



Image courtesy of Massimo Righi

## Autodesk Maya Launch

Focused on empowering artists throughout the production pipeline, Maya 2020 introduces new tools and updates that not only help animators, modelers, riggers, and technical artists work faster and more intuitively, but also make the creative process more fun. Register now to know what's new and hear how people are using Maya!

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Date: 9<sup>th</sup> January 2020 (Thursday)  
 Time: 2:00pm - 5:00pm  
 Venue: Angel & Devil, 4/F, Club East, 58 Tsun Yip St, Kwun Tong, Kowloon  
 Language: Cantonese

TIME		TOPICS
14:00 - 14:30		<b>Guest Registration</b>
14:30 - 14:35		<b>Welcome Speech</b> Dr Wendy LEE <i>Regional Manager, Hong Kong &amp; Macau, Autodesk</i>
14:35 - 15:05		<b>Imagination without Limits   Maya 2020 &amp; Arnold 6</b> - Bring your characters to life - Create serious effects - Render most complex projects  Mr. Kinthy KOO <i>Technical Manager, Media &amp; Entertainment Industry, Greater China, Autodesk</i>
15:05 - 15:25		<b>Coffee Break</b>
15:25 - 15:55	 	<b>The Making of the Line Walker 2 Invisible Spy</b> 使徒行者2 諜影行動  Mr. TAM Kai Kwan <i>Director, Hehaaa Production Ltd</i>  Mr. YEUNG Hey Chiu <i>VFX Supervisor, Hehaaa Production Ltd</i>
15:55 - 16:25		<b>The Making of the Great Detective Sherlock Holmes – The Greatest Jail-Breaker</b> 大偵探福爾摩斯:逃獄大追捕  Mr. Miles CHENG <i>Animation Director, Simage Animation &amp; Media Ltd</i>
16:25 - 16:55	 	<b>The Making of the Wandering Earth</b> 流浪地球  Mr. CHAN Ka Hing <i>More Edu CEO, Co-founder, More Visual Production Co., Ltd</i>  Ah Dee <i>Senior Production Director, More Visual Production Co., Ltd</i>
16:55 - 17:00		<b>Lucky Draw Session by Sponsor</b>

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