Wednesday, 15 January 2020

Afternoon     Arrival/Hotel Check-in
               Hotel Palomar, 2121 P St NW

18:00        Welcome Dinner

Thursday, 16 January 2020

8:00     Breakfast

8:30    Welcome
        Elizabeth Rogan, CEO, The Optical Society

8:45    Program Overview and Goals
        Design Process: Empathize, Define, Ideate, Storyboard, Test
        Daniel Smalley, Brigham Young University, United States
        Hardware Goal
        V. Michael Bove, Jr., vmbove.com, United States
        Software Goal
        Thomas Burnett, FoVI3D, United States

9:00    Design Process – Empathize
        Holography
        Pierre-Alexandre Blanche, University of Arizona, United States
        Light-Field
        Russ Baker, Avalon Holographics, Canada
        Kari Pulli, Raxium Inc., United States
        Head-Mounted
        To Be Announced

10:00   Coffee Break
10:30 Design Process – Define: Computation Roadmap
More GPUs won’t solve our problem: How to develop a hardware solution suitable for consumer, mobile, wearable, vehicular and other applications which comprises transmission, hardware, and software elements.

11:00 Design Process – Define: Transport Roadmap
5G and DisplayPort won’t solve our problem: How to provide sufficient bandwidth, both from remote locations and for interconnects inside products.

11:30 Lunch

12:30 Design Process – Define: Software Roadmap
An API for putting interactive content freely in 3-space: What does a truly 3D display agnostic graphics API look like?

13:00 Design Process – Define: Solution Template
Questions to answer in working group sessions will be provided.

14:00 Working Group Session 1 – Ideate: Brainstorm (Diverge)
Collect a wide-ranging set of possible approaches.

15:00 Coffee Break

15:30 Working Group Session 1 Con’t. – Ideate: Brainstorm (Converge)
Downselect and focus.

18:00 Dinner

Friday, 17 January 2020

8:00 Breakfast

8:30 Working Group Session 2 – Storyboard: Outline Hardware/Transmission
What are the hardware and transport implications and how do we get there?

10:00 Coffee Break

10:30 Working Group Session 3 – Storyboard: Outline Software
What does the API look like?

12:00 Lunch
12:30  Working Group Session 4 – Consensus Recommendation
       Complete design comprising transmission, software and hardware.

14:00  Presentations – Oral Working Group Presentations & Feedback

15:00  Open Discussion

15:30  Vote & Adjourn