



For Immediate Release

INTERNATIONAL 3D SOCIETY FORMS FIRST I3DS CANADIAN CHAPTER IN VANCOUVER

Emily Carr's S3D Research Centre to Co-Host 3D[Fwd] Conference on January 2013

Vancouver, CAN November 30, 2012 | The International 3D Society has announced the formation of its Canadian chapter to be based out of Vancouver BC. The Canadian Chapter will commence with the conference 3D[Fwd] on January 26th in Vancouver with an exclusive networking event on the 25th. "The Society has been working for almost a year to join our 3D colleagues in Canada with other 3D leaders worldwide," said Jim Chabin, President of the International 3D Society. "This new Canadian chapter will connect professionals and organizations active in 3D's exciting future, with Society members in Hollywood, Beijing, Tokyo, Seoul, London, Brussels, and other creative centers in 20 countries worldwide."

In association with Emily Carr University of Art + Design, the Society will conduct a full day of interactive presentations in the form of 3D University™, a seminar developed by the Society. Called 3D[Fwd], the conference will bring together top 3D professionals from Hollywood, London and the Canadian 3D community.

"We are pleased to be a founding member of the first Canadian chapter of the International 3D Society and to join an esteemed global network dedicated to the field of 3D," said Dr. Maria Lantin, Director of Emily Carr's Stereoscopic 3D Centre. "I3DS goals to advance the art and technologies of stereoscopic 3D align with our own research and interest in supporting, building and innovating 3D in Canada. We look forward to collaborating with them on their first Canadian 3D University™ event, 3D[Fwd]."

3D University™ was developed in association with the University of Southern California's Entertainment Technology Center to encompass to the entire "3D ecosystem" from image capture to post production. The 3D[Fwd] event in Vancouver will cover a wide range of current 3D topics to advance knowledge and skillsets of professionals aspiring to work in the field. Topics will be geared towards content creators in film + tv, digital advertising/marketing agencies, and businesses involved in medical, social media, interactive design and digital media. Learn more about the Canadian Chapter and the 3D[Fwd] conference at 3DSociety.ca.

With more than 50 major 3D movies scheduled to be released in 2013, 10's of millions of 3DTV sets being sold in the global marketplace, and an abundance of stereoscopic consumer products set to be launched, it is an opportune time to see how 3D can move businesses forward. The International 3D Society has expanded its membership to connect professionals, and support their success in order to meet the needs of this fast-growing marketplace.

The International 3D Society merged with the 3D@Home Consortium in August to create the world's foremost organization of companies and individuals committed to the success of 3D storytelling, technical achievement, and consumer adoption. Member companies include: The Walt Disney Studios Motion Pictures, DreamWorks Animation (DWA), Sony Pictures Entertainment, Samsung, IMAX, ESPN 3D, 3net, CCTV China, bSkyb UK, 3D Consortium France, Korea Telecomm, Panasonic, Sony Electronics, Sony Playstation, StereoD, Intel, Microsoft, Vizio, 3ality Technica, RealD, Masterimage 3D, XPAND, and Dolby, among others.

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About the International 3D Society & 3D@Home Consortium

The International 3D Society & 3D@Home Consortium advances 3D content, products and adoption through recognition, networking, and communication for professionals and consumers. With over 60 companies and 500 professional members, the organization honors the year's best during its 3D Technology and 3D Creative Awards programs; hosts worldwide meetings, workshops and demonstrations; and manages many online resources to assist consumers and professionals to further understand and integrate 3D into their lives. Visit: www.International3DSociety.com, www.3DatHome.org, and 3DUniversity.net to explore the full range of 3D information available.

About the S3D Centre at Emily Carr University of Art + Design

The S3D Centre at Emily Carr University of Art + Design's mission is to advance the art of Stereoscopic 3D. Our applied research programs and training activities focus on the creative applications made possible by experimenting with S3D production technologies and processes. With the support of our partners and students, our aim is to teach, train and discover the aesthetic and creative possibilities of Stereoscopic 3D. Find out more at s3dcentre.ca and ecuad.ca.

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