



THURSDAY. APRIL, 10



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



FRIDAY. APRIL, 11



TIME	KNOW ALL - MAKAVEJEV HOL	TIME	KNOW HOW - MULTIFUNKCIONALNA SALA	TIME	BOARDROOM TALKS - KONFERENCIJSKA SALA	TIME	MASTERCLASS - MALI BIOSKOP
9:30 - 10:00	MASTERCLASS REGISTRATIONS						
10:00 - 12:00	MASTERCLASS <i>Motion Capture in Action: From Performance to Production</i> Timon Tomašević & Igor Kovačević, Centroid Serbia (RS)	10:00 - 12:00	MASTERCLASS <i>Art of Combat Design</i> Mirko Božović, Spersoft (RS)	10:00 - 12:00	MASTERCLASS <i>Art of Idea Communication</i> Bojana Simić & Ana Pavlović, Materriya Talent Development (RS)		
11:30 - 12:15	GENERAL REGISTRATIONS / COFFEE BREAK powered by 7AM ROASTERS						
12:15 - 12:45	TBD	12:15 - 13:15	<i>The Crowds of Game Of Thrones</i> Nicolas Chaverou, Golaem/Autodesk (FRA)	12:15 - 13:15	BOARDROOM TALK <i>The Producer's Toolbox: What Works, What's Hype, and What Saved Your Project</i> Nevena Tomić, producer, Fried (RS) Ivan Stančić, producer, Crater Studio (RS)		
12:45 - 13:15	<i>Crater's Little Black Box</i> Bogdan Amidžić, Crater Studio (RS) Nikola Vučenović, Crater Studio (RS)						
13:15 - 13:20	SHORT TECHNICAL BREAK						
13:20 - 14:20	PANEL <i>Creative Moxie: The Rise of Young Digital Creators</i> Moderator: Branimir Žugić, Art 365/CIM forum (MNE) Lena Glišović, Radionica KRUG - Glitch Studios (RS) Jovan Marić, GJE Craft (RS) Anđela Joković, Slippery/Slope (RS) Nikola Adamović, SGA (RS)	13:20 - 14:20	<i>Get Smart with Mari: How to Create & Reuse Smart Materials</i> Paul Ringue, Foundry (GB)	13:20 - 14:20	BOARDROOM TALK <i>Houdini User Group Belgrade</i>		
14:20 - 15:00	COFFEE BREAK powered by 7AM ROASTERS						
15:00 - 15:30	<i>Co-developing the World of South of Midnight</i> Boško Ogrjević, Onyx Studio (RS)	15:00 - 15:45	<i>Procedural Worldbuilding in Houdini and Unreal</i> Bogdan Amidžić, Crater Studio (RS)	15:00 - 16:35	BOARDROOM TALK <i>DoPs in the VFX - Framing the Virtual Landscape</i> Dorđe Stojiljković, DoP on Kalki 2898 AD (RS) Marko Mladenović - Cinematographer (RS) Nikola Vučenović, 2D & VFX Supervisor, Crater Studio (RS)		
15:30 - 16:00	<i>Small Teams, Big Ideas: Navigating Trends Without Losing Identity</i> Rade Vuković, Archangel Enterprises (MNE)						
16:00 - 16:30	<i>A History Of Crowds in VFX</i> Nicolas Chaverou, Golaem/Autodesk (FRA)	15:45 - 16:30	<i>3D/4D Reconstructions Using Volumetric Video and Gaussian Splatting for VFX</i> Sergey Eliseev, Yandex (KAZ) Georgiy Molodtsov, Yandex (RS)				
16:30 - 16:35	CLOSING CEREMONY						
16:35 - 16:45	COFFEE BREAK powered by 7AM ROASTERS						
16:45 - 18:30	<i>Vođa sinovljeva</i> Screening and discussion with the authors						