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Location: / **Home** / **About** / **Events** / Games Roadshow

Rated P for_PLAY tour

POWER, PERFORMANCE AND PRECISION

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Competition is fierce out there and we all have to PLAY to win.
Come see the leading tools in the industry for your gaming pipeline. Alias MotionBuilder and Maya are two products that can work seamlessly together or completely independently within your current or next gen. pipeline. Streamline your workflow or have the flexibility to transfer assets between other 3D packages.

Alias is pleased to offer one stop shopping for your game environment. Stay for one session or hang out with us for the evening.

Agenda:
5:30 - 6:00pm Registration
6:00 - 6:45pm MotionBuilder 6
6:45 - 7:30pm Industry Speaker (in select cities - more details to follow)
7:30 - 8:00pm Maya 6.5
8:00 - 9:00pm Snacks and networking

Cities and Venue information:

Wed., Feb 16 - Seattle, WA
W Hotel Seattle
1112 Fourth Ave.
Seattle, WA
98121 - **Register**

Industry Speaker: David Lightbown, Artistic Technical Director, **A2M** . Come hear David Lightbown describe the proprietary pipelines and tools used by the production team that take advantage of Maya's powerful and extensible architecture to create lush, interactive environments and lively characters.

Thurs., Feb 17 - Vancouver, BC
H.R. MacMillan Space Center - Auditorium
1100 Chestnut Street
Vancouver, BC
V6J 3J9 - **Register**

Industry Speaker: David Lightbown, Artistic Technical Director, **A2M** . Come hear David Lightbown describe the proprietary pipelines and tools used by the production team that take advantage of Maya's powerful and extensible architecture to create lush, interactive environments and lively characters.

Wed., Feb 23 - Montreal, QC
Club Soda
1225 Boul. St-Laurent
Montreal, QC
H2X 2S6 - **Register**

Industry Speaker: Riccard Linde, Art Director, **DICE Canada**. It's time for us all to go to battle once more! EA and Digital Illusions CE bring Battlefield 1942™ into the high tech frontlines of modern warfare with the new sequel, Battlefield 2™. With the integration of Battlefield's new development tools, together with Maya, the presentation will show how the production pipeline and workflow was combined to reach the next level of details and quality for the new title in the Battlefield franchise.

Thurs., Feb 24 - Austin, TX
Alamo Drafthouse Theatre
2700 W. Anderson Lane
Village Shopping Center
Austin, TX - **Register**

Industry Speaker: Roger Berrones, Lead Animator, Midway Games Chicago.
Come and hear Roger speak about the Opening Cinematic of Mortal Kombat Deception. The presentation will cover techniques in MotionBuilder that are sure to add realism to your characters. Pipeline procedures in MotionBuilder and Maya will be discussed to help streamline your project.

Tues., Mar 1 - Chicago, IL
Hotel 71 Chicago
Gallery A (5th Flr)
71 East Wacker Drive
Chicago, IL
60601 - **Register**

Industry Speaker: David Lightbown, Artistic Technical Director, **A2M** . Come hear David Lightbown describe the proprietary pipelines and tools used by the production team that take advantage of Maya's powerful and extensible architecture to create lush, interactive environments and lively characters.

Thurs., Mar 3 - Los Angeles, CA
House of Moves
12450 Beatrice St.
Ste. 203
Los Angeles, CA
90066 - **Register**

Industry Speaker: Riccard Linde, Art Director, **DICE Canada**. It's time for us all to go to battle once more! EA and Digital Illusions CE bring Battlefield 1942™ into the high tech frontlines of modern warfare with the new sequel, Battlefield 2™. With the integration of Battlefield's new development tools, together with Maya, the presentation will show how the production pipeline and workflow was combined to reach the next level of details and quality for the new title in the Battlefield franchise.

Thurs., Mar 10 - San Francisco, CA*
Moscone West Convention Center
747 Howard Street
ROOM 2016
San Francisco, CA
94013 - **Register**

***San Francisco time schedule differs from above**:
4:00 - 4:30pm Registration
4:30 - 5:15pm MotionBuilder 6
5:15 - 5:45pm Industry Speaker (in select cities - more details to follow)
5:40 - 6:30pm Maya 6.5
7:00 - 10:00pm Networking/Party - location will be announced at event

Industry Speaker: Riccard Linde, Art Director, **DICE Canada**. It's time for us all to go to battle once more! EA and Digital Illusions CE bring Battlefield 1942™ into the high tech frontlines of modern warfare with the new sequel, Battlefield 2™. With the integration of Battlefield's new development tools, together with Maya, the presentation will show how the production pipeline and workflow was

combined to reach the next level of details and quality for the new title in the Battlefield franchise.

Special Prizes and Draws
API Conference Pass

All attendees will be entered in a draw to win a pass to the 2005 Maya API Developers Conference happening in Santa Barbara from June 6th-8th, 2005 ($2000 US value) The draw will take place at GDC on March 10th.
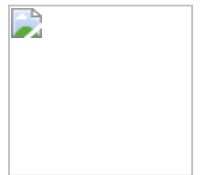
A bit about the conference:
Three full days of total submersion - breathe, eat, sleep, and learn all about Maya API. Take advantage of a packed conference program and a unique opportunity to network with Alias software developers and your industry peers. Learn directly from Alias software developers and gain their insight into the Maya API. You'll also benefit from sessions offered by industry experts so that you can understand how others have solved their production challenges. Presenters include Alias software developers and Alias customers working in the Film, Broadcast, and Games industries. With a maximum attendance of 100, you'll be sure to have a great opportunity to learn while you mingle.

For full details, check out **www.alias.com/api_conference**

TShirts and Learning Tools
But that's not all ... The first fifty people at each city will receive a special P4Play Tour Tshirt and will be entered into a draw to win the latest Learning Tools - **The Art of Maya - An Introduction to 3D Computer Graphics - 3rd Edition** ($44.99 US Value) and **The Game Artist's Guide to Maya®** . By Michael McKinley ($39.99US Value)