October 26th | mts Dvorana

Bringing together local & global, current & future UE community

powered by:

Workshops

10 AM - 2 PM

- Crater Training Center
- SAE Institute Belgrade
- Metropolitan University

UE 5 Creative Workshop for Beginners: Asset, layout, lighting, lookdev & cinematic

Predrag Milošević

Head of Game Art Animation Department | SAE Institute | Serbia

Make Your First Game in Unreal Engine

Milan Ličina

Associate Professor | Metropolitan University | Serbia

Animating Inside Unreal Engine: Using control rig for character animation & creating a cinematic shot

Darko Subotin

Assistant Professor | Faculty of Dramatic Arts | Serbia

Application of Unreal Engine in Interactive Presentations of Architectural Projects

Saša Vlajkov

Technical Artist | Case3D | Serbia

Application of Houdini Engine on Generating Geometry Inside of Unreal Engine

Bogdan Amidžić

FX TD | Crater Studio | Serbia

Luka Vilimonović

FX Artist | Crater Studio | Serbia

Masterclasses

3 - 5:30PM

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powered by: ebb SOFTWARE

Blue Dot: Technical Deep Dive

Đorđe Vidović

Generalist | 3Lateral/Epic Games | Serbia

Painting with Light: An Artistic Adventure in Light Studies

Lazar Mesaroš

Art Producer | Ebb Software | Serbia

Which Pipeline to Use to Streamline Art Direction Research?

Mathieu Rous de Madinhac

Technical Artist | Albyon Studio | France

Lighting: Giving Life to an Environment

Natalia Torres

Virtual Production Lead | Magic Fennec | Spain

Asset Portfolio Review

3 - 6PM

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powered by: PackDev Interactive

Something entirely new this year!

In collaboration with our dear partners **PackDev Interactive**, one of the leading local studios involved in 3d asset development, we are bringing you the opportunity to forge your 3d asset modeling skills to the next level.

You are more than welcome to come by for your own 20-minute free portfolio review!

Bring your files made with Substance Designer, Blender or Unreal Engine and dive into the details together with experienced 3d artists from the **PackDev Interactive** team. You can either bring your final renders, or entire working files.

Keynotes & Showcase

6 - 10PM

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powered by: MAD HEAD GAMES

Keynotes

6 - 7PM

Unreal, Not Only for Games

Axel Barrois
Chief Technology Officer | Albyon Studio | France

MetaHuman Framework: Use of Simulations and ML Deformer in UE

Vojislav Pavkov
Senior Character TD | 3 Lateral/Epic Games | Serbia

How Epic Empowers Creators

Rocco Scandizzo
Head of UE Games BD EMEA & UE Games Strategy | Epic Games | UK

Showcase | Part I

7 - 7:30PM

Introducing Epic Games Community Lab

Miljana Jovović
Founder | Materriya | Serbia

Come for the Fellowship, Stay for the Fellows

Nikola Silić
2d/3d Generalist & Animator | ELITA / Unreal Fellowship | Serbia

LOADING: Memory Glitch

Nemanja Pavlović
Director | 84 Frames / Unreal Fellowship | Serbia

Unreal Jam

The Finals

7:30 - 8PM

powered by:

Three shortlisted teams from the first regional UE & UEFN gamejam held between October 10th & 20th present their 5-minute pitches to our international jury. Find out who is the winner and who are the runner-ups at the very end of our program!

Break

8 - 8:20PM

Showcase | Part II

8:20 - 10PM

Real-time Photorealistic Rendering of Unbounded Scenes

Stefan Stepanović & Uroš Isaković
Computer Vision Engineers | ydrive.ai | Serbia

Leveraging UE for Humanitarian Aid

Vanja Knežević
VR Designer | International Committee of the Red Cross | Serbia

The Road to Emmy Award: Capitol Hill Digital Twin

Dane Blačić
Creative Technologist | Mogul Digital | Serbia

MetaHuman Opera

Olga Janković
Music Composer | Serbia

Myth-busting Blueprints, from an Indie Perspective

Nikola Šoškić
Founder | Šoša Games | Serbia

Somber Echoes

Vuk Banović
Founder/Art Director | LAV Games | Serbia

Quadruped Movement: Making Unreal's Character Movement Component Work With Horizontal Capsules

Damir Halilović
Technical Director | Mad Head Games | Bosnia & Herzegovina

Behind the Scenes on MetaHuman Animator Showcase 'Blue Dot'

Uroš Sikimić
Business Development Lead | 3 Lateral/Epic Games | Serbia

Experiences that Matter: A Future Landscape of Gaming

Miroslav Mićević
Chief Operating Officer | Ebb Software | Serbia

& to wrap it all up!

Unreal Jam Award Ceremony

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event partners:

unrealengine.com | 3lateral.com | sga.rs