

### **WEDNESDAY 15 FEBRUARY | SCHEDULE**





ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 10:30 a.m. | Building Environments for Stray Nicolas Millot | Level Artist, BlueTwelve Studio



11:00 a.m. - 12:00 p.m. | Accessibility in Demanding Games Thibault Cabanas | UX/UI Lead, Sloclap (formerly)

LUNCH BREAK 12:00 P.M. - 14:00 P.M.\*



2:00 p.m. - 3:00 p.m. | Sciences and Video Games (remote)

David Louapre | Science Director, Ubisoft



3:00 p.m. - 4:45 p.m. | Sound Design and Voice Design in Sifu Laurianne Espinadel | Sound and Voice Designer, Sloclap Lucas Rousselot | Lead Sound Designer, Sloclap (remote)



5:00 p.m. - 6:00 p.m. | Personal journey : UR vs UX, an overview of my missions at Ubisoft and what it was like to go from one to the other.

Margaux Merciol | UX Designer, Ubisoft Bordeaux

### THURSDAY 16 FEBRUARY | SCHEDULE





ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 11:00 a.m. | Strategy of Studio Creation Mathieu Girard | CEO, Tactical Adventures



11:15 a.m. - 12:15 p.m. | Why you should care about (micro)geography

Eve Ben-Haïm | Inspirational Content Advisor, Ubisoft

LUNCH BREAK 12:15 P.M. - 14:00 P.M. ....



2:00 p.m. - 3:30 p.m. | Composing Music for Video Games Olivier Derivière | Composer, AMEO



3:45 p.m. - 4:45 p.m. | Game Directoring is a right-wing affair Pia-Victoria Jacqmart | Game Director, Lightbulb Crew



5:00 p.m. - 6:00 p.m. | Expressing Producing: which tools for my team? Laura Fournier | Senior Producer, Nerial-Devolver Digital



6:15 p.m. - 7:15 p.m. | Procedural Generation Jean-Baptiste Hervé | Ph.D Student, University of Hertfordshire

## FRIDAY 17 FEBRUARY | SCHEDULE





ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 11:00 a.m. | Journey of a Game Artist, how I found my spot in the industry as a generalist

Aline Krebs | Senior Game Artist, Next Games, a Netflix Game Studio



11:15 a.m. - 12:15 p.m. | Panel Discussion (remote)
Emeric Thoa | Creative Director, The Game Bakers

LUNCH BREAK 12:15 P.M. - 2:00 P.M. ..



2:00 p.m. - 3:00 p.m. | 3D Audio Production for VR Charles Verron | Founder, Noise Makers



3:15 p.m. - 4:15 p.m. | A data-driven real time 4X-RTS AI for Dune: Spice Wars using Haxe

Tom Georgin | Gameplay Programmer, Shiro Games



4:30 p.m. - 5:30 p.m. | Joining a project at the end of production.

Starting by the end

Hugo Dunas-Wald | Technical Game Designer, BlueTwelve Studio



5:45 p.m. - 6:45 p.m. | Why you absolutly should(n't) make your own game engine

Rémy Devaux | Co-Founder, PunkCake Delicieux

## WORKSHOP | SCHEDULE





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#### THURSDAY 16 FEBRUARY



2:00 p.m. - 3:00 p.m. | Workshop: 2D Techniques and Workflow Miryam Houali | Co-Founder & 2D Artist, Accidental Queens





5:00 p.m. - 6.00 p.m. | Workshop: Knowledge Management Gwendolyn Garan | Knowledge Manager, DON'T NOD



#### FRIDAY 17 FEBRUARY



9:30 a.m. - 11:00 a.m. | Workshop: Creative Vision and Game Identity
Léo Lesêtre | Game Designer, Shiro Games
Ouentin Lapeyre | Game Designer, Shiro Games





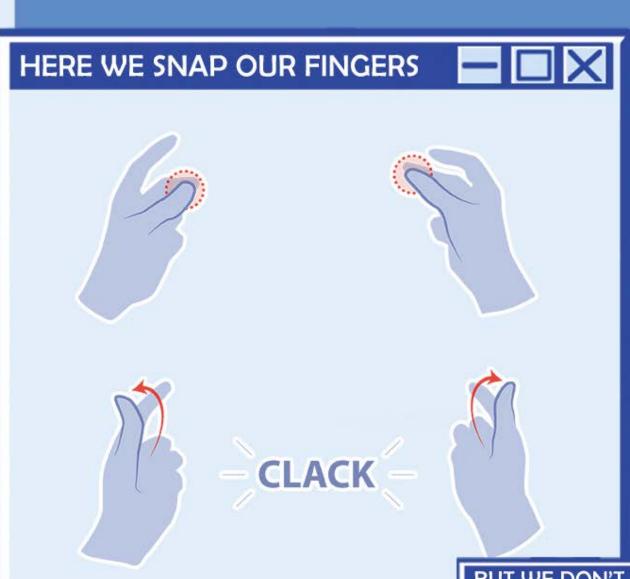
2:00 p.m. - 3:30 p.m. | Workshop: Breakdown of a Polyvalent Material for VFX in Unreal Engine
Simon Trümpler | VFX Artist, Wild Sheep Studio





3:15 p.m. - 5:15 p.m. | Workshop: 3D Audio Production for VR Charles Verron | Founder, Noisemakers





# BUT WE DON'T CLAP









