

Program (December 2018)

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PERSISTENT OPEN-WORLD PRODUCTION CHALLENGES

BOWMAN David Vice President of Product Darewise Entertainment

December 18, 2018

EMBODIMENT IN VR FOR ENTERTAINMENT

CLAVIER Maud Business Developer

December 18, 2018

THE POWER OF REAL-TIME COLLABORATIVE FILMMAKING AND WORKSHOP : CREATE A SHORT MOVIE WITH OTHERS IN REAL-TIME AND WATCH IT LIVE ON YOUR PHONE !

Jean-Colas PRUNIER Founder and Product Architect of PocketStudio

December 18, 2018

WE DON'T UNDERSTAND THE COMPUTER AS A MEDIUM OF EXPRESSION

CRAWFORD Chris

December 18, 2018

CREATING A POST-BREXIT DYSTOPIA IN NOT TONIGHT.

Tim CONSTANT Founder / Creative Director

December 18, 2018

RAISING A METROPOLIS

ANTONOV Viktor Visual Director

December 19, 2018

THE MAKING OF AAA GAMES CINEMATICS

David HUBERT Directeur animation et cinématiques studio

December 19, 2018

STAND OUT IN THE INDIE CROWD: DESIGNING FURI

LEPRINCE Audrey President and executive producer

December 19, 2018

DESIGNING, WRITING AND PLAYTESTING SOCIAL IMPACT GAMES

MALER Elizabeth CEO

December 19, 2018

ACCIDENTALLY BECOMING AN ART DIRECTOR

Tim KAMINSKY, directeur artistique chez Wonderstorm

December 19, 2018

THE LEVEL DESIGN OF 'GOD OF WAR'

DAVIS Rob Lead Level Designer

December 19, 2018

OUT OF SCHOOL AND DIVING INTO PRODUCTION

RIZZO François et GIAFFERI Bastien Game designer at Digixart

December 20, 2018

A LIFE OF A BOKEH

ABADIE Guillaume Graphic Programmer

December 20, 2018

FACIAL ANIMATION AND REAL-TIME PRODUCTION

CAULKIN Steven Dr

December 20, 2018

STREAMING IN STYLE

EVERS Katleen CEO

December 20, 2018

