

# Schedule Everything Procedural Conference

## Wednesday the 25th of April 2018

9.00 AM	Registration, coffee and tea (registration closes at 9.45 AM)
10.00 AM	<b>Manuel Casasola Merkle &amp; Moritz Schwind - Entagma</b> <i>Houdini - Your Gateway to Generative Design</i>
11.00 AM	<b>Twan de Graaf &amp; Pierre Vilette - Ubisoft Paris</b> <i>Houdini in AAA Production / Using Procedural Modeling and Kits</i> <i>Procedural opportunism in Watch_Dogs 2</i>
12.30 PM	Lunch time (industry lunch sponsored by SideFX)
1.30 PM	<b>Innes McKendrick - Hello Games</b> <i>Working with change</i>
2.15 PM	<b>Oskar Stålberg - Bad North</b> <i>Wave Function Collapse in Bad North</i>
3.00 PM	Break*
4.00 PM	<b>Ben Schrijvers - Guerrilla Games</b> <i>Using Voxelization For Environment Art in Horizon Zero Dawn</i>
4.45 PM	<b>Anastasia Opara - SEED at EA</b> <i>Exploring the Collaboration between Proceduralism and Deep Learning</i>
5.30 PM	End of conference
6.45 PM	Networking and drinks at Stedelijk Museum (sponsored by Allegorithmic)

\*Optional to attend a Substance Masterclass during the break.

*Please note that times and topics are subject to change.*

### Location drinks:

*Stedelijk Museum Breda*

*Boschstraat 22, Breda, The Netherlands*

