

FOURTH ANNUAL
SILICON VALLEY **VIDEO** SUMMIT
PROCEEDINGS

2026

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IN ASSOCIATION WITH



PART I: EXECUTIVE SUMMARY

Enterprises across Silicon Valley are increasingly communicating with their customers, stakeholders, and staff using video. Video has become the medium of choice for informing and engaging audiences. As broadcasters, many are planning new hybrid “communication infrastructures” designed to support both professional storytelling and interactive live engagement.

Their new headquarters and facilities incorporate high-quality audio and video systems for diverse live productions—from executive briefings to large-scale, multi-site, multi-track streaming events. They are taking creative cues from rock concerts and sporting events, as the stakes for high-engagement meetings continue to rise.

The Fourth Annual Silicon Valley Video Summit (January 27, 2026) explored the rapidly evolving landscape of corporate media production and multipurpose corporate HQ broadcast environments. Held at the Computer History Museum in Mountain View, California, the Summit welcomed 957 attendees from 459 companies. The program featured 25 sessions across two stages and 18 workshops with 125 speakers.

The bottom line: today, every company is a media company—or is trying to become one. And the new media capital of this world is Silicon Valley, where the world’s largest companies are at the vanguard of this technology trend.

Note: The following content is presented as a general overview. Content was AI-transcribed and analyzed from the original session videos, then copyedited, reviewed, and approved by event staff and advisors.

THE 10 MOST IMPORTANT TAKEAWAYS

1. AI Is an Accelerator, Not a Replacement

Across every session—from broadcast to filmmaking to brand storytelling—there was strong consensus: AI augments human creativity; it does not replace it. AI handles repetitive, technical, and time-consuming tasks, freeing humans to focus on story, judgment, and creative intent.

2. Storytelling Fundamentals Have Not Changed

Despite new tools, the core principles remain timeless: heroes, conflict, resolution, and—most importantly—emotional connection. Whether it's NASA streaming Artemis, a Novartis patient story, or a Fox Sports fan moment, technology succeeds only when it serves the narrative.

3. Distributed & Remote Production Is Now Mature and Scalable

Remote production is no longer experimental. SMPTE ST 2110 workflows, fly packs, and centralized production hubs serving global locations have become the norm. This model is battle-tested, scalable, and cost-efficient—and the enterprise is following sports' lead.

4. Infrastructure Is the New Competitive Advantage

AI, live streaming, and real-time production demand massive cloud GPU capacity, redundancy, reliability, and low-latency IP networks. From NASA's moon missions to the 2026 World Cup, those who control infrastructure control scale.

5. Fan & Audience Engagement Is About Participation

Audiences crave interaction, not passive viewing. QR codes, personalization, real-time feedback, and AR overlays are just a few of the ways engagement is manifesting. In-venue and at-home experiences are converging. Multiple screen formats enable differentiated experiences. The goal across screens and platforms is simple: create moments people feel part of—not just moments they watch.

6. AI Enables Scale Without Killing Authenticity

AI enables faster production at greater scale, with high control over personalized output. But authenticity is critical. "Messy," human, relatable content consistently outperforms polished perfection. AI works best when a human remains in the loop, guiding tone and meaning.

7. Content Provenance, Trust, and IP Are Critical

As AI-generated content becomes increasingly indistinguishable from reality, methods to verify authenticity (C2PA), protect against copyright violations, identify deepfakes, and manage metadata for name, image, likeness, and rights are paramount. These are no longer theoretical issues—they are business-critical guardrails.

THE 10 MOST IMPORTANT TAKEAWAYS

8. The Creator Economy Is No Longer a Side Hustle

Creators have become media companies and entrepreneurs, working with brands to amplify messaging and build loyalty and community. Success across emerging social platforms requires consistency, craft, and business discipline.

9. Corporate Events Are Entertainment

Corporate events now borrow directly from rock concerts, sports broadcasts, and television/film production. The stakes for major corporate moments have never been higher. Executives are increasingly treated like headliners. Audiences expect broadcast-level and cinematic quality, hybrid reach, and emotional impact—not just slides and speeches.

10. Continuous Learning Is Mandatory

The most repeated advice across sessions: make time to keep learning and iterating. Avoid locking into any one tool. Experiment constantly. Diversify your skills. Remain flexible. The AI and video landscape changes too quickly for rigid workflows. Adaptability is now a professional requirement—not a bonus.

THE BOTTOM LINE

Technology is transforming how we produce and distribute video, but human creativity, storytelling, and judgment remain the irreplaceable core. Those who combine classic storytelling instincts with modern, scalable workflows will lead the next era of media.

WHAT HAS CHANGED

AI, IP-based production, and cloud infrastructure are no longer experimental. They are actively reshaping how video is created, distributed, monetized, and experienced across broadcast, enterprise, sports, brands, and live events.

WHAT HAS STAYED THE SAME

Despite rapid technological change, human storytelling remains central. Narrative clarity, authenticity, trust, and creative judgment continue to define successful content.

PART II: SESSION TAKEAWAYS:

A Look at the Major Themes Across the Conference's 25 Sessions

How Big Tech AI Will Lead Broadcast Innovation

Allan McLennan, Founder, CEO, PADEM Media Group; **Andrew Cross**, Industry Technologist & Inventor, NDI; **Jerry Guerrero**, Studio Lead, GitHub; **Mark Ramberg**, VP, Media & Entertainment Product Management - OCI Media Services, Oracle; **Katia Stewart**, AI Lead, Sr. Strategy & Account Manager, LinkedIn

- AI accelerates production, metadata, localization, and workflows—but **human storytelling remains irreplaceable.**
- Trust, provenance, and cloud-scale infrastructure are the gating factors for AI-led broadcast growth.

NASA+: Live From Space to Your Screen

Brittany Brown, Director, Digital & Technology, NASA+; **Rebecca Sirmons**, General Manager / Head, NASA+

- NASA+ delivers **free, ad-free, massive-scale live streaming**, redefining public-access science media.
- Space streaming requires new thinking around latency, reliability, and global infrastructure partnerships.

The Silicon Bowl Effect: How Sports is Reinventing the Fan Experience

Mike Davies, EVP, Technical and Field Operations, Fox Sports; **Mike DesRoches**, National Account Manager - Sports West, Sony; **Alex Gannon**, Director, AV Operations, SF Giants; **Scott Heitman**, Sr. Director, Scoreboard Operations, Golden State Warriors; **Jason Lemiere**, Former Head of Broadcast, LA Clippers and Intuit Dome; **Josemaria Soriano**, Product Lead- Media Sports & Entertainment, Reka AI

- Fan engagement blends emotional storytelling with AI-driven personalization, both in-venue and at home.
- Modern venues now rival broadcast facilities, using AI analytics, immersive AV, and data-driven sponsorships to build loyalty.

Framing the Future: The AI Filmmaker's Toolkit

Noah Kadner, Virtual Production Editor, American Cinematographer Magazine; **Christopher Probst, ASC**, Chief Innovation Officer, Synapse Virtual Production; **Katia Stewart**, AI Lead, Sr. Strategy & Account Manager, LinkedIn; **Erik Weaver**, Head of Virtual & Adaptive Production, Entertainment Technology Center

- AI speeds up VFX, virtual production, and post but **does not replace creative authorship.**
- Ethical use and continuous upskilling are essential as AI tools become standard in filmmaking.

SMPTTE2110 To Go: Fox Sports' Broadcast Remote IP Studio Kit (BRISK)

Mike Davies, EVP, Technical and Field Operations, Fox Sports; **Duane Yoslov**, Sr. Vice President, Diversified

- Distributed production is now proven, scalable, and ready for global mega-events.
- Portable studios enable **high-end remote production without trucks or massive crews.**

NEWDMF/MXL Software-Defined Workflows

Gary Schneider, Lead Media Systems Architect, LinkedIn; **Jonathan Lyth**, Product Director - Enterprise Media, Grass Valley; **Rick Seegull**, SVP Technology & Business Development, Americas, Riedel Communications; **Claudia Souza**, Chief Innovation Officer, Advanced Systems Group LLC (ASG), **Dan Turk**, Chief Technology Officer, NEP Americas

- Software-defined media facilities enable **dynamic, scalable workflows beyond hardware limitations.**
- Open standards and collaboration are key to reducing latency and enabling interoperability.



From the Stage to the Stream: What Enterprise Can Learn from Rock & Roll

Sherry Huss, Head of Community, Freeman; **Nathaniel Hare**, Account Executive & Sound Designer, Clair Global; **Chuck Hull**, Tour Manager / Consultant, Triumph & Disaster; **Paul Liszewski**, President, Pure Music LIVE

- Corporate events now demand rock-concert-level production values, with entertainment embedded into storytelling.
- Facilities like Rock Lititz prove that crew care, rehearsal, and sustainability directly impact show quality.


The Brave New World of Corporate Talent Management (UTA)

Robin Raskin, Founder & CEO, Virtual Events Group; **Eric Iverson**, Partner & Chief Technology Officer, United Talent Agency

- Talent management spans talent, brands, and digital IP at massive scale.
- AI-driven data platforms are critical for deal precision, prediction, and rights management.

BrandStorytelling in the Age of AI

Eric Iverson, Partner & Chief Technology Officer, United Talent Agency; **Dan Katz**, Senior Editor/AI Video Specialist, Advanced Systems Group LLC (ASG); **Nik Kleverov**, Chief Creative Officer, Native Foreign; **Adi Sideman**, CEO, popcorn.co; **Kate Super**, Studio Lead, Executive Producer, TeamPeople @ Novartis

- Story fundamentals still rule; AI simply **multiplies speed, scale, and experimentation.**
 - Human oversight, brand safety, and IP control are non-negotiable in AI-driven content workflows.
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Keynote – The Power of the Pixel (Alvy Ray Smith)

Alvy Ray Smith, Co-Founder, Pixar; **Barbara Robertson**, Former Senior Editor, Computer Graphics World

- Pixels are mathematical samples, not squares, forming the foundation of all digital imagery and video.
- AI is a natural extension of digital media evolution, but creativity and meaning remain human.

Building the Modern Production Studio (Second Rodeo)

Jim Louderback, Editor and Founder, Inside the Creator Economy; **Scott Brown**, CEO, Second Rodeo Productions

- Scripted micro-dramas reflect **platform-native viewing behavior and monetization models**.
- Authentic storytelling and data-driven iteration differentiate this wave from past failures.

Creating for a Multi-Format World

Jim Louderback, Editor and Founder, Inside the Creator Economy; **Scott Brown**, CEO, Second Rodeo Productions; **Jeremy Hochman**, CEO/Co-Founder, Megapixel; **Saimon Kos**, CEO & Co-founder, Hardpin; **Socrates Lozano**, VP of Solutions, Americas, TVU Networks; **Dr. Mickaël Raulet**, CTO, Ateame

- Content must be designed once and **adapted everywhere—from phones to spatial devices**.
- AI-assisted clipping, resizing, and workflows reduce friction across formats.

SMPTTE Keynote – Guy Kawasaki on Being Remarkable

Guy Kawasaki, Chief Evangelist, Canva; **Shane Mario Ruggieri**, CSI, Advanced Imaging Systems Creative Lead, SMPTE San Francisco Section Chair, Dolby Laboratories; **John Shike**, Key Account Manager, Advanced Systems Group LLC (ASG), **Pat Grifis**, SMPTE Past President and Meta

- Being remarkable means **solving real pain in a distinctive way**, not incremental improvement.
- Speed, iteration, and tool adoption—including AI—matter more than perfection.

AI Capital – Betting on the Next Media Stack

Seth Hallen, Founder, Managing Partner, Hallstone Ventures; **John China**, Co-Head of Innovation Economy, JP Morgan Chase; **Ludovic Copéré**, Senior Investment Director, Sony Ventures; **Ryan Gately**; Founder/General Partner; ESPT Ventures; **Nik Nayar**, AI Software Investment, Greycroft

- AI is democratizing media creation while reshaping monetization through micro-payments and decentralized infrastructure.
- The next generation of studios will be AI-first, creator-driven, and deeply integrated with tech platforms.

Keynote – Andrew Cross on NDI and Broadcast Software Evolution

Andrew Cross, Industry Technologist & Inventor, NDI

- Software-defined video succeeded by betting on exponential growth in computing and networking power.
- Future broadcast innovation lies in anticipating technical inflection points, not clinging to hardware.

The Democratization of IP Video Production

Dave Van Hoy, President, Advanced Systems Group LLC (ASG); **Andrew Cross**, Industry Technologist & Inventor, NDI; **Jonathan Brennan**, Technical Producer; Meta; **Kevin Little**, Senior AV Engineer, SoFi; **Gary Schneider**, Lead Media Systems Architect, LinkedIn; **Unmesh Suryawanshi**, Head of Streaming and Security, Visa

- IP video adoption is hybrid and complex, requiring alignment across AV, IT, security, and operations.
- Standardization, interoperability, and education are critical to scaling lean IP workflows.

Provenance in Practice: The State of Content Authenticity in 2026

Andy Parsons, Global Head, Content Authenticity, Adobe, C2PA Steering Committee

- Content provenance is essential to restoring trust in an AI-generated media landscape.
- Open standards like C2PA embed durable, cryptographic proof of origin across consumer and professional tools.

Learning at Scale: Enterprise Video Education Platforms

Steve Vonder Haar, Senior Analyst, IntelliVid Research; **Bob Bender**, Director of Global Studios, LinkedIn; **Adam Lopiccio**, Producer and Studio Operations Lead, Trilyon Inc; **Morgan Miles**, Director of Enterprise Sales, Kaltura; **Jeff Wohlgemuth**, Creative Producer, Developer Go-To-Market, Google

- Video dominates enterprise learning, but **quality beats quantity**.
- AI enables discovery, personalization, and interactive learning paths.

Your Enterprise REMI Video Playbook

Peter Thordarson, Principal Consultant, M&E; **Kurt Campbell-Anderson**, Global Head of Studio Operations, Yahoo; **Kent Beichley**, Staff Media Systems Engineer, LinkedIn; **Mike Davies**, EVP, Technical and Field Operations, Fox Sports; **Matt Morgan**, Business Development Manager, Corporate, Ross Video; **Mitch Rosenthal**, Head of Business Development, Production and Enterprise, TATA Communications

- REMI and distributed production are mature, reliable, and widely deployed.
- Workforce training and interoperability determine long-term success.

Beyond the Agency: Building Embedded Alliances for Scalable Content Production

Pete Abel, CEO & Co-Founder, AbelCine; **Eli Ash**, Partner, Executive Producer, Backhouse

- Embedded creative partnerships increase speed, transparency, and alignment.
- Brands now expect **cinematic quality with enterprise efficiency**.

Events at Scale: Powering High-Volume Content and Experiences

Sherry Huss, Head of Community, Freeman; **Jeff Griffith**, Production Specialist, Van Wagner; **Brendan Ittelson**, Chief Ecosystem Officer, Zoom Communications;

- Hybrid events require **separate creative strategies for in-person and virtual audiences**.
- AI boosts efficiency, but redundancy and planning ensure reliability.

The Power of Moments

Robin Raskin, Founder & CEO, Virtual Events Group; **Ian Dokie**, CEO, Open Sauce; **Ken Kerschbaumer**, Co-Executive Director, Editorial Services, SVG; **Jesse Maitland**, Cinema Live Broadcast Director, House of Worship; **Mike Wohltz**, Senior Vice President, Design & Delivery, Freeman Company

- Emotional moments, planned or spontaneous, drive lasting audience impact.
- AI can personalize moments, but **human judgment manages cultural risk**.

The Immersive World Beyond 16:9

Laura Frank, Executive Director, frame:work

- Immersive video shifts design from frames to **spatial environments**.
- Media operations bridge creative intent and complex playback systems.

Designing Workplaces for a New Generation: The High-Tech Way

Allan McLennan, Founder, CEO, PADEM Media Group; **Michele Ferreira**, Vice President, Systems Integration and Support, Advanced Systems Group LLC (ASG); **Gil Lopez**, Principal, Technology Design Architect, UX, and ICT, Shen Milsom & Wilke; **Will Moran**, Producer PeopleDev Studio, Google; **Juho Parviainen**, Partner, IDEO

- Physical spaces still matter for creativity, culture, and collaboration.
- Flexible design, human activation, and tech-enabled comfort drive engagement.

AI Collective – The Creative Revolution: AI's Impact on Image, Video & Audio

Anthony Garcia, Advisor, AI Collective; **Paul Byrd**, Founder, 13 Layers; **Ash Kumra**, Leadership Team, SF Chapter Co-Lead, AI Collective; **Matty Shimura**, Creator Competitions, ElevenLabs; **Matt Silverman**, Chief Creative Officer, iBelieveInSwordfish Inc.; **Paula Vivas**, Head of US Marketing, Freepik

- AI is collapsing image, video, and audio workflows into unified creative pipelines.
- The future of AI filmmaking depends on legal clarity, ethical frameworks, and human intent.

Part III: WORKSHOP SUMMARIES

A Look at the Major Takeaways Across the Conference's 18 Workshop Sessions

Consistency in AI Visual Workflows

Jacqueline Cooper, Head of Marketing, CG PRO

- AI succeeds only with discipline: strong pre-production, naming conventions, asset management, and hybrid AI + traditional pipelines.
- AI is not automatic creativity; skilled human direction and custom model training are what deliver consistent, professional results.

Reality at 60fps – Real-Time Content for Live Audiences

Aron Altmark, Creative Director, Visual Endeavors Inc; **Danny Firpo**, CEO and Co-Founder, All of it Now; **Laura Frank**, Executive Director, frame:work

- Real-time engines are essential for live events requiring responsiveness, but they still demand expert operators, testing, and backup plans.
- Hybrid real-time and pre-rendered workflows balance visual quality, flexibility, and client expectations.

Onsite to Everywhere – Rebuilding Production Teams

Kacie Bluhm, Senior Account Manager, Advanced Systems Group LLC (ASG); **Matt Silverman**, Chief Creative Officer, iBelieveInSwordfish Inc.; **John Smart**, Account Executive, Advanced Systems Group LLC (ASG); **Jim Vastola**, AV & Events Production Sr Engineering Manager, Robinhood; **Brandon Whittaker**, AV Experience Manager, Snap Inc.

- Production teams are evolving into distributed, multi-disciplinary units blending AV, IT, and broadcast skills.
- AI and real-time tools boost productivity, but leadership, communication, and training remain the deciding factors.

Design & Post Production in the Age of AI: Faster Tools, Higher Standards

Gretchen Taipale, Vice President, Managed Services, Advanced Systems Group LLC (ASG); **Dan Katz**, Senior Editor/AI Video Specialist; Advanced Systems Group LLC (ASG); **Sandy Prudencio**, Sr Motion Graphics Designer, Advanced Systems Group LLC (ASG); **David Unger**, AI Educator, Group PMM

- AI accelerates production but still requires human storytelling, technical skill, and judgment to achieve cinematic quality.
- Successful teams adopt hybrid workflows and focus on mastering a few tools deeply rather than chasing every new platform.

AI 9×16 at the Speed of Live – Real-Time Corporate Media Message in Real-Time with No Delay

Satoshi Kanemura, President & COO, FOR-A; **Ernie Leon**, SVP - Head of Sales and Strategic Growth, FOR-A

- Real-time AI cropping enables zero-latency vertical video for mobile without cloud dependency or workflow disruption.
- Automated speaker and object tracking make live corporate, sports, and entertainment content instantly mobile-ready.

The Edge Is Infrastructure – Enterprise Data Security for Employees, Contractors, and Vendors

Michael Gitig, Senior Director of Strategic Initiatives, Iodyne

- Remote workers are now the biggest security risk for enterprise media workflows.
- Secure, portable, user-friendly storage solutions reduce risk, improve throughput, and save real labor costs.

What Media Students Must Know About AI

John Shike, Key Account Manager, Advanced Systems Group LLC (ASG); **Anthony Garcia**, Advisor, AI Collective; **Renard T. Jenkins**, President, @I2A2 Technologies, Studios & Labs; **Erik Weaver**, Head of Virtual & Adaptive Production, Entertainment Technology Center; **Marc Zorn**, SMPTE Governor and Content Protection and Production Security, Marvel Studios

- AI enhances creativity but does not replace fundamentals like storytelling, art, math, and ethics.
- Future professionals must understand AI mechanics, rights management, and human-in-the-loop workflows.

Connecting Silicon Valley and Hollywood – The Secret Student Network

John Shike, Key Account Manager, Advanced Systems Group LLC (ASG); **Nicholas Da Silva**, Multidisciplinary Artist & Musician, ZOOLOOK LLC; **Jim DeFilippis**, CEO, Technology Made Simple; **Zachary Francis**, President, SMPTE Student Chapter, De Anza College; **Marc Zorn**, SMPTE Governor and Content Protection and Production Security, Marvel Studios

- SMPTE student chapters are powerful pipelines for networking, mentorship, and career entry.
- Combining traditional skills with AI literacy and community engagement accelerates career growth.

DMF Townhall

Gary Schneider, Lead Media Systems Architect, LinkedIn; **Jonathan Lyth**, Product Director - Enterprise Media, Grass Valley; **Rick Seegull**, SVP Technology & Business Development, Americas, Riedel Communications; **Claudia Souza**, Chief Innovation Officer, Advanced Systems Group LLC (ASG); **Dan Turk**, Chief Technology Officer, NEP Americas, **Cindy Zuelsdorf**, Director, Marketing and Membership, AMWA

- DMF and MXL replace file duplication with shared memory access, enabling faster, more secure multi-vendor workflows.
- Open standards and modular orchestration are key to scaling media workflows across cloud and on-prem systems.

Navigating the New Wave of Generative AI Tools

Gabe Michael, SVP, Group Executive Producer - AI, Edelman

- AI filmmaking is iterative and craft-driven, requiring careful prompting, refinement, and rights management.
- No single AI tool wins: success depends on choosing the right ecosystem for the project's goals and constraints.

AES –Higher Order Audio Capture

BT Gibbs, President, AES, Treasury Officer, Past Section Chair, San Francisco Skyline Entertainment; **David Bowles**, Owner, Swineshead Productions, LLC

- Immersive audio demands advanced microphone arrays, ambisonics, and careful acoustic management.
- Higher spatial resolution improves realism but increases cost, complexity, and processing demands.

AES – Eclipsa Audio Format for Streaming and Sound Design

BT Gibbs, President, AES, Treasury Officer, Past Section Chair, San Francisco, Skyline Entertainment; **Jan Skoglund**, Staff Software Engineer, Google

- Eclipsa Audio democratizes immersive sound with an open, royalty-free format supported by major platforms.
- Flexible channel support and DAW plugins lower barriers to immersive audio production and distribution.

AES – Cleaner Audio, Faster Decisions: Real-Time Separation for Modern Broadcast Workflows

BT Gibbs, President, AES, Treasury Officer, Past Section Chair, San Francisco, Skyline Entertainment; **Jessica Powell**, Co-Founder & CEO, AudioShake

- Real-time audio separation improves clarity, transcription accuracy, and copyright compliance in live broadcasts.
- Low-latency, multi-speaker separation expands use cases across sports, music, immersive audio, and archives.

AES Sessions – All Speaker Q&A on Immersive Audio

BT Gibbs, President, AES, Treasury Officer, Past Section Chair, San Francisco, Skyline Entertainment; **Jean-Marc Jot**, Founder & CEO, Virtuel Works

- Immersive audio must bridge interactive and linear formats without sacrificing artistic intent.
- Metadata, real-time processing, and original content are essential for scalable immersive experiences.

Workshop 15: AI + Virtual Production – Filmmaking Game Changer

Noah Kadner, Virtual Production Editor, American Cinematographer Magazine

- AI-generated environments combined with LED walls dramatically reduce costs and speed up production.
- Image stability, lighting, and camera control matter more than raw resolution in perceived quality.

Bridging the Gap – Integrating AI Generative Toolsets

Erik Weaver, Head of Virtual & Adaptive Production, Entertainment Technology Center;

Minh Do, Co-founder, CEO, Machine Cinema; **Andy Milkis**, Lead VFX Artist/Supervisor, Tranquility Base & Logik.tv

- AI is now standard in film and VFX, blending utility and generative tools into hybrid workflows.
- Ethical model selection, provenance tracking, and creative accountability are becoming non-negotiable.

Modern Toolsets and Workflows Behind Immersive Experiences

Danielo Garcia, General Manager, The Studio at B&H; **Erik Weaver**, Head of Virtual &

Adaptive Production, Entertainment Technology Center, USC; **Matthew Celia**, Co-Founder & Creative Director, Light Sail VR; **Jason Diamond**, Partner / Director, The Diamond Bros.;

Veronica Flint, Creative Technologist & Immersive Director, Quixotical

- Immersive storytelling blends film, game design, and interactivity, requiring new creative languages.
- Improved hardware is driving quality up, but the industry is still searching for mass adoption moments.

The VINE presents: From Uncanny Valley to Level Playing Field

Roy Wanguhu, Co-Founder, The VINE

- AI enables faster, leaner production without replacing filmmaking fundamentals.
- Success depends on strong prompt discipline, character consistency, and traditional post-production polish.

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