Timetable	INTERNATIONAL CONFERENCE: History and Praxis of Computer Animation		INTENSIVE WORKSHOPS: Project based workshops to integrate Motion Capture in Transmedia Design					PROJECTS PRESENTATION AND EVALUATION	
	Saturday, July 1st	Sunday, 2 of July	Monday, 3 of July	Tuesday, 4 of July	Wendensday, 5 of July	Thursday, 6 of July	Friday, 7 of July	Saturday, 8 of July	Sunday, 9 of July
10.00-11.00	Registration								Projects Evaluation
11.00-12.00	Computer Animation before 2000 (USA, France, UK, Japan)	The Road to Interactvity: Curators, Pioneers, Experiments	Motion Capture for Actors and Dancers	Motion Capture for Designers and Artists	Motion Capture for Animators and Technical Directors	Integrating Motion Capture in 3D computer animated scenes	Integrating Motion Capture in 3D computer animated scenes	EXHIBITION (Setup of final prototypes for the Evaluation Session)	Summer School Evaluation
12.00-13.00									**XARTS Debriefing**
13.00-14.00	Lunch Break	Lunch Break	Lunch Break	Lunch Break	Lunch Break	Lunch Break	Lunch Break	Lunch Break	
14.00-15.00	This is not a Lamp: Pixar's Impact in Computer Animation	Driven by Art and Culture: The Story of 3D Computer Animation in Greece	PROJECTS DEVELOPMENT INTENSIVE WORKSHOPS (Selected Student Group Projects are monitored by Researchers and Academic Staff, implemented and prepared by each student group for exhibition and Pitching Sessions)					PROJECTS ON DISPLAY (Pitching and Evaluation of the Projects' Prototypes)	CLOSING RECEPTION offered by UoA
15.00-16.00									
16.00-17.00	Pioneering Immersive Works (rides, interactivity, large screens)	**XARTS in the Class: Presentation and Selection of Projects for the Workshops**							
17.00-18.00									
18.00-19.00	**XARTS Networking**								
19.00-20.00									
20.00-21.00									
21.00-22.00	WELCOME RECEPTION offered by the Region of South Aegean	CONFERENCE DINNER offered by the Municipality of Syros-Ermoupolis						WORKSHOPS DINNER offered by the Chamber of Commerce of Cyclades	
22.00-23.00									