► **WHEN**
January 27, 2026

► **WHERE**
Computer History Museum
Mountain View, CA 94043

SILICON VALLEY VIDEO SUMMIT
In Association With **SVG**

TRANSFORMING
ENTERPRISE VIDEO
AI • LIVE • IMMERSIVE

Meet the Video Leaders in the Next Media Capital of the World

Every company is a media company — or it is trying to become one. And the new media capital of the world is Silicon Valley, where the world's largest companies are at the vanguard of this technology trend.

Now in its fourth year, the Silicon Valley Video Summit (SVVS) is the annual exchange of Enterprise media know-how in your fastest-growing market for media tools and technologies.

This one-day event is produced by SVG, which has served the information needs of the production industry since 2006.

PANELS TOPICS INCLUDE:

- Rethinking Authenticity in the Age of AI Video
- How Sports is Reinventing the Fan Experience
- Software-Defined Workflows
- Brand Storytelling
- The Filmaker's Tookit
- Creating Memorable Moments
- A REMI Video Playbook
- Producing for a Multi-Platform World
- Creators Growing Role in Content Production
- IP Video Production
- Video Education Platforms
- Measuring ROI on Video Production
- Digital Human Replicas
- Events That Scale
- Keynote: Dr. Alvy Ray Smith
- …. and more. See Full Agenda

🖥 VISIT US: SILICONVALLEY.VIDEO

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AGENDA

TRANSFORMING ENTERPRISE VIDEO
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↘ HAHN AUDITORIUM
HOW BIG TECH AI WILL LEAD BROADCAST INNOVATION

With AI now the industry-wide priority, Big Tech companies are uniquely positioned to reinvent video and broadcast workflows. Backed by deep engineering talent, massive cloud infrastructure, and top-down AI mandates, these enterprise video teams are already driving rapid video innovation -- from creative to production.-- using native APIs and Agentic AI tools.

↘ HAHN AUDITORIUM
BRAND STORYTELLING IN THE AGE OF AI

As AI becomes a powerful co-creator in digital video, producers and directors face new challenges in balancing the allure of speed and cost with the North Star of humanity. A panel of producers and directors explains how they are using AI video so their productions are both compelling and real.

↘ HAHN AUDITORIUM
THE SILICON BOWL EFFECT: HOW SPORTS IS REINVENTING THE FAN EXPERIENCE

With Super Bowl LX kicking off next week in Santa Clara, all eyes are not only on the field — but on the future of fandom itself. New technologies are being introduced in the sports stadium that are poised to transform how all fans, including those of brands, products and corporate personalities, are engaged.

↘ HAHN AUDITORIUM
FRAMING THE FUTURE: THE AI FILMMAKER'S TOOLKIT

What happens when machine learning meets cinematography and virtual production? This panel of AI filmmakers focuses on how the new AI technology toolkit is changing the way they work and better serve the enterprise.

KEYNOTE:
GUY KAWASAKI
Chief Evangelist
Canva

↘ HAHN AUDITORIUM
SOFTWARE-DEFINED WORKFLOWS REDEFINE "BROADCAST"

In the evolving world of video production, the real question isn't what gear you're using — it's where your gear lives. Software-defined workflows now provide broadcasters and creators unprecedented freedom to run their operations on-prem, in private data centers, or across public cloud platforms.

↘ HAHN AUDITORIUM
THE POWER OF MOMENTS

Beyond all the big screens and special effects, the intent of every event producer is to have their audience leave the room with a shared moment. Our panelists share the tech wizardry that evokes emotion, loyalty, and a sense of community in the audience.

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KEYNOTE:
DR. ALVY RAY SMITH
Co-Founder
Pixar

↘ HAHN AUDITORIUM

YOUR ENTERPRISE REMI VIDEO PLAYBOOK

REMI workflows have revolutionized how events are produced — enabling fewer people onsite, faster turnaround, and cost efficiencies. This panel explores the REMI model through the lens of enterprise video, asking a provocative question: are businesses ready to go remote?

↘ HAHN AUDITORIUM

PRODUCING FOR A MULTI-PLATFORM WORLD VIDEO

When your audience is watching their videos on everything from a phone to glasses to a big screen, how do you give everyone on every device the best viewing experience – and all at once? How are enterprise producers approaching this workflow challenge?

↘ HAHN AUDITORIUM

MEET THE NEW STUDIO OWNER: THE CREATOR

Creators have long been taking their gear on the go, and producing content everywhere—from basements to bedrooms to boardrooms. Now they're building their own studios. Enterprise creators are rewriting the rules of corporate communications, video production as well as the economics of mass media.

↘ HAHN AUDITORIUM

KEYNOTE: THE POWER OF THE PIXEL, PIXAR CO-FOUNDER ALVY RAY SMITH

Who could anticipate that a dot on a screen could revolutionize an industry? Together, Pixar co-founder Alvy Ray Smith and journalist and author Barbara Robertson discuss the great digital convergence when, for the first time, all old media types disappeared to be replaced by pixels.

↘ HAHN AUDITORIUM

SMPTE STUDENT MEETING
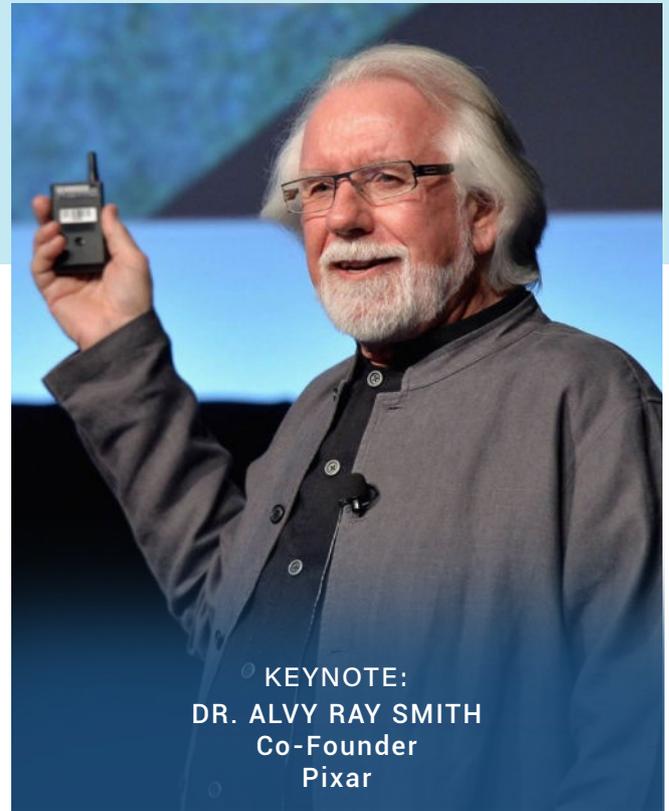
↘ GRAND BALLROOM

THE DEMOCRATIZATION OF IP VIDEO PRODUCTION

IP video production is more accessible than ever. Explore today's options in IP transport and how networked audio and video are enabling new levels of flexibility, scalability and access for a range of workflows and budgets.

↘ GRAND BALLROOM

YOUR BOSS NEEDS AN (AI) AGENT: THE NEW EVERYWHERE, ANYWHERE CEO

How are enterprise producers using AI to produce digitally created talent? What questions do they raise for corporate communications and governance? How can these tools of synthetic human creation be used responsibly in an enterprise environment?

↘ GRAND BALLROOM

AI CAPITAL: BETTING ON THE NEXT MEDIA STACK

As AI reshapes creation, distribution, and monetization, where will outsized returns emerge—tools, infrastructure, or new platforms? This panel convenes Bay Area investors who are actively writing checks in the media & entertainment stack—covering rights & provenance, model ops, agentic workflows, realtime experiences, and new monetization rails. Expect candor on metrics, moats, and near-term exit paths.

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↘ GRAND BALLROOM
LEARNING AT SCALE: BEHIND THE BUILD OF ENTERPRISE VIDEO EDUCATION PLATFORMS

Enterprise learning programs deliver video-based education to global workforces with localized consistency, speed, and impact. But what does it take to maintain a content ecosystem of this size? This panel discusses the people, processes, and platforms that are driving digital education.

↘ GRAND BALLROOM
THE IMMERSIVE OFFICE AND THE FUTURE OF WORK

The post-pandemic world caused us to rethink the reason we head back to the office. Can big screens, VR, A/V studios, immersive video conferencing and events offer experiences that employees can't replicate at home?

↘ GRAND BALLROOM
EVENTS AT SCALE: POWERING HIGH VOLUME CONTENT AND VIDEO EXPERIENCES

Enterprise brands are leveraging live event production to fuel high-volume content strategies across social, e-commerce, and marketing channels. How are event producers and their TDs producing more and bigger events ,and turning them all into scalable content factories.

↘ GRAND BALLROOM
FROM STAGE TO STREAM: WHAT THE ENTERPRISE CAN LEARN FROM ROCK & ROLL

When it comes to live events, no one understands spectacle, logistics, and audience impact better than rock and roll. Hear how concert producers have been engineering high-stakes, high-emotion stage moments and what it can mean to your next corporate event.

↘ GRAND BALLROOM
SMPTE STUDENT MEETING

CONFERENCE CHAIR:
GARY SCHNEIDER
Lead Media Systems Architect
LinkedIn

Plus, these roundtable workshops:

↘ BOOLE
AES AUDIO-FOR-VIDEO WORKSHOP

AI WORKSHOP

AV SECURITY WORKSHOP

↘ LOVELACE
STAFFING WORKSHOP

VIRTUAL PRODUCTION WORKSHOP

SMPTE EDUCATION WORKSHOP

SPONSORSHIP OPPORTUNITIES

DIAMOND
$16,000
Based on availability

- Executive on panel*
- Tabletop Exhibit
- Sizzle reel
- Four (4) passes to event
- Logo exposure on email promotions, website, on-demand, and signage (physical / digital)
- Literature distribution Post-event attendee list

GOLD
$8,500
Based on availability

- Tabletop Exhibit
- Three (3) passes to event
- Logo exposure on email promotions, website, on-demand, and signage (physical / digital)
- Literature distribution
- Post-event attendee list

SILVER
$8,000
Based on availability

- Executive on panel*
- Three (3) passes to event
- Logo exposure on email promotions, website, on-demand, and signage (physical / digital)
- Literature distribution
- Post-event attendee list

GENERAL SPONSORSHIPS

All General Sponsorships include:
· Two (2) passes to event
· Logo exposure in event program, email promotions, website, on-demand, and signage
· Literature distribution · Post-event attendee list

CASE STUDY

AUDITORIUM | $8,000
Two available
BALLROOM | $7,000
Two available
WORKSHOP | $3,500
Two available
15 minute informational case study
(subject to editorial approval)

LUNCH AND WOW SHOWCASE

$4,000
Based on availability
10 minute technology presentation
(subject to editorial approval)

BADGE

$6,500
One available
Your company logo on front and back of attendee badge

LANYARD

$6,500
One available
Your company logo on attendee lanyard (SVG produces)

REGISTRATION DESK

$5,000
One available
Your company logo on registration table signage

NETWORKING RECEPTION

$5,000
Two available
Your company logo on Networking Reception signage

NETWORKING BREAK

$4,000
Two available
Your company logo on Networking Break signage

SIZZLE REEL

$4,000
Based on Availability
30-60 second sizzle reel video
(runs once) SPECS: 720p/59.94
H.264 .mp4/.mov files

SINGLE ATTENDEE TICKET

$2500
Available to current SVG Sponsors only.

* All panelists and case studies must be approved by our Program Advisory Committee.

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Event Chair
Lead Media Systems Architect
LinkedIn

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Accenture Experiences

SHOW PROFILE

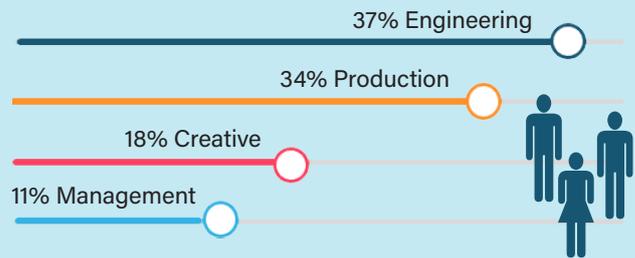**SILICON VALLEY VIDEO SUMMIT**

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TOTAL ATTENDEE COUNT
897

COMPANIES REPRESENTED
301

↘ ATTENDEE PROFILE

37% Engineering

34% Production

18% Creative

11% Management

↘ TOP 10 ATTENDING TECH COMPANIES *

Apple (30), Meta (17), LinkedIn (15), Netflix (13), Google (12), Salesforce (11), Stanford University (10), Amazon (9), Microsoft (5), Visa (4)

* End users only, not including integrators, managed services companies, students

↘ SPONSORS & EXHIBITORS

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↘ ATTENDING COMPANIES (SAMPLE ONLY)

2K Games · Accenture · Advanced Systems Group (ASG) · AirBnB · Altera · Amazon · Amazon Prime Video · AMD Apple · AVIXA · CBC Radio Canada · CCSF · Chess.com · Cisco TV · Computer History Museum · CrossFit, LLC Cruise · Crunchlabs · Crunchyroll · CSU Monterey Bay · De Anza College · Deloitte Digital · DIRECTV · Disney Diversified · Dreamtek · Dreamtek @ Meta · Dreamtek Studio · Edelman · Express Media, Inc. · FIFA · FOX Sports Freeman Company · GitHub, Inc · Google · INTEL · KDOL · KGO-TV | ABC7 · KTSF · LinkedIn · Lockheed Martin META · Microsoft · MovieLabs · Mozilla · NASA · NBC Sports Bay Area · NEP Group · Netflix · OpenAI · Oracle America, Inc. · Paramount Global · Riot Games · Salesforce · San Francisco 49ers · San Francisco Giants San Jose Earthquakes · Shutterstock · SoftBank · Sparks · Stanford University · Stripe · TubeScience · Tubi Twitch · Uber · Univision · USC · VISA · Yahoo · YouTube · Zillow · Zoom

↘ ATTENDING JOB TITLES (SAMPLE ONLY)

AI Engineer · Assistant Director of Technology · Associate AVC Systems Designer · Associate Director of Video Platforms and Content Distribution · Associate Systems Engineer · Audio Engineer · Audio Solutions Specialist · Audio Visual Engineering Manager · Audio Visual Technician · AV Design Engineer · AV Engineer · AV Project Engineer · AV Specialist · AV/IT Engineer · Broadcast Applications Engineer · Broadcast Design Engineer · Broadcast Engineer · Broadcast Solutions Architect · Broadcast Technical Producer · Broadcast Video Engineer · Chief Engineer · Chief Technology Officer · Cinematographer, ASC · Cloud Engineer · Creative Director · Creative Producer · Digital Production Engineer · Director · Director AI · Director Enterprise AV · Director M/E Solutions Architecture · Director Media & Technology · Director of AI · Director of Audio Visual · Director of Broadcast Engineering & Production · Director of Broadcast Operations · Director of Engineering · Director of Live Production/Post Production · Director of Operations · Director, Media Systems & Workflow · Engineer in Charge · Executive Technical Producer · Executive Vice President · F/TV Production Student · Field Engineer · Film & Digital Media Technician · Global AV Deployment Manager · Global Executive Events Lead · Global Executive Video Producer · Global Lead for Live Production in Cloud · Global Lead, Virtual Production & Broadcast · Global Live Operations Lead · Head of Production · Lead, IT Media · Live Broadcast Engineer L5 · Manager Infrastructure · Manager Live Launch Engineering · Media Operations Engineer · Media Production Technician · Network Engineer · Operations Manager – Live Broadcast Technology · Principal AV Infrastructure Engineer · Senior Broadcast Engineer · Senior Creative Producer, Enterprise Brand · Senior Live Event Video Engineer · Senior Media Systems Specialist · Senior Solutions Architect · Senior Solutions Specialist · Senior Staff Engineer · Senior Technical Lead · Senior Technical Producer · Solutions Architect · Solutions Engineer & Creative Workflow-oligist · Sr. Manager of Content · Sr. Manager Tech Facilities · Sr. Manager, Media Services · Streaming Video Solutions Architect · SVP Big Events & Business Development · SVP Media Workflows · SVP, Broadcast Video Engineering · SVP, Design & Delivery · SVP, Production · SVP, Strategic Events and Brand Experiences · Systems Engineer · Tech Lead – Enterprise Streaming and Security · Technical Director · Technical Event Specialist · Technical Integration Design Lead · Technical Producer · Technologist · Technology Solutions Project Manager · VP of Technology and CIO · VP, Executive Producer AI

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1401 N. Shoreline Blvd.
Mountain View, CA 94043

CONTACT US

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⌨ VISIT US: SILICONVALLEY.VIDEO

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