

INTERNATIONAL CONFERENCE OF VISUAL EFFECTS AND GAME DESIGN

Transformations of Visual Effects and Game Design II
<https://www.avfx.sk/international-vfx-gd-conference>

IVGC 2021

PROGRAM | 08.04. 2021

10⁰⁰ – 10¹⁵ Ľudovít Labík | FTF VŠMU, SLOVAKIA

EN | Introduction to VFX and GD department FTF VSMU Bratislava, Slovakia.

Introduction VFX and GD department FTF VSMU Bratislava, Slovakia.

10¹⁵ – 10³⁰ Filipe Costa Luz | LUSOFONA, PORTUGAL

EN | Introduction to Film and Media Arts Department, Lusofónia, Portugal.

School philosophy, typology of school exercises, student cooperation, pedagogical process, presentation of students' work, awards, application in professional practice.

10³⁰ – 11⁰⁰ Ďurica Lukáš | FTF VŠMU, SLOVAKIA

SK | Creating a short CG animated film / tips and tricks for making.

How to speed up the production of a full CGI short film. What to avoid and what to do more.

11⁰⁰ – 11³⁰ Mäsiar Juraj | FTF VŠMU, SLOVAKIA

SK | Procedures for creating particle simulations using Phoenix FD.

Explosion creation using the Phoenix FD plugin in 3ds Max.

11³⁰ – 12⁰⁰ Jopek Adam | FTF VŠMU, SLOVAKIA

SK | Motion Design in various render system.

Presentation including motion design graphics in more than one render engine.

12⁰⁰ – 12³⁰ Štrba Ján | FTF VŠMU, SLOVAKIA

SK | Creating a full CG cinematic scene.

Creating a full CG scene using cinematic assets, description of all the steps.

12³⁰ – 13⁰⁰ Hotový Tomáš | FTF VŠMU, SLOVAKIA

SK | CryptoArt.

What is CryptoArt and NFT. How to start selling CryptoArt, pros and cons. Environmental impact of Crypto.

13⁰⁰ – 13³⁰

Break

13³⁰ – 14⁰⁰ Chovan Samuel | FTF VŠMU, SLOVAKIA

EN | Artificial intelligence in UE4.

Design of artificial intelligence for practical production purposes.

14⁰⁰ – 14³⁰ Hýbelová Michaela | FTF VŠMU, SLOVAKIA

EN | CG character production speedrun.

What to do if you have tight deadline and need to create full CG character.

14³⁰ – 15⁰⁰ Jankovčín Lukáš | FTF VŠMU, SLOVAKIA

EN | Lighting and rendering for movie and game cinematics.

Basic techniques of lighting and rendering in focusing on movies and game cinematic.

15⁰⁰ – 15³⁰ Tomás Franco, João Rebelo, Rodrigo Pinheiro, Miguel Fernández | LUSOFONA, PORTUGAL

EN | Less is more: Creating a compelling art-style with time constraints.

Presentation of the artistic process of the project "Nok", to develop the visual style with tricks that simplify the creation of 3D assets.

15³⁰ – 15³⁵ Filipe Costa Luz | LUSOFONA, PORTUGAL

EN | Closing remarks and evaluation on the 1st day of the student part of the IVGC conference for the Film and Media Arts Department, Lusofónia, Portugal.

15³⁰ – 15³⁵ Ľudovít Labík | FTF VSMU, SLOVAKIA

EN | Closing remarks and evaluation of the 1st day of the student part of the IVGC conference for Atelier VFX and HD FTF VSMU, Bratislava Slovakia.

PROGRAM | 09.04. 2021

14⁰⁰ – 14⁰⁵ Ľudovít Labík | FTF VŠMU, SLOVAKIA

EN | Introduction of IVGC for Atelier VFX and GD departments at FTF VSMU.

14⁰⁵ – 14³⁵ Filipe Costa Luz | LUSOFONA, PORTUGAL

EN | Remediation media: from XIX. century stereoscopic apparatus into VFX compositing.

Comparison of some historical processes to new modern tools of VFX, showing how they are so present nowadays.

14³⁵ – 15⁰⁵ Silvester Buček | UNIVERSITY MUNI BRNO, CZECH REPUBLIC, UCM TRNAVA AND FTF VSMU BRATISLAVA, SLOVAKIA

EN | Ludonarrative Games: Between Game and Story.

Ludonarrative games into ludic elements, which are often relatively close to sports, implement elements known from narrative media such as literature or film. The lecture will examine the clash of these radically different elements causing the phenomenon known as Ludonarrative dissonance.

15⁰⁵ – 15³⁵ Daniel Kazankov | FTF VSMU, FILM DIRECTOR, SLOVAKIA

EN | How to use gamification to popularize Bratislava?

Many Slovaks believe that video games represent just gambling and a waste of time. However, games can also serve as a tool for restoring the city's forgotten past, or as a medium for addressing local sustainability issues. How does the project Spaceship Bratislava and videogame Ufoslava address these topics?

15³⁵ – 16⁰⁵ Ersin Ertan | UNIVERSITY TOMAS BATA, CZECH REPUBLIC, TURKEY

EN | Artistic Music Visualization Technologies in the Era of Video Gaming.

The intersection among video games, art and music visualization regarding technology in general with a technology based practical work at the end. The description of the latest technologies on music visualization and gaming including video-mapping and fractal simulation.

16³⁵ – 16³⁵ Carlos Almeida | IRMA LÚCIA VFX / UNIVERSITY LUSÓFONA, PORTUGAL

EN | VFXBreakdown.

Head of Irmã Lúcia Visual Effects company, Carlos Almeida will will deconstruct vfx techniques and processes in the context of diverse audiovisual production challenges. <http://www.irmalucia.com/>

16³⁵ – 17⁰⁵ João Real | EASYLAB / UNIVERSITY LUSÓFONA, PORTUGAL

EN | The new tradicional digital, VFX and animation compositing.

João Real is resident Animation Director and Animation supervisor at EASYLAB, TAKE IT EASY's animation hub and also teacher in University Lusófona, relating VFX and animation compositing in media projects. <https://www.easylabanimation.com/>

17⁰⁵ – 17³⁵ Milan Kolar | FOUNDER & CEO AT ORBI TOOLS / PYPE.CLUB, CZECH REPUBLIC

EN | Developing Open-Source pipeline with support.

With the sudden push towards remote work in 2020, the need for managed data grew quickly, however, most small and medium studios struggle with developing and maintaining pipeline tools with limited in-house resources. Pype Club aims to pool these resources and provide a robust and production focused pipeline solution, which combines the freedom of open-source project with the security of commercial support.

17³⁵ – 17⁴⁰ Ľudovít Labík | FTF VŠMU, SLOVAKIA

EN | Closing remarks and evaluation of IVGC 2021 Bratislava, Slovakia.

The Conference event will be **streamed real-time** on the website avfx.sk, YouTube and subsequently promoted on the Internet. An electronic conference proceedings with ISBN with contributions from speakers will be **published**

