CGa untitled.

THURSDAY. APRIL, 10

SUPPORTED BY AUTODESK

TIME	KNOW ALL – MAKAVEJEV HALL	TIME	KNOW HOW – MULTIFUNCTIONAL HALL	TIME	BOARDROOM TALKS – CONFERENCE ROOM	TIME	MASTERCLASS – CINEMA ROOM
9:30 - 10:00	MASTERCLASS REGISTRATIONS						
		10:00 - 12:00	MASTERCLASS *How to Properly Negotiate for a Raise, as an Artist* Dragana Stamenković, Steamroller Animation (RS)	10:00 - 12:00	MASTERCLASS *Fortnite Ecosystem - The Next Frontier of Global Branding Marketing* Ivica Milarić, Academy of Arts, Novi Sad (RS)	10:00 - 12:00	MASTERCLASS *Interactive and Procedural Environmental Effects* Luka Budiša, Ebb Software (RS)
11:30 - 12:15	GENERAL REGISTRATIONS / COFFEE BREAK powered by 7AM ROASTERS						
12:15 - 12:20	CONFERENCE OPENING Nikola Silić, ABVH (RS)						
12:20 - 12:50	*From Short Films to the Biggest Screens in the World: Staying Sane and Hungry* Aleksandra Todorović, Woodblock (DE) Ilija Brunck, Woodblock (DE) Csaba Letay, Woodblock (DE)						
12:50 - 12:57	*Bye Bear, Woodblock* Exclusive Short Film Screening						
12:57 - 14:20	PANEL *How to Work with Brands in Delivering Real Value with CGI* Moderator: Joel Pilger, FORUM (USA) Miloš Skokić, Žiška (RS) Jovana Matić, Telekom (RS) Ilija Brunck, Woodblock (DE) Ivan Vasiljević, DAT (RS)	12:55 - 13:35	*Advanced Fluid Simulation Techniques* Dimitris Mantadakis, Freelancer (GR)	12:55 - 14:20	BOARDROOM TALK *Creative Disruption: AI, Blockchain, and the Evolving Entertainment Landscape* Moderator: Nemanja Petrović, Partner, Moonstruck (RS) Andrea Radonjanin, Partner, Schoenherr (RS) Aleksey Golubitsky, Founder, Nebius (UK) Stipe Marić, Director, Filmio Studios (CRO)		
		13:35 - 14:20	*AI-based Animation Pipeline Development. Semi-automatic Mode. New Thinking.* Elena Shchichkina, Live and Create Studio (RS) Alexey Gankov, Animaccord (RS)				
14:20 - 15:00	COFFEE BREAK powered by 7AM ROASTERS						
15:00 - 15:30	*The Creativity Behind Animated Series Agent 203* Damjan Mitrevski, V House Animation (MK)	15:00 - 15:45	*Modeling, Rigging, Animation and VFX in Bifrost* Roland Reyer, Autodesk (DE)	15:00 - 16:30	BOARDROOM TALK *Brand Marketing in the Metaverse* Moderator: Joel Pilger, Founder & Global Advisor, FORUM (USA) Nikola Šoškić, Founder, Shosha Games (RS) Ivica Milarić, Docent, Academy of Arts, Novi Sad (RS)		
15:30 - 16:00	*Autodesk Flow Studio: AI-Enhanced Production Pipelines* Milutin Sekulić, Wonder Dynamics/Autodesk (RS)						
16:00 - 16:30	*Cairos.ai - Animation from Conversation* Hristo Velev, Bottleship, (BG)	15:45 - 16:30	*Maya to Unreal Engine USD Workflows* John Paul Giancarlo, Autodesk (ES)				
16:30 - 16:45	COFFEE BREAK powered by 7AM ROASTERS						
16:45 - 18:00	PANEL *Navigating the Changing Industry Paradigm in the Wake of AI* Moderator: Vitaly Kobyashev, SideFX (UK) Uroš Sikimić, 3Lateral/Epic Games (RS) Aleksey Golubitsky, Nebius (UK) Milan Gospić, Microsoft	The Garage (RS) Hristo Velev, Bottleship, (BG)						
18:00 - 18:05	*DAY 1 WRAP UP*						

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FRIDAY. APRIL, 11

SUPPORTED BY AUTODESK

TIME	KNOW ALL – MAKAVEJEV HALL	TIME	KNOW HOW – MULTIFUNCTIONAL HALL	TIME	BOARDROOM TALKS – CONFERENCE ROOM	TIME	MASTERCLASS – CINEMA ROOM
9:30 - 10:00	MASTERCLASS REGISTRATIONS						
10:00 - 12:00	MASTERCLASS *Motion Capture in Action: From Performance to Production* Timon Tomašević & Igor Kovačević, Centroid Serbia (RS)	10:00 - 12:00	MASTERCLASS *Art of Idea Communication* Bojana Simić & Ana Pavlović, Materriya Talent Development (RS)	10:00 - 12:00	MASTERCLASS *Art of Combat Design* Mirko Božović, Sperasoft (RS)		
11:30 - 12:15	GENERAL REGISTRATIONS / COFFEE BREAK powered by 7AM ROASTERS						
12:15 - 12:45	*Crater's Little Black Box* Bogdan Amidžić, Crater Studio (RS) Nikola Vučenović, Crater Studio (RS)	12:15 - 13:15	*The Crowds of Game Of Thrones* Nicolas Chaverou, Golaem/Autodesk (FRA)	12:15 - 13:15	BOARDROOM TALK *The Producer's Toolbox: What Works, What's Hype, and What Saved Your Project* Moderator: Nevena Tomić, Producer, Fried (RS) Andrew Brassington, VFX Producer, Peerless (GB) Ivan Stančić, VFX Producer, Crater Studio (RS)		
12:45 - 13:15	*Breaking the Limits: Designing CG Environments for Formula 1* Snezhana Paderina, SNEZHANA.NYC, (RS)						
13:15 - 13:20	SHORT TECHNICAL BREAK						
13:20 - 14:20	PANEL *Creative Moxie: The Rise of Young Digital Creators* Moderator: Branimir Žugić, Art 365/CIM forum (MNE) Lena Glišović, Radionica KRUG - Glitch Studios (RS) Jovan Manić, GOE Craft (RS) Anđela Joković, SlipperySlope (RS) Nikola Adamović, SGA (RS)	13:20 - 14:20	*Get Smart with Mari: How to Create & Reuse Smart Materials* Paul Ringue, Foundry (UK)	13:20 - 14:20	BOARDROOM TALK *Houdini User Group Belgrade* Moderator: Bogdan Amidžić, FX TD, Crater Studio (RS) Hristo Velev, CEO, Bottleship, (BG) Igor Žanić, FX TD, Rebelway (RS) Nikola Damjanov, Principal Technical Artist, Nordeus (RS) Doca Mladenović, DAT (RS)		
14:20 - 15:00	COFFEE BREAK powered by 7AM ROASTERS						
15:00 - 15:30	*Co-developing the World of South of Midnight* Boško Ognjević, Onyx Studio (RS)	15:00 - 15:45	*Procedural Worldbuilding in Houdini and Unreal* Bogdan Amidžić, Crater Studio (RS)	15:00 - 16:30	BOARDROOM TALK *DoPs in the VFX - Framing the Virtual Landscape* Moderator: Nikola Vučenović, 2D & VFX Supervisor, Crater Studio (RS) Đorđe Stojiljković, DoP on Kalki 2898 AD (RS) Marko Mladenović - Cinematographer (RS)		
15:30 - 16:00	*Small Teams, Big Ideas: Navigating Trends Without Losing Identity* Rade Vukčević, Archangel Enterprises (MNE)	15:45 - 16:30	*3D/4D Reconstructions Using Volumetric Video and Gaussian Splatting for VFX* Sergey Eliseev, Yandex (KAZ) Georgy Molodtsov, Yandex (RS)				
16:00 - 16:30	*A History Of Crowds in VFX* Nicolas Chaverou, Golaem/Autodesk (FRA)						
16:30 - 16:40	CLOSING CEREMONY GATHERING BREAK						
16:40 - 16:50	*CLOSING CEREMONY*						
16:50 - 17:00	COFFEE BREAK powered by 7AM ROASTERS						
17:00 - 18:45	*Volja sinovljeva (Son's Will): Episode 1* Exclusive TV show pre-premiere Screening and discussion with the authors Moderator: Nikola Silić (RS) Nemanja Čeranić, Director, (RS) Strahinja Madžarević, Screenwriter (RS) Ivan Code Čolić, CGI (RS)						