



DAY 01

SUNDAY
SEPTEMBER 03RD

The event programme is subject to change.
For the most up-to-date schedule, please visit www.promisedland-artfestival.com.



MACHINE
HALL



CONTROL
ROOM



DRAWING
ROOM



SCULPTURE
ROOM



ENGINE
ROOM



VICON
ROOM



GALLERY I











GALLERY II

10:00	REGISTRATION STARTS AT 09:00 AND LASTS ALL DAY						
10:30							
11:00	OPENING CEREMONY						
11:30							
12:00	KYLE BUNK ANIMATION OF PIXEL ART	PETER HAN THE DYNAMIC PROCESS WITH PETER HAN					
12:30			JERZY DROZDA CASE STUDY - KEY-ART ANIMATION FOR GAMES	VICON SYSTEM PRESENTATION	KYLE BUNK MEET THE ARTIST		
13:00	MIKE SANDERS TBA	ARIS KOLOKONTES CREATURE & CHARACTER DESIGN IN CLAY		VICON SYSTEM PRESENTATION		PETER HAN MEET THE ARTIST	
13:30							
14:00					MIKE SANDERS MEET THE ARTIST		
14:30	NIEK NEERVENS ANIMATING ALOY IN HORIZON: ZERO DAWN		FURIO TEDESCHI 3D CONCEPTS FOR GAMES AND FILM	VICON SYSTEM PRESENTATION		ARIS KOLOKONTES MEET THE ARTIST	
15:00		ŁUKASZ MACKIEWICZ LOVING VINCENT					
15:30				VICON SYSTEM PRESENTATION	NIEK NEERVENS MEET THE ARTIST		
16:00	ZEEN CHIN MY JOURNEY TO RE-CHILD	MIKE JUNGBLUTH PLAYER MOVEMENT THAT IS FLUID, RESPONSIVE AND FULL OF PERSONALITY		VICON SYSTEM PRESENTATION		ŁUKASZ MACKIEWICZ MEET THE ARTIST	
16:30							
17:00					ZEEN CHIN MEET THE ARTIST		
17:30	TOMASZ BAGIŃSKI THROUGH THE VALLEY OF DARKNESS. A TALE ABOUT FILM DEVELOPMENT			VICON SYSTEM PRESENTATION		MIKE JUNGBLUTH MEET THE ARTIST	
18:00					FURIO TEDESCHI MEET THE ARTIST		
18:30	DISCUSSION PANEL TBA						
19:00							
19:30							
20:00							
20:30							

DAY 02

MONDAY
SEPTEMBER 04TH









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For the most up-to-date schedule, please visit www.promisedland-artfestival.com.

	 MACHINE HALL	 CONTROL ROOM	 DRAWING ROOM	 SCULPTURE ROOM	 ENGINE ROOM	 VICON ROOM	 GALLERY I	 GALLERY II
10:00	TONIKO PANTOJA MODERN STORYBOARDING				NIVANH CHANTHARA TBA			
10:30		ROLAND REYER MAYA WORK- FLOWS FOR MODELLING, ANIMATION, SPECIALFX AND RENDERING						TOMASZ BAGIŃSKI MEET THE ARTIST
11:00			MICHAŁ LISOWSKI & DIEGO GISBERT LLORENS DEMO	MODEL 1 TEMERIAN COSTUME			TONIKO PANTOJA MEET THE ARTIST	
11:30	KATARZYNA REDESIUK & BRAD AUTY BEHIND THE SCENES OF GWENT PREMIUM CARDS					VICON SYSTEM PRESENTATION		
12:00		ALEX HORST 3DS MAX - NON-DESTRUCTIVE WORKFLOWS AND TIPS						
12:30						VICON SYSTEM PRESENTATION	KATARZYNA REDESIUK & BRAD AUTY MEET THE ARTISTS	NIVANH CHANTHARA MEET THE ARTIST
13:00	MICHAŁ MISIŃSKI GET OFF YOUR HIGH HORSE (HOW LANDING A HIGH PROFILE CLIENT CAN BREAK YOUR EGO)	NICHOLAS KOLE TBA		ROMAIN VAN DEN BOGAERT SCULPTING WORKSHOP				
13:30					ROLAND REYER HANDSON: MAYA - IMPROVED WORKFLOWS	VICON SYSTEM PRESENTATION		
14:00			MADS AHM & MAGDALENA RADZIEJ DEMO				JEREMY COLLINS MEET THE ARTIST	NICHOLAS KOLE MEET THE ARTIST
14:30	ILYA GOLITSYN HORIZON ZERO DAWN: TRIBES DESIGN		MODEL 2 REBELIANT GIRL			VICON SYSTEM PRESENTATION		
15:00		JAKUB JABŁOŃSKI TOO MANY PROJECTS - GAME CINEMATIC ART AND STORY TELLING DIRECTION.						
15:30					ALEX HORST HANDSON: 3DS MAX - NON-DESTRUCTIVE WORKFLOWS AND TIPS	VICON SYSTEM PRESENTATION	ILYA GOLITSYN MEET THE ARTIST	JAKUB JABŁOŃSKI MEET THE ARTIST
16:00	BRYAN CIOFFI TBA	JEREMY COLLINS FEATURE ANIMATOR TO GAME ANIMATOR: LESSONS LEARNED				VICON SYSTEM PRESENTATION		
16:30								
17:00							BRYAN CIOFFI PORTFOLIO REVIEW	MICHAŁ MISIŃSKI MEET THE ARTIST
17:30	DANIEL SCHMID VALERIAN AND THE CITY OF A THOUSAND PLANETS: THE BIG MARKET BY ILM	BEN JELTER HOW DESIGN PROBLEMS CAN'T ALWAYS BE WORKED OUT IN SILHOUETTE			VICON SHOGUN WORKSHOP	3DGENCE 3D PRINT CHALLENGE		
18:00								
18:30							DANIEL SCHMID MEET THE ARTIST	
19:00	DISCUSSION PANEL TBA							
19:30								
20:00								
20:30								

DAY 03

TUESDAY
SEPTEMBER 05TH









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	 MACHINE HALL	 CONTROL ROOM	 DRAWING ROOM	 SCULPTURE ROOM	 ENGINE ROOM	 VICON ROOM	 GALLERY I	 GALLERY II
10:00	ADRIANA PUCCIANO & LEE DUNHAM WORK SMART NOT HARD: THE ANIMATION PIPELINE OF TOTAL WAR				KYLE BUNK PIXEL ART WORKSHOP			
10:30		SYLWIA BOMBA SOUL OF A PORTRAIT						BEN JELTER MEET THE ARTIST
11:00			MICHAŁ DZIEKAN & ARTUR SADŁOS DEMO	MODEL 1 ARMORED TROOPER		VICON MOTION CAPTURE INTERACTIVE GAME	ADRIANA PUCCIANO & LEE DUNHAM MEET THE ARTISTS	SYLWIA BOMBA MEET THE ARTIST
11:30	GRZEGORZ JONKAJTYS PIXELS AND CIGARETTES, MIXED VFX AND ANIMATION TECHNIQUES							
12:00		MAGDALENA DADELA BRINGING FACES TO LIFE						
12:30					PIOTR ŻYŁA & OLGA SZABLEWICZ - PISUK ANIMATION WORKSHOP		GRZEGORZ JONKAJTYS MEET THE ARTIST	
13:00	ADRIAN MAJKRZAK ITERATIONS: DESIGN PRINCIPLES IN CONCEPT ART AND THE WORLD			TOMASZ RADZIEWICZ SCULPTING WORKSHOP				
13:30								
14:00			GRZEGORZ PRZYBYŚ & JOANNA WOLSKA DEMO				ADRIAN MAJKRZAK MEET THE ARTIST	
14:30	JASON BROWN THE EXPANSE - FROM BOOK TO SCREEN		MODEL 2 ENGINEER LADY					
15:00		MACIEJ JACKIEWICZ CASE STUDY SKULL AND BONES			MARCIN KLICKI & OVIDIU VOICA HARDSURFACE AND ORGANIC MODELLING		JASON BROWN MEET THE ARTIST	MAGDALENA DADELA MEET THE ARTIST
15:30								
16:00	RAPHAEL LACOSTE ENVIRONMENT DESIGN AND ART DIRECTION IN OPEN WORLD							MACIEJ JACKIEWICZ MEET THE ARTIST
16:30								
17:00		NICK SLOUGH GAME UI: PAST, PRESENT & FUTURE					RAPHAEL LACOSTE MEET THE ARTIST	
17:30	SIMON UNGER CREATING BELIEVABLE BEHEMOTS							NICK SLOUGH MEET THE ARTIST
18:00								
18:30	DISCUSSION PANEL TBA							
19:00								
19:30								
20:00								
20:30								

DAY 04

WEDNESDAY
SEPTEMBER 06TH

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	 MACHINE HALL	 CONTROL ROOM	 DRAWING ROOM	 SCULPTURE ROOM	 ENGINE ROOM	 VICON ROOM	 GALLERY I	 GALLERY II
10:00	PRZEMYSŁAW MARSZAŁ & ŁUKASZ JUSZCZYK SCALING UP MEANINGFUL GAMES				EVEN MEHL AMUNDSEN & MIKE AZEVEDO DIGITAL PAINTING WORKSHOP			
10:30		JERZY DROZDA DIVERGENT THINKING AND PROCEDURAL DESIGN	MICHAŁ MIGACZ & MAREK MADEJ DEMO	MODEL 1 HUNTER				SIMON UNGER MEET THE ARTIST
11:00						VICON MOTION CAPTURE INTERACTIVE GAME	PRZEMYSŁAW MARSZAŁ & ŁUKASZ JUSZCZYK MEET THE ARTISTS	JERZY DROZDA MEET THE ARTIST
11:30	RICHARD ARROYO INFLUENCE, PERSUADE AND CONTROL - "THE DARK ARTS OF IRECTING"	SZYMON JASKUŁA & PIOTR KOCZAN USING GAME ENGINE IN POSTPRODUCTION		ARIS KOLOKONTES & TOMASZ RADZIEWICZ & ROMAIN VAN DEN BOGAERT COLLECTIVE SCULPTING				
12:00							RICK ARROYO MEET THE ARTIST	SZYMON JASKUŁA & PIOTR KOCZAN MEET THE ARTISTS
12:30								
13:00	ADRIANA PUCCIANO PERFECTIONISM AND PLATEUS: FINDING BALANCE IN COMPETITIVE INDUSTRY	RAFAŁ WOJTUNIK CHILDHOOD HEROES			SIMON UNGER ANIMATING A CREATURE		ADRIANA PUCCIANO MEET THE ARTIST	RAFAŁ WOJTUNIK MEET THE ARTIST
13:30								
14:00	JOHN GRELO EFFECTIVE DIGITAL DRAWING		MODEL 2 BATTLE QUEST					
14:30								
15:00							JOHN GRELO MEET THE ARTIST	VLAD DERHACHOV MEET THE ARTIST
15:30		VLAD DERHACHOV BACK TO THE ROOTS: GEN-INDEPENDENT TECHNIQUES FOR BETTER 3D ENVIRONMENT ART IN LESS TIME.						
16:00	JOHNSON TING DESIGNING AND PRODUCING COLLECTIBLES							
16:30								
17:00							JASON TING MEET THE ARTIST	
17:30								
18:00	CLOSING CEREMONY							
18:30	END PARTY - EC1							
19:00								
19:30								
20:00								
20:30								