



# MAIN EVENTS SCHEDULE

Side Events and Expo schedule coming soon

## MAIN EVENTS

THU is organized around six main themes. This schedule will help you know which are the right ones for you. (This schedule is evolving and can be subject to alterations without further notice)

**VISUAL EFFECTS (VFX)**

**GAMES**

**ANIMATION**

**CONCEPT & PAINTING**

**ILLUSTRATION & 3D**

**THEORY**

### DAY 1 WEDNESDAY 18

UNICORN ROOM	TEMPLE ROOM	ORACLE ROOM
10:00		
SCOTT ROSS The state of the industry:		
11:00		
11:15		
12:00		
COFFEE BREAK		
12:30	JUSTIN GOBY FIELD Into creature design	HOLLY LLOYD Pixar Creating marketing images for Pixar productions
13:45		
LUNCH		
15:00	MARC SIMONETTI The Game of Thrones and Disc World	ZIAH FOGEL Crowd Simulation
		JOSÉ ALVES DA SILVA Toon character concept art
16:30	AARON MCBRIDE ILM The day by day of an art director	PEDRO CONTI TechnoImage The challenge of "One More Beer"
17:30		
HAPPY HOUR		
18:45	ALEXIS WAJSBROT Framestore Science & Art An artist's path	ALEX OLIVER Alex Oliver Studio A digital start for Clay Sculpting
		KEMP REMILLARD Massive Black The concept of The Star Citizen
19:45	IN-AH ROEDIGER Sony Imageworks Animating life An artist's path	
20:00	VITOR HUGO Character Development: 3D Generalist Techniques	
21:00		
21:15		
22:00		
23:30	Join us at Nix Lounge Bar or at the Casino	

### DAY 2 THURSDAY 19

UNICORN ROOM	TEMPLE ROOM	ORACLE ROOM
10:00		
LOIC ZIMMERMANN Luma Pictures Breaking the norm An artist's path		
12:00		
COFFEE BREAK		
12:30	AFONSO SALCEDO Sutro Studios Unveiling lighting and color composition	AARON MCBRIDE ILM Tóraidhe The creation of a graphic novel
		SERGE BIRAULT Everything Pinup
13:45		
LUNCH		
15:00	MACIEJ JACKIEWICZ Platige Cyberpunk 2077 & Witcher 2 and 3 Cinematics	IN-AH ROEDIGER Sony Imageworks Character animation The basic process to a complete cycle
		DANNY LUVISI Last Man Standing Destroying childhood memories
16:30		JUSTIN GOBY FIELD Concept artwork in 3D form
		JANA SCHIRMER The Portrait Digital painting techniques
17:30		
HAPPY HOUR		
18:45	ALEXIS WAJSBROT Framestore Fire effects and pipeline of Iron Man 3	ANDREW SCHMIDT Pixar Pixar short films: The making of Party Cloudy
		KEMP REMILLARD Massive Black Design and concept of sci-fi vehicles
19:45	HOLLY LLOYD Pixar New Lighting Tools for Monsters University	
20:00	GEOFFREY ERNAULT Speed painting techniques	
21:00		
21:15		
22:00		
23:30	Join us at Nix Lounge Bar or at the Casino	

### DAY 3 FRIDAY 20

UNICORN ROOM	TEMPLE ROOM	ORACLE ROOM
10:00		
AFONSO SALCEDO Sutro Studios Let there be light An artist's path		
12:00		
COFFEE BREAK		
12:30	DANNY LUVISI Last Man Standing Last Man Standing The creation of a graphic novel	VITOR HUGO TechnoImage Secrets of the pros 3D generalist techniques
13:45		
LUNCH		
15:00	RAPHAEL LACOSTE Ubisoft Assassin's Creed	HOLLY LOYD Pixar The Pixar pipeline: Focus lighting
		PEDRO CONTI TechnoImage Creating 3D characters
16:30		ALEXIS WAJSBROT Framestore A professional approach to VFX challenges
		LOIC ZIMMERMANN Luma Pictures Experimental art techniques for concept and illustration
17:30		
HAPPY HOUR		
18:45	IN-AH ROEDIGER Sony Imageworks Oz The Great and Powerful The making of	MARC SIMONETTI A digital approach to fantasy illustration
		KEMP REMILLARD Massive Black The Vehicle concept art in EVE: Dust 514
19:45	ANDREW SCHMIDT Pixar The Pixar Process: A Creative Culture of Film Making	
20:00	TIAGO HOISEL TechnoImage Visual Perception, the first step of painting. Digital painting techniques	
21:00		
21:15		
22:00		
23:30	Join us at Nix Lounge Bar or at the Casino	

### DAY 4 SATURDAY 21

UNICORN ROOM	TEMPLE ROOM	ORACLE ROOM
10:00		
AARON MCBRIDE ILM Inside the Skywalker Ranch An artist's path		
12:00		
COFFEE BREAK		
12:30	ZIAH FOGEL An artist's path	JUSTIN FIELDS The environment creation and process
		JANA SCHIRMER The pose, body and attitude Digital painting techniques
13:45		
LUNCH		
15:00	ADE ESAN, MARTIN L'HEUREUX Crytek Ryse: The Son of Rome Bridging the gap between film and games	RAPHAEL LACOSTE Ubisoft Art direction Tips & Tricks
		TIAGO HOISEL TechnoImage Toon illustration and creative design. Digital painting techniques
16:30		ANDREW SCHMIDT Pixar Acting in Animation: Bringing Characters to Life
		GEOFFREY ERNAULT Exploring environment Digital painting techniques
17:30		
HAPPY HOUR		
18:45	LOIC ZIMMERMANN Luma Pictures The work of Luma Pictures	MARTIN L'HEUREUX 21 Rules of animation focus: games
		ALEX OLIVER Alex Oliver Studio The sculpting work day by day
19:45	AFONSO, HOLLY & ZIAH To infinity and beyond Q&A sessions	
20:00	TECHNOIMAGE UFCECE: creating a digital animated commercial	
21:00		
21:15		
22:00		
23:30	Join us at Nix Lounge Bar or at the Casino	