

Day	Time	Location	Company	Title	Activity description	Type	Duration
Thursday	17:00	Nordeus Talks @ Mikser Talks Tent	3Lateral	3Lateral technologies for creation of digital humans	Digital humans carry an important role in the overall interactive experience because they convey the narrative and enable audience to connect more closely with the digital world. 3Lateral will introduce you to the technologies that enable generation of stunningly realistic digital humans and guide you through their 3D facial scanning solutions, tools for producing large volumes of human characters and facial rig solutions for real-time cinematography. Lecture by Vladimir Mastilović, CEO at 3Lateral.	Lecture	60 min
	17:00	Digital Arts Expo @ Silos 1	Nordeus	Life drawing session	Life drawing session with Daryl Clewlow, Head of Art at Nordeus.	Workshop	60 min
	18:00	Digital Arts Expo @ Silos 1	Cofa Games	Mobile and PC VFX Workshop	VFX in mobile and PC games.	Workshop	60 min
	18:00	Nordeus Talks @ Mikser Talks Tent	Mad Head Games	Crafting the tools of the trade: how to make a hack & slash action game from scratch	Everyone has to start somewhere, and there's a first time for everything. So, how do you enter the unknown and face new challenges? We briefly explain how we approached making our first hack & slash action game after years of developing casual titles by focusing on the tools and step into the unknown workflow instead of chasing the elusive end-goal.	Lecture	60 min
	19:00	Nordeus Talks @ Mikser Talks Tent	3Lateral	Human characters from 3Lateral in the blockbuster games	What is common for digital humans in Horizon Zero Dawn, Battlefield 1, Batman: Arkham VR, Star Citizen and Grand Theft Auto V? This talk will introduce you to some of the well-recognized digital humans behind the hottest AAA games. Lecture by Uroš Sikimić, Business Development at 3Lateral.	Lecture	60 min
	19:00	Digital Arts Expo @ Silos 1	Nordeus	Marvelous Designer to Zbrush	Marvelous Designer to Zbrush, workshop by Ivan Rylka, Senior Character Artist and Ali Nasir, Character Artist at Nordeus.	Lecture	60 min
	17:00	Digital Arts Expo @ Silos 1	Take One	Open mic session	Open mic session with Slobodan Danilović, Founder/Lead Animator at Take One.	Open discussion	60 min
	17:00	Digital Arts Expo @ Silos 1	Qube	From high poly to game optimized	Dejan Backović, 3D artist at Qube will go through workflow of preparing model for a game engine. From high poly to game optimized.	Workshop	90 min
Friday	17:00	Nordeus Talks @ River Stage	Nordeus	Basic guide to UX	Basic guide to UX with Andre Mohr, UX Design Director, Mohr Design Inc.	Lecture	60 min
	18:00	Digital Arts Expo @ Silos 1	Mad Head Games	Portfolio reviews	Portfolio reviews with HR rep.	Portfolio review	60 min
	18:00	Digital Arts Expo @ Silos 1	Nordeus	Speedpainting workshop	Speedpainting workshop with Hunter Shulz, Senior Concept Artis at Nordeus.	Workshop	60 min
	19:00	Digital Arts Expo @ Silos 1	Nordeus	Individual 10 minutes mentorship sessions	Within 10 minutes individual mentorship sessions, Nordeus artist will be answering all the questions regarding career, secrets of their craft, practical advices and anything that might be valuable to the people who applied. Mentors: Nikola Damjanov - Senior Artist, Nenad Nesović - Senior Artist, Darko Andonov - Lead Marketing Artist, Ivan Gošić - UI Artist and Vladimir Janković - UI Artist at Nordeus.	Workshop	60 min
	19:00	Digital Arts Expo @ Silos 1	Qube	Portfolio reviews	Portfolio reviews with HR rep.	Portfolio review	60 min
	12:00	Digital Arts Expo @ Silos 1	Nordeus	Portfolio reviews	Within 10 minutes individual sessions, Nordeus artist will give valuable feedback to people who bring their portfolios in any shape or form and help them improve their work and way of presenting it. Mentors: Nikola Damjanov - Senior Artist, Nenad Nesovic - Senior Artist, Darko Andonov - Lead Marketing Artist, Ivan Gosic - UI Artist and Vladimir Jankovic - UI Artist at Nordeus.	Portfolio review	60 min
	15:00	Nordeus Talks @ Mikser Talks Tent	Nordeus	Art leadership panel	Open discussion with art and UX directors from international companies. Moderator: Wayne Frost; Participants: Daryl Clewlow, Head of Art, Nordeus; Aaron Allport, Senior Director of Art, King	Open discussion	60 min
	16:00	Digital Arts Expo @ Silos 1	Bunker VFX	Portfolio reviews	Portfolio reviews (no registration needed).	Portfolio review	120 min
Saturday	17:00	Nordeus Talks @ Mikser Talks Tent	Qube	Asset workflow for games and modular building	Asset workflow for games and modular building with Marija Škaljac from Qube.	Lecture	60 min
	17:00	Digital Arts Expo @ Silos 1	Crater Studio	Organic Form: Modelling a 3D asset	Difference between modelling and sculpting in the industry; Role of illustrator in organic sculpting; Character modelling workflow - tips and tricks for achieving adequate speed; Beginners' mistakes and how to overcome them. Workshop by Marina Vasić, lecturer on Organic modeling and texturing course at Crater VFX Training Center.	Lecture	60 min
	18:00	Digital Arts Expo @ Silos 1	Cofa Games	Intertwining Narrative, Game and Level Design	Designing games, levels and working on a intertwining narrative.	Workshop	60 min
	18:30	Nordeus Talks @ Mikser Talks Tent	Bunker VFX	Inside Game cinematics	Inside Game cinematics with Predrag Sanader, Predrag Milošević and Marko Zarić from Bunker VFX.	Lecture	60 min

Sunday	12:00	Digital Arts Expo @ Silos 1	Nordeus	Portfolio reviews	Within 10 minutes individual sessions, Nordeus artist will give valuable feedback to people who bring their portfolios in any shape or form and help them improve their work and way of presenting it. Mentors: Nenad Nesovic - Senior Artist, Darko Andonov - Lead Marketing Artist and Ivan Gosic - UI Artist at Nordeus.	Portfolio review	60 min
	13:00	Digital Arts Expo @ Silos 1	Crater Studio	Portfolio reviews	Portfolio reviews	Portfolio review	60 min
	14:00	Nordeus workshop @ EDU Pavilion	Crater Studio	Opening credits techniques workshop	Workshop covers traditional After Effects' workflow and techniques such as green screen keying, track mattes, masks, double exposure, alpha channels, basic color correction, working with presets and built-in plugins, introductory text animation, rendering and output. Prerequisite: Photoshop and basic After Effects knowledge. Lecturer: Vladan Điri Vasiljević, Compositing artist, Crater Studio and lecturer on courses After Effects and After Effects Teens at Crater VFX Training Center.	Workshop	180 min
	15:00	Nordeus Talks @ Mikser Talks Tent	Nordeus, Startit, Nova Iskra, Faculty of Fine Arts, Crater Studio, SAE Institute Belgrade	Education panel	Kick starting your career in digital arts and opportunities in education. Moderator: Daryl Clewlow, Head of Art, Nordeus. Participants: Vukašin Stojkov from Startit, Marko Radenović from Nova Iskra, Aleksandra Jovanić from the Faculty of Fine Arts, Miljana Jovović from Crater Studio and Predrag Milošević, Head of Animation, VFX Department, SAE Institute Belgrade	Panel session	60 min
	15:00	Digital Arts Expo @ Silos 1	Fried	Truth about VFX industry	Visual effects appear in holy books for more than 2000 years. Do secret visual effects societies shape our destiny? Did singularity already happen? Are we being prepared for the end of human beings as we know it? Listen, learn and prepare. Lecture by Marko Baničević, Resident Theoretician of Post-Productivism at Fried.	Workshop	60 min
	16:00	Digital Arts Expo @ Silos 1	Bunker VFX	Portfolio reviews	Portfolio reviews (no registration needed).	Portfolio review	120 min
	16:00	Nordeus Talks @ Mikser Talks Tent	Nordeus	Designing UI&UX for millions worldwide	Designing UI&UX for millions worldwide, lecture by Ivan Gošić, Game Artist at Nordeus.	Lecture	60 min
	16:30	60 min	Nordeus	Riverside chat: A youtuber's journey from hobby to profession	This is a rivers chat where we're going to look at both sides of the coin: Youtubers who are creating content and companies who are looking for the best ways to connect, engage and communicate with their community. Two years before this profession did not exist, today Youtubers and influencers are at the forefront of many marketing strategies. Vojislav "SupremeNexus" Peric, self-proclaimed youtube master and one of the top 10 Balkan Youtubers and Kenan Salihbegovic, Community Manager from Nordeus shall join us on stage today and share their experiences, ways to engage with their communities and what companies are looking for when collaborating with influencers. Participants: Vojislav "SupremeNexus" Peric, Youtuber, Kenan Salihbegovic, Community Manager @ Nordeus	Lecture	60 min
	17:00	Digital Arts Expo @ Silos 1	Crater Studio	VFX production for feature film	Through real life project Crater Studio's artists showcase the typical visual effects creation process starting with raw footage, modeling, animation, all the way to the final look. Other topics include indie production, closing the gap between VFX and gaming platforms and the importance of AI in the future. Lecturers: Bogdan Amidžić, Lead compositing artist / lecturer on Digital Compositing course and Vladan Điri Vasiljević, Compositing artist and lecturer on courses After Effects and After Effects Teens at Crater VFX Training Center.	Lecture	60 min
	17:00	Digital Arts Expo @ Silos 1	Qube	Defining shading values before coloring in Photoshop	Defining shading values before coloring in Photoshop with Nikola Radivojević, Concept Artist at Qube.	Workshop	60 min