

	LECTURES	DEMO	LIFE DRAWING	OPEN TALK	WORKSHOPS			MEET THE ARTIST				
	MACHINE HALL POWERED BY CD PROJEKT RED	ODEON CINEMA POWERED BY ACTIVISION	DEMO STAGE POWERED BY DISPLATE	ART EMPORIUM	ART GARDEN	SCULPTOR'S ROOM	MINIATURE PAINTING ROOM	ENGINE ROOM POWERED BY PLAY	FOLEY ROOM	ADDITIONAL WORKSHOPS	BRIDGE	URANIA
10:00	10:00-10:30											
10:15	Opening Ceremony											
10:30	10:30-11:30											
10:45	2D ART Björn Hurri Behind the Scenes Insight And Journey With <i>Diablo</i> Franchise											
11:00												
11:15												
11:30												
11:45	11:45-12:45											
12:00	OTB Alyssa Zarate Beyond the Screen: The Invisible Battle of Burnout to Breakthrough in VFX / Creative Careers											
12:15	AUDIO Marcin Przybyłowicz How to Music Design											
12:30	3D ART ADOBE Louise Mélin Making a Creature of Myth: A Showcase of VR Sculpting and Stylized Texturing											
12:45	Life Drawing Life Drawing Male and Female Duo											
13:00	13:00-14:00											
13:15	2D ART Pablo Carpio Do's and Don'ts as a Concept Artist											
13:30	TECH Zoltan Cseri Expanding the Traditional Linear CG Pipeline with Real-Time in PLATIGE IMAGE											
13:45												
14:00	13:00-16:00											
14:15	OTB Matt Coxwish, Bogusz 'Bohun' Stupnicki Painting an Ancient Foglet Bust											
14:30	ANIM Katarzyna Olszewska Visual Storytelling - Working with Cameras and Editing To Create High Quality Sequences											
14:45												
15:00	14:00-14:30											
15:15	2D ART Pablo Carpio Meet the artist											
15:30	TECH Zoltan Cseri Meet the artist											
15:45	AUDIO Michał Pukała / Adam Dyrszka 2 Wheels, 4 Wheels, No Wheels - Sound Design for Vehicles											
16:00	DISCUSSION PANEL What's Hot? How You Build an Empire By Knowing Your Audience Host: Spiridon Giannakis											
16:15	2D Wacom Darek Zabrocki Worldbuilding for Films and Games											
16:30	OPEN MIC SESSION More Than Just Fun: Should Games and Other Entertainment Have a Social Agenda? Host: Michał Giersz											
16:45	3D Alexandra Slava Portrait Sculpture Workshop											
17:00	AUDIO Rajmund Krakowski, Maciej Tatarynowicz The Art of Foley											
17:15	AUDIO Michał Pukała / Adam Dyrszka Meet the artist											
17:30	3D ART Emilie Beauchamp Defending Gotham City: Expanding Art Direction for Additional Content											
17:45	OTB Erol Kentli The Art of Art Bibles											
18:00	16:30-17:00											
18:15	2D ART Marek Madej Integrating 3D in Concept Art Workflow											
18:30	3D ART Emilie Beauchamp Meet the artist											
18:45	OTB Erol Kentli Meet the artist											
19:00	16:30-17:00											
19:15	ANIM Daniel Martinez Lara Blender Grease Pencil: Bring the 2D Animation to a 3D World											
19:30	OTB Kuba Jankowski Staying on the Right Side of the Law: Legal Pitfalls in Video Game Development											
19:45	ANIM Daniel Martinez Lara Meet the artist											
20:00	OTB Kuba Jankowski Meet the artist											
20:15	2D ART Thomas Elliot How to Paint a Battlescene											
20:30	3D ART Albert Szostkiewicz Meet the artist											
20:45	2D ART Thomas Elliot Meet the artist											

	LECTURES	DEMO	LIFE DRAWING	OPEN TALK	WORKSHOPS				MEET THE ARTIST			
	MACHINE HALL POWERED BY CD PROJEKT RED	ODEON CINEMA POWERED BY ACTIVISION	DEMO STAGE POWERED BY DISPLATE	ART EMPORIUM	ART GARDEN	SCULPTOR'S ROOM	MINIATURE PAINTING ROOM	ENGINE ROOM POWERED BY PLAY	FOLEY ROOM	ADDITIONAL WORKSHOPS	BRIDGE	URANIA
10:00	2D ART 10:00-11:00 Even Amundsen The Box	TECH 10:00-11:00 Ari Arnbjörnsson Myth-busting "Best Practices" in Unreal Engine										
10:15												
10:30												
10:45												
11:00								VFX 10:45-12:45 Albert Szostkiewicz Realism in VFX: Making the Unreal Feel Real				
11:15	3D ART 11:15-12:15 Oscar Gonzalez The Assembly and Creative Process of a Level for <i>Marvel's Spider-Man 2</i>	2D ART 11:15-12:15 Veera Hokkanen Concept Art Postmortem: How Creative Principles Shaped Visual Development of <i>Returnal</i>									2D ART 11:00-11:30 Even Amundsen Meet the artist	TECH 11:00-11:30 Ari Arnborsen Meet the artist
11:30												
11:45												
12:00												
12:15												
12:30	ANIM 12:30-13:30 Marek Gajowski, Jakub Bogacki The Triumphs and Travails of Making a Short Stylized Cartoon in UE5 Based on <i>Lil' Ruby</i>	DISCUSSION PANEL 12:30-13:30 Live to Art! How a Life Full of Inspiration Affects Your Creativity Host: Spiridon Giannakis										
12:45												
13:00												
13:15												
13:30												
13:45	3D ART 13:45-14:45 Wiktoria Kubieñ The Hair of <i>Baldur's Gate 3</i> and its Importance on World Building	ANIM 13:45-14:45 Kevin Koch Animation Reviews: Why Giving and Getting Feedback Is the Key to Unlocking Your Career										
14:00												
14:15												
14:30												
14:45												
15:00	ANIM 15:00-16:00 Sara Zivković Filmmaking with Unreal Engine	OTB 15:00-16:00 Remi Nowakowski So, You Want to Be an Art Director?										
15:15												
15:30												
15:45												
16:00												
16:15												
16:30												
16:45	3D ART 16:45-17:45 John Crossland The Art of Characters in <i>Alan Wake 2</i> : Character Outfit Creation Process	2D ART 16:45-17:45 Agata Skowronek Going on Board with Licensed IP Games										
17:00												
17:15												
17:30												
17:45												
18:00												
18:15												
18:30												
18:45												
19:00												
19:15												
19:30												
19:45												
20:00												
20:15												

