

EPC 2019

EVERYTHING PROCEDURAL

CONFERENCE ON PROCEDURAL CONTENT GENERATION FOR GAMES

Wednesday the 24th of April 2019

9:00	AM	Registration, coffee and tea (registration closes at 9.45 AM)
10:00	AM	Opening Conference
10:15	AM	Anastasia Opara - <i>Embark Studios</i> "More Like This, Please! Texture Synthesis & Remixing from a Single Example"
11:00	AM	Simon Thommes "Down to the Fundamentals - Procedural Texturing in Blender 3D"
11:45	AM	Thomas Altenburger - <i>Flying Oak</i> "Overcoming over-engineering by reusing proc-gen bits to make better tools"
12:30	PM	Lunch time (sponsored by SideFX)
1:30	PM	Yossef Benzeghadi - <i>Ubisoft Paris</i> "Analytics at the core of game production, a Ghost Recon Story"
2:15	PM	Simon Verstraete - <i>eXiin</i> "Houdini as the main tool in an Indie studio"
3:00	PM	Break (sponsored by SideFX)
4:00	PM	Marc Braun - <i>Blue Byte</i> "A need driven faction system in a simulation based world"
4:45	PM	Ivan Notaroš "Creating infinity for INFINLAND, nuts and bolts of endless world generation"
5:30	PM	End of Conference
6:00	PM	Drinks at Hotel Mastbosch (sponsored by PUBG Amsterdam)

Location Conference

Breda University of Applied Sciences
Sibeliuslaan 13, 4837 CA Breda, The Netherlands

Location Drinks

Mastbosch Hotel
Burgemeester Kerstenslaan 20, 4837 BM, Breda