



WORKSHOP on VR Ecosystem & Standards

VR content production session

Program of the afternoon



JIM CHABIN
VR SOCIETY

**The next generation
of consumers**



PAOLA SUNNA
EBU

**How are EBU PSM members
using 360/VR/AR?**



LARRY CUTLER
BAOBAB STUDIOS

**Creating interactive
VR narratives**



GLENN FORSYTHE
G'AUDIO LAB

**VR/360 Audio Production
and workflow**



NICK MITCHELL
TECHNICOLOR

**VR (360) Content
production challenges**



JIM HELMAN
MOVIELABS

*Jim will take part
of the panel session*