

NORDIC TD FORUM - 2009 SURVEY FREE TEXT

Submission	q2 - Did you find the overall program relevant for you in your current position?... If not what was missing?	q9 - Any specific speak you would have wanted to give more time? (mention two)	q11 - Any specific Q&A session you would have wanted to give more time? (mention two)	q21 - Come up with two of your own favourites for next years program?	q22 - What can we do to improve TD Forum?
Submission 1	math ;)	the cortex one could've used more time to get more into the details			more discussion/panel/workshop/something to aid actual coworking between studios
Submission 2				Digital Domain, Double Negative	more technical stuff, more master classes
Submission 3		Geo Caching...	More time for talking out loud in general. As soon as people start asking questions, things get interesting.	Some kind of really Konkret" collaboration effort. Like a pan nordic naming convention :-) or just something that will make working together easier... (also sharing talent)"	Build saunas in norway :-)
Submission 4		Image Engine - district 9 got rushed a bit.		Digital Domain Double Negative	
Submission 5		Two of the fast forward sessions		ILM, DD and Uncharted territory	Make it grow!!
Submission 6				ILM and ILM!	It is fantastic. So keep up the good work!
Submission 7		District 9 pipeline Olli from Anima, from fast forward session Jimmy with geocache pipeline	District 9 pipeline Jimmy with geocache pipeline	Facial setup systems at Weta Rigging pipeline and tools at Pixar	This years event has proved how much location can help to unite people, it would be nice to have a similar location next year. Workshops are a very good idea too - a chance to do something hands-on.
Submission 8	Since I am more on the compositing side, some of the topics were a bit alien to me.			A comp oriented branch	
Submission 9	Games industry wasn't that much represented - but then again, it was expected and everything seemed interesting anyhow.	District 9 was very interesting and seemed to end too quickly. Can't think of another...		Game and realtime rendering techniques, Asset management during long/multiple productions	
Submission 10		District 9 could have been focusing more on cortex functionality and implementation.		It could be interesting to hear about how an european studio with 20-50 employees manages their pipeline with focus on combining the tracking system and the pipeline tools.	

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Submission 11		Tim Best Lighting Pixar Olli (Anima) animation by vertex color			
Submission 12		Max Manus, 21st Nov. Nordic Future Visions - What are our ambitions for Nordic TD Forum?	Ghost Creature Pipeline How Ghost work with Open Source	Project Planning and Management Workshops	Arrange small events before and after the conference to ensure a continuous flow of knowledge sharing between TDs
Submission 13					Keep up the good work!
Submission 14				workshops groupwork	Local meetings / get together in copenhagen, oslo, stockholm, helsinki
Submission 15		image engine		avatar/weta and psyop	workshops on sophisticated topics(rigging, shaders, dso)
Submission 16					From my perspective it could be more technical. This time the first day was ok but second was too heavily devoted for asset management etc that is of course relevant for many small companies, but not for me.
Submission 17				Ken musseth, asset management	By not letting the producers talk so much. Make the speakers stick to the program or make sure that topics in the program are truthful.
Submission 18					Even more technical indepth solutions to production issues. Valuable tips and tricks.
Submission 19				rendering tips and tricks, character rigging techniques	
Submission 20		District 9 was very interesting and jimmys geocache		as the D9 guys had a good presentation, maybe next time we could have another team from a big blockbuster movie, i.e. the guys that did 'Avatar'	
Submission 21				more fast forward sessions.	- maybe a blackboard where people can post jobs/searches... - How about having a picture of all the participants on the contact paper

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Submission 22				I don't know if it would be relevant to too many others, but I would love a Renderman-related tech speak from one of the more veteran speakers. The time anyone has spoken of shading, lighting and rendering at Nordic TDF, it has been very generic and non-technical.	Since the afterparties tends to go into the late night, and the talks ended quite early, I think moving the whole thing a couple of hours into the day would make it so that everyone gets more sleep. Also, the chairs in Helsinki where pretty bad/hard, so sitting on them for 10-12 hours was quite demanding. These are all minor things, though.
Submission 23		ALL		Blender foundation Prod.managements	Do some making of about commercials, films and so on. Make some interesting stuffs to follow every month!
Submission 24				producers forum bidding	where were the swedes?
Submission 25				As post producer I'd like to get more discussions of how to estimate time & cost of 3D productions. Are client everywhere so keen of schedules?	Go on as you have done!
Submission 26					I think it was great event. Can't offer any ideas, sorry.
Submission 27	A focus on the character TD aspect. there was same as none during this conference.	good timing overall	good timing overall	Todd Taylor (II), Stephen Candell , Jason Schleifer.	since almost half of the work that td's do revolves around character creation, bring more focus to character td's.
Submission 28		Ghost		Nuke - production cases Weta Digital - Avatar: Study case on the outstanding character expression.	I thought the content was interesting, specially the production cases, the studio's case itself. It would be nice to bring more big studio cases such as Image Engine, Pixar, etc. I would suggest for 2010 those studios: Weta, Animal logic, ILM, Digital Domain. Overall, it was really good. :) It's nice to have this kind of event happening in Scandinavia, Thank you Irene. Rodrigo Paiva

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Submission 29		In some cases the fast forward speaks could have been more elaborate		Robert Bridson (of Exotic Matter/University of British Columbia computer science dept.) Someone from the Metropia CG team	Try to get more attendees (i.e. swedish/islandic studios :)) to show up.
Submission 30				Stereoscopic production pipeline	
Submission 31		Remedy, Fast Forward (perhaps 10 minutes each)		Sharing shaders between applications	
Submission 32				language of animation, meanings of movements, philosophy of animator.	keep it rolling ;)
Submission 33				An Avatar" speak would be interesting. Would be interesting to have some German	Spanish or French companies to speak about their pipeline and their way of working."