

VENTUZ TECHNOLOGY

**INTRODUCES ROY C.
ANTHONY TO THE TEAM**



VENTUZ

ROY C. ANTHONY JOINS VENTUZ TECHNOLOGY

Roy C. Anthony, a leading figure in the digital creative world joins Ventuz Technology AG. For over twenty years Roy has been a force of innovation in fields ranging from VR, film, event and staging environments. Pushing boundaries in large scale interactive immersive display technologies, he has lead the charge in bringing new ideas to established markets. Roy combines a deep expertise and experience with a focus on cutting-edge technologies.

Roy joins Ventuz Technology as Vice President of Creative Development and Operations. Based in Toronto Ontario, Canada, he will be building a home for Ventuz expertise in North America. Here, the Ventuz community and customers will find a wealth of expertise, know-how and solutions for their needs. Prior to joining Ventuz, Roy was with the Research & Innovation group at Christie Digital Systems. There he developed interactive & immersive display solutions and technology innovations for ProAV markets.

He has been an active member of the Computer Graphics community in North America. Appointments include membership of the Visual Effects Society, ACM/ SIGGRAPH. Roy also sits on the board of directors for not for profit arts and technology organizations. He has represented ACM/SIGGRAPH in many leadership capacities, as Chair of the Production Sessions segment for Film VFX and as Director of the 2016 Computer Animation Festival. His next challenge will be as SIGGRAPH 2018's Conference Chair.

“We consider ourselves very lucky and proud to have won Roy over for our cause”, said Erik Beaumont, CEO of Ventuz. “With his experience and vast knowledge of our primary industries and technologies, we are confident that he will help us not only strengthen Ventuz’ position as a powerful toolset, but also be a powerful force in building a strong community.”

