FRIDAY 01/11

KINOTEKA, Uzun Mirkova 1

TIME	KNOW IT ALL	TIME	KNOW HOW
10:00-11:00	**Registrations**	10:00-11:00	**Registrations**
11:00-11:15	**Conference Opening**	11:00-11:45	**Conference Opening** @Know It All
11:15-11:45	*Keynote: My journey from Art school to VFX and everything in between! A conversation about the state and the future of the industry.* **Hugo Guerra**,Hugo's Desk		
12:00-12:45	*What I wish I knew and had when I started doing VFX* **Ivaylo Petrov,** Worldwide FX	12:00-12:45	*Strive for poetry - From brief to screen* **Cedomir Pakusevskij,** FullScream
13:00-14:00	*Arnold and How Path Tracing Took Over* **Marcos Fajardo,** Solid Angle	13:00-14:00	*European ARTificial Intelligence Lab* **Dobrivoje Lale Eric,** Center for the promotion of science
14:15-15:00	*Bridging The Gap* **Alwyn Hunt,** The Rookies	14;15-15:00	*Latest and Future Workflows for Games, Design and TV in Autodesk 3ds Max* **Alex Horst,** Autodesk
15:00-16:00 FOUNDRY HAPPY HOUR			
16:00-16:45	**Simon Devereux,** The Mill	16:00-16:45	*Streamlining Procedural Workflows with Mari* **Charli Holt,** Foundry
17:00-17:45	*Spiderman: Far from Home* **Igor Jovanovic,** Framestore	17:00-17:45	*Maya 2019 - Bifrost, Cached Playback, Performance* **Roland Reyer,** Autodesk
18:00-18:45	*Creating VFX & Motion Graphics with Cinema 4D and After Effects* **Robert Hranitzky**	18:00-18:45	*Transmedia Storytelling* **Igor Simic,** Demagog Studio
19:00-20:00	*Panel: Success through mentoring* Moderated by **Laurence Cymet**, Folks VFX / Centennial College **Simon Devereux,** The Mill / Access:VFX Andy, **Alwyn Hunt,** The Rookies **Juergen Hagler,** Ars Electronica / University of Applied Sciences Upper Austria	19:00-20:00	*AAA projects vs personal projects - pros and cons* **Sava Zivkovic,** Axis Studios
20:15-21:00	*Creatures from Crater* **Nikola Vucenovic, Bogdan Amidzic and Petar Jovovic,** Crater Studio	20:15-21:00	*Ars Electronica – Expanded Animation* **Juergen Hagler,** Ars Electronica / University of Applied Sciences Upper Austria
21:15-23:00	*Animation Festival Selection 2018* **Ars Electronica**		

KINOTEKA, Uzun Mirkova 1, room 105, Invitation only

TIME	DISCUSSION GROUPS	TIME	PORTFOLIO REVIEW
13:00-15:00	*Challenges and opportunities of cross studio pipeline* **Milos Milosevic**, Double Negative **Nikola Milosevic,** Autodesk	12:00-13:00	**Maksim Ljubenkovic,** Crater Studio, 3D Lead
15:00-16:00 FOUNDRY HAPPY HOUR			
		16:00-17:00	**Justin Goby Fields,** Sanctum Studios, Concept Artist
		17:00-18:00	**Dalibor Dejanovic,** Centennial College, Professor, Animation 3D

CRATER TRAINING CENTER, Knicaninova 3, Pre Registration

TIME	WORKSHOP Classroom I	TIME	MASTERCLASS Cinema Room
10:00-14:00	*Advanced Keying Workflow in Nuke* **Klaudija Cermak,** Escape Studios	10:30-12:30	*Designing Sound for a Mobile Game Character* **Shane Berry,** Shane Berry Audio
		12:45-13:45	*Creating weapon attachment* **Branislav Pavlovic,** Ubisoft Belgrade
		14:00-14:45	*Procedural problem solving in tight VFX production* **Bogdan Amidzic,** Crater Studio
15:00-16:00 FOUNDRY HAPPY HOUR@KINOTEKA			

SATURDAY 02/11

KINOTEKA, Uzun Mirkova 1

TIME	KNOW IT ALL	TIME	KNOW HOW
10:00-11:00	**Registrations**	10:00-11:00	**Registrations**
11:00-11:45	**Simon Devereux,** Access:VFX	11:00-11:45	*Chasing photorealism* **Dusan Vukcevic,** Vudumotion
12:00-12:45	*How to Get Into and Survive Film, Advertising and TV Post-production* **Klaudija Cermak,** Escape Studios	12:00-14:00	*Masterclass: An introduction to supervising Visual Effects Onset* **Hugo Guerra**,Hugo's Desk
13:00-14:00	*Panel: Artist, Producer, Soldier, Mum* Moderated by **Simon Devereux,** The Mill / Access: VFX **Debbie Ross,** Braw Production **Klaudija Cermak,** Escape Studios **Adriana Tanaskovic,** Mad Head Games		
14:15-15:00	*The (He)art of Creative Production* **Debbie Ross,** Braw Production	14:15-15:00	**Vanja Vikalo,** Linnch
15:00-16:00 FOUNDRY HAPPY HOUR			
16:00-16:45	*Troll: 4D Facial scanning technology in cinematics* **Marko Brkovic,** 3lateral	16:00-16:45	*Substance Alchemist and Substance Painter Latest Features* **Alwyn Hunt,** Substance Adobe
17:00-17:45	*The Art of Pagan Online* **Vladimir Matić-Kuriljov,** Mad Head Games (curated by SGA)	17:00-17:45	*How AI helped us to boost creativity* **Bogdan Mihajlovic,** QI Beans
18:00-18:45	*Hybrid workflows in Visual Development* **Justin Goby Fields,** Sanctum Studios (Supported by Nordeus / Curated by SGA)	18:00-18:45	*Bifrost Aero - Physics-Based Spatially Adaptive Smoke and Fire Simulation* **Michael B. Nielsen,** Autodesk
19:00-20:00	*Panel: Creativity vs. Budget - Dare to Pitch* Moderated by **Ivana Parcetic Mitic,** Marketing mreza **Vladimir Mitrovic,** Ovation BBDO **Jovan Todorovic,** Emote **Vuk Tatalovic/Josip Modli,** Fried	19:00-20:00	*Pitfalls of the Animation enthusiast* **Igor Zarol and Ivan Beres,** Origin Tales
20:15-21:00	*A.I. RISING* **Lazar Bodroza,** Metaklinika		**Programme@**Know It All
21:15-21:30	**Conference Closing**	21:15-21:30	**Conference Closing@**Know It All
21:30-23:00	*Animation Festival Selection 2018* **Ars Electronica**		

KINOTEKA, Uzun Mirkova 1, sala 105, Invitation only

TIME	DISCUSSION GROUPS	TIME	PORTFOLIO REVIEW
13:00-15:00	*Agile/Scrum for VFX and gaming studios* **Laurence Cymet,** Folks VFX / Centennial College	12:00-13:00	**Branislav Pavlovic**, Ubisoft Belgrade, Weapon Artist
15:00-16:00 FOUNDRY HAPPY HOUR			
		16:00-17:00	**Milos Milosevic**, Double Negative, Compositing Supervisor
		17:00-18:00	**Alwyn Hunt,** The Rookies

CRATER TRAINING CENTER, Knicaninova 3, Pre Registration

TIME	WORKSHOP Classroom I	TIME	MASTERCLASS Cinema Room
10:00-14:45 Classroom I	*Hyperreality* **Mirko Stojković, Branko Sujić, Pavle Dinulović,** Faculty of Dramatic Arts, Belgrade	10:00-12:00	*The Art & Science of Teaching VFX* **Laurence Cymet,** Folks VFX / Centennial College
		12:15:14:30	*An Introduction to the Physics-Based Approach to Smoke and Fire Simulation in Bifrost Aero* **Michael B. Nielsen,** Autodesk
15:00-16:00 FOUNDRY HAPPY HOUR@KINOTEKA			