

Québec 



 藝倉美術館
MODERN ART MUSEUM
SHANGHAI

PRELIMINARY PROGRAM

藝倉美術館 MODERN ART MUSEUM
4777 BINJIANG AVENUE, PUDONG NEW AREA, SHANGHAI

25, 26, 27 JANUARY 2018

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THURSDAY, 25 JANUARY 2018

<p>10:30 - 18:00</p> 	<p>Showcase opening - This is Québec</p>
<p>13:00</p>	<p>Chinese journalists showcase tour</p>
<p>14:00</p>   	<p>Workshop - Collaboration Opportunities with Quebec, in the Entertainment Technology Field</p> <p>Subject: The event consists of two main components: A presentation of Quebec ET and film resources and benefits, China and Quebec companies' matchmaking. The presentation is dedicated for Quebec and China entertainment technology business opportunities and film industry collaboration and why Quebec is good for Chinese investors and filmmakers.</p> <p>Speaker:</p> <ul style="list-style-type: none"> •Dr. Miao Song has completed her PhD degree in interdisciplinary program, where she began research in interactive environments; combining her interest in documentary cinema, 3D computer graphics, realistic physical simulation, and audio-visual art creativity of film. She is an Assistant Affiliate Professor at Concordia University and has received numerous awards, scholarships, and research grants. She has founded Canada China Art-Tech and has been the founder and President of the Canada China International Film Festival (CCIFF) since 2016. CCIFF through its first two editions has made a positive contribution to the cultural exchanges and business opportunities between China and Canada. •Romain Paulais (Québec Film and Television Council) •Daniel Vermette (Canada China Art-Tech)  
<p>16:30</p>	<p>VIPs and Québec journalists showcase tour</p>
<p>17:00 - 20:00</p> 	<p>VIP cocktail - Hosted by Government of Quebec invitation only</p> <p>In collaboration with Fairmont - Le Château Frontenac (Québec City, Canada) and Fairmont Peace Hotel (Shanghai) Guest chef : Stéphane Modat</p> <p>Performance</p>

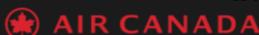
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FRIDAY, 26 JANUARY 2018

<p>9:00 - 18:00</p> 	<p>Showcase opening - This is Québec</p>
<p>9:00</p>	<p>Workshop - Architecture</p>
<p>9:00 - 10:30</p> 	<p>Workshop - Performances mobility between China and Canada</p> <p>Subject: Performances mobility is high stakes, especially for a small market like Quebec. Whether it is for programmers looking for new artistic forms, for companies who want to present their work beyond their borders or for institutions which aim at facilitating exchanges, the theme of mobility raises numerous questions linked with contexts and customs specificities that differ depending on the country.</p> <p>Host: Fei Gao</p> <p>Speakers:</p> <ul style="list-style-type: none"> • Christine Liang, General Manager, Shanghai Children's Art Theatre • Robert You, President, Zhejiang Grandboat Culture Development Co., Ltd. • Alain Paré, President, General Manager and Founder, Cinars • Martin Boisjoly, General Manager, Le Carré des Lombes
<p>10:45 - 12:15</p> 	<p>Workshop - Co-productions and residencies in China and in Canada</p> <p>Subject: Venues and resources can facilitate a performance's journey, from the initial idea to its production and its meeting with the public. In the performing arts industry, a residency is like a home, a shelter, a place where one feel safe, can grow, reenergize. It's also an important stage in a performance's development. Co-production agreements also aim at creating favorable contexts for a performance's creation and its positive evolution especially in times of resources rationalization in which many artists find themselves evolving today.</p> <p>Host: Fei Gao</p> <p>Speakers: Co-productions</p> <ul style="list-style-type: none"> • Franck Chen, Executive Manager, Shanghai Interactive Festival of Theatre (SHIFT) in Jiading, Deputy General Manager, Shanghai Mahua FunAge Culture Media Co. Ltd., Deputy General Manager, Shanghai Live Dream Culture Development Co. Ltd. • Nassib El Hussein, General Manager, Les 7 Doigts de la Main <p>Speakers: Residencies</p> <ul style="list-style-type: none"> • Tang Shi, Producer, Shanghai Dramatic Arts Theatre • Nassib El Hussein, General Manager, Les 7 Doigts de la Main • Alain Paré, President, General Manager and Founder, Cinars
<p>12:00</p>	<p>Free time for dinner</p>

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<p>13:00 - 14:00</p>	<p>Workshop - Interactive and immersive experiences in public spaces: Montréal a World leader - City Of Montreal COME DISCOVER UNIQUE DIGITAL ARTS AND CREATIVITY PROJECTS</p> <p>Subject: For an hour, experience Montréal's creativity and see how it can benefit China and Shanghai! Join Montréal's artists, creators and entrepreneurs and discover the richness of its creativity. Meet visionaries who propose projects in public spaces, where arts meets technology. What inspires them? What is Montréal's recipe as a cultural and creative hub? How does it translate in their international works? What role can China and Shanghai play as a platform towards innovation and outreach?</p> <p>Speakers:</p> <ul style="list-style-type: none"> • Éric Lefebvre (Partenariat du Quartier des Spectacles). Fondateur de CHOQ.FM en 2002 puis directeur général de CIBL de 2003 à 2014, Éric Lefebvre œuvre depuis au sein du Partenariat du Quartier des spectacles à titre de directeur du développement stratégique. Novateur et indéfectible initiateur de projets, Éric Lefebvre est en charge de l'exportation d'œuvres, des processus d'innovations et de la réalisation du plan d'action des salles de spectacles du Quartier des spectacles. • Daniel Ireguy (Iregular). Iregular is a Montreal-based studio founded in 2010. Working at the intersection of art and technology, the studio approaches design using a code-driven and real-time mindset. Creators of audiovisual experiences for architectural interventions, spaces and stages, its work combines geometry, typography, light and sound with software, mathematics and algorithms. The result are systems with infinite possibilities, making every instant of its projects unique. Iregular's work has been presented in 17 countries, including 5 times in China. Its projects have received more than 25 awards and honours for design, technology and creativity. 
<p>13:00</p>	<p>Registration for the workshops presented by Investissement Québec</p>
<p>13:30 - 14:00</p>	<p>Welcoming address</p> <p>The workshops will be preceded by an introductory speech by Mr. Lingshi Meng, Investissement Québec representative in China, who will give a short presentation on the business climate, the competitive advantages of Quebec as well as on the offer of accompaniment for Chinese investors.</p> 
<p>14:00 - 17:30</p>	<p>14:00 - 16:00: Workshop - Quebec artistic companies pitch session</p> <p>Subject: Quebec artistic companies will have a chance to introduce themselves and their works during this activity. Presented in a pitch format, Quebec agents and representatives will have a chance to introduce their artists in turn. Several companies will show videos excerpts of their artists and their current works.</p> <p>Speaker: Information to be confirmed</p> <p>16:00 - 17:30: Networking session (B2B)</p> <p>Networking time with guests from the performing arts industry (Chinese presenters and companies, etc.).</p>

<p>14:00 - 14:45</p>	<p>Workshop #1 Investissement Québec LIVE VIRTUAL REALITY - A REVOLUTIONARY SOLUTION "MADE IN QUEBEC" Vantrix 360 VR Glass to Glass Solutions for Studio Recording, Live Broadcast and Underwater Film;</p> <p>Subject: Join Vantrix for an interactive workshop discussing 360 Virtual Reality video creation and distribution. Vantrix will present the vision and ideas driving its engagement in 360 VR technology for cameras, video distribution and application development. We will discuss lens technology, image quality, low-latency glass-to-glass solutions, bandwidth reduction methods, and benefits for studios and broadcasters. We will show immersive video ranging from underwater diving, to concerts, and nature experiences. We will also provide a live demonstration for visitors to experience immersive real time VR.</p> <p>Speaker: Kjell Kolstad, Vice President 360 VR and Camera Systems at Vantrix, has over 20 years of international experience in the telecom industry and technology startups. Prior to joining Vantrix, Kjell held management positions at BlackBerry in technology licensing, application ecosystems and strategic alliances. Kjell also provided consulting services for technology startups in mobile strategy, app development, and business development. Earlier positions include product management at Axis Communications and engineering at ABB. Kjell holds a MSc In Mechanical Engineering from Chalmers University of Technology and a BBA in Finance from Gothenburg University, Sweden.</p> 
<p>15:00 - 15:45</p>	<p>Workshop #2 Investissement Québec QUICK VR/AR PROTOTYPING - FREE YOUR CREATIVITY! Come discover Stellar X: the WordPress of VR/AR</p> <p>Subject: Up to now, the creation of high quality VR/AR content has required the use of very talented and highly technical individuals. Because of this, iterating and exploring various storytelling avenues has been a cost prohibitive process for many producers. The steep learning curve and difficulty of building VR/AR has been limiting both the quantity and quality of content produced. It's with this issue in mind that Ova developed StellarX, an intuitive tool allowing non-programmers to develop their own VR/AR environments while in full immersion. Coined the Metaverse Builder by HTC-VIVE & VRVCA VP Michael Lewis, StellarX allows for simple drag-and-drop creation of full VR/AR experiences. Ova will present a paradigm shift where 3D content creation not only becomes practical and simple but also collaborative and fun thanks to the introduction of innovative gaming mechanics. Come to learn more and to see a live demonstration of quick VR/AR prototyping.</p> <p>Speaker: Harold Dumur, President and founder of OVA, received his bachelor's degree in 2011 in industrial engineering from Laval University, he was awarded the SNC-Lavalin Fellowship for Best Engineering Project. He is a member in good standing of the Ordre des Ingénieurs du Québec and has received his Six Sigma Green Belt certification from McGill University in November 2012. In 2014, he founded the company OVA, which produces products and content relating to virtual and augmented reality. In 2017, he presented the StellarX platform at the Consumer Electronic show in Las Vegas and at the South by Southwest in Austin, Texas. OVA was selected among the top 3% virtual reality startups in the world according to HTC-Vive.</p> 

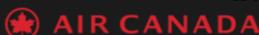
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<p>15:45 - 16:30</p>	<p>Workshop #3 Investissement Québec THE FUTURE OF ENTERTAINMENT – SOCIAL CONNECTIVITIES PRESENTED BY MINORITY MEDIA</p> <p>Subject: Minority Media is a pioneer VR/AR studio focused on location-based VR solutions to connect people together. We have seen many platform transitions: PlayStation 2 to PlayStation 3; Wii motion controllers to Kinect motion-sensors; console to mobile. These changes seemed considerable, but in retrospect, they are incremental. By contrast, VR and AR are a series of exponential leaps: fast, unpredictable, and potentially life-changing. However, old game development assumptions prevent most studios from fully leveraging this tech. Minority released the first Canadian VR title, Time Machine VR, which was recognized among the top-30 grossing VR titles. Developing it was so challenging that it forced us to create new processes to fully take advantage of VR’s immersive power. Using examples from our own VR titles - 4 launched and 4 in development on multiple platforms - this story is about a disruptive Québec studio who succeed in this rapidly-shifting market.</p> <p>Speaker: Sylvain Croteau, Vice-president - Business Development at Minority Media, has over 20 years of game entrepreneurship experience with over ten of those in publishing. He is the co-founder of the Montreal-based mobile game studio Ludia, which was acquired by Fremantle Media in 2010 and today employs over 300 gaming professionals. During his tenure, Ludia launched a string of commercially successful titles: Family Feud, Jurassic Park Builder, How to Train Your Dragon, The Flintstones, The Price Is Right, and Where’s Waldo? Sylvain’s deep understanding of studio building challenges and game publishing enabled Ludia’s growth and the optimization of its product line for high revenues. Deeply convinced that VR is the future of entertainment, Sylvain joined Minority in 2014 and now leads Minority’s relationships with partners. As VP of Business Development, Sylvain’s mission is to ensure a mutually profitable relationship between Minority and its partners.</p> 
<p>17:00 - 19:00</p>	<p>VIP cocktail - Hosted by Invest Quebec invitation only</p> <p>In collaboration with Fairmont - Le Château Frontenac (Québec City, Canada) and Fairmont Peace Hotel (Shanghai) Guest chef : Stéphane Modat</p>

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SATURDAY, 27 JANUARY 2018

<p>9:00 - 17:30</p> 	<p>Shanghai performing arts venues visit</p> <p>Subject: Visit of several performing arts venues in Shanghai and meeting with venue's presenter</p> <p>Itinerary: Venues and itinerary to be confirmed</p>
<p>9:50 - 18:00</p> 	<p>Showcase opening - This is Québec</p>

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