-Keynote Speech-

Artificial Intelligence in New Media and Entertainment

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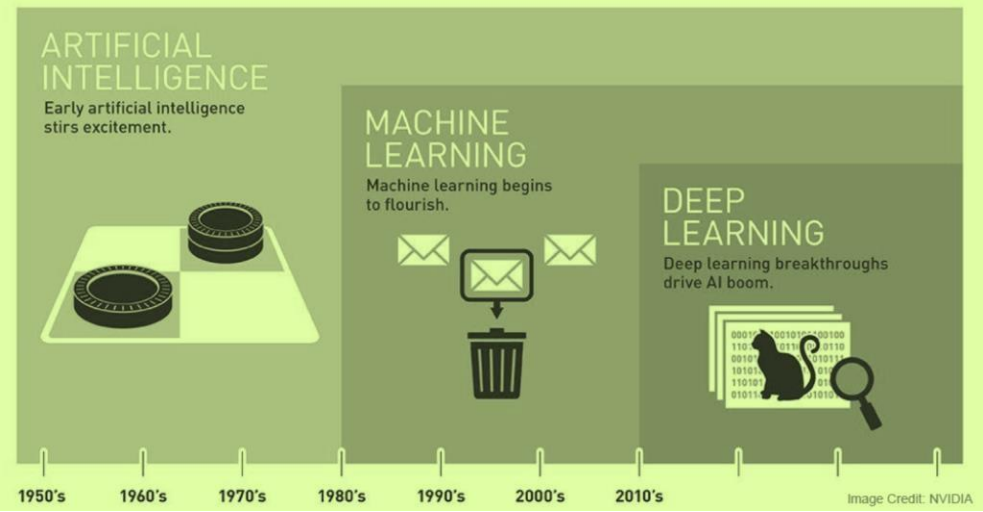
Abstract

Artificial Intelligence (AI) technology is revolutionizing the development process. Learn how major intelligence innovation platforms currently available from deep learning can help you solve major design/development problems and bring real value to your business. Architecture Engineering & Construction, Manufacturing, and Automotive are just some of the industries experiencing the most exciting shift in the design process in over a decade.



And the graphic hardware programing has proven to be effective at solving some of the most complex problems in the entertainment industry. It started out as an engine for simulating human imagination which produces up the realistic virtual worlds of video games and Hollywood films. Today, virtual reality (VR) is the latest hype for game developers for engaging audiences from content consumption perspective. However, the AI technology has much broader applications. As results of the latest advancements in AI technologies are becoming approachable for engineers, architects and visualization specialists. Meanwhile VR/AR and 3D printing are enabling new workflows in design, prototyping, visualizing and marketing products. Are you ready for this technology explosion? What tools and AI-ready technology can amuse you and your employees get entertainment and safely? This speech will focus on different available virtual-reality (VR) and 3D printing technology, with the purpose of implementing AI into their workflows. We will have an in-depth discussion both about our developments, as well as about future perspectives.