

Start Time (hh:mm)	Duration (hh:mm)	Title
DAY 1 - GENERAL SESSION - Elysee I & II		
9:00	1:30	Registration
10:30	0:15	Paolo Antonacci, Autodesk - <i>Introduction to Autodesk Automotive Days</i>
10:45	0:45	Dave Rhodes, Autodesk - <i>Introduction and Autodesk Vision</i>
11:30	0:45	Phil Botley, Svalin Studio Ltd. - <i>Alias and Class A at Bentley</i>
12:15	1:15	Lunch
13:30	0:45	Thomas Heermann, Autodesk - <i>Industrial Design Direction from Concept to Technical Surfacing</i>
14:15	0:45	Frank Stephenson, McLaren Automotive Ltd. - <i>Creativity and the Design Discipline</i>
15:00	0:15	Exhibition / Break
15:15	0:45	Ken Pimentel, Autodesk - <i>Digital Art, 3D, and Creative Visualization</i>
16:00	0:45	Samir Hanna and Ed Martin, Autodesk - <i>Digital Prototyping for Manufacturing</i>
16:45	0:15	Exhibition / Break
17:00	1:30	Sketch Battle
18:30	0:30	Transportation to Restaurant
19:00	3:00	Dinner - Lutter & Wegner, Lenbachplatz
20:30	0:45	Marc Girard, BMW - <i>The Interior Design of the BMW Vision EfficientDynamics Concept Car</i>
22:00	0:30	Transportation to Le Méridien - Munich

Start Time (hh:mm)	Duration (hh:mm)	Technical Surfacing - Rivoli	Conceptual Design - Elysee II	Visualization - Elysee I	Manufacturing & Facilities - Vendome
DAY 2 - CONCURRENT PRESENTATIONS AND WORKSHOPS					
8:45	0:45	Barry Hale, Volvo Trucks and Phil Botley, Svalin - <i>The Technical Surfacing Workflow</i>	Rickard Franklin, Volvo Cars - <i>The Digital Process behind the S60 Concept Car</i>	Luca Giraldi, Maserati - <i>Internet and Point-of-Sale Configurators</i>	Wolfgang Haller, FM Flughafen München - <i>Facility Design and Management</i>
9:30	0:15	Exhibition / Break	Exhibition / Break	Exhibition / Break	Exhibition / Break
9:45	0:45	Nils Kremser & Uwe Rossbacher, Autodesk - <i>Technical Surfacing Master Class</i>	Michal Jelinek and Kevin Ketchum, Autodesk - <i>Conceptual Design Master Class</i>	Alex Fuchs and Martin Emila, Autodesk - <i>Visualization Master Class</i>	Frank Beier & Markus Meyer, Autodesk - <i>Work Cell Design and Assembly Modeling</i>
10:30	0:15	Exhibition / Break	Exhibition / Break	Exhibition / Break	Exhibition / Break
10:45	0:45	Gerd Schwaderer, Geomagic and Werner Strathaus, Technicon Design - <i>From Virtual Clay to Class A: How to Quickly Surface Mesh Models</i>	Ravi D'Souza, RLD Design - <i>Inspiration and Construction</i>	Prof. Dr. Reinhard Klein, Universität Bonn - <i>Material Shader Technology Master Class</i>	Thomas Schaper, MBTech - <i>Lean Project Delivery</i>
11:30	0:15	Exhibition / Break	Exhibition / Break	Exhibition / Break	Exhibition / Break
11:45	0:45	Nils Kremser & Uwe Rossbacher, Autodesk - <i>Technical Surfacing Master Class</i>	Michal Jelinek and Kevin Ketchum, Autodesk - <i>Conceptual Design Master Class</i>	Alex Fuchs and Martin Emila, Autodesk - <i>Visualization Master Class</i>	Ed Martin, Autodesk - <i>Interior Development from Concept to Manufacturing</i>
12:30	0:15	Exhibition / Break	Exhibition / Break	Exhibition / Break	Exhibition / Break
12:45	0:45		Nevil Bounds, Holovis - <i>Specialist Display Solutions</i>	Armin Pohl, Mackevision - <i>Computer Generated Imagery, Digital Effects, and Virtual Photo Shoots</i>	Antonius Koester, Antonius Köster GmbH & Co. KG - <i>Using Objet's 3D-Printing Technology for the Design and Evaluation of Textured Parts</i>
13:30	1:00	Lunch (Concludes the Conference)			