-presentations-with-oculus-rift-unity-v-ray-and-3ds-max>

<http://www.playsys.it>
<http://viewconference.it>
<http://www.oculus.com>



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