

DEPART STAGE

AM ● ARTIFICIAL INTELLIGENCE PM ● VFX & ANIMATION

TRANZIT STAGE

● TECHNICAL DEEPDIVES

CLUB STAGE

● BUSINESS IN GAMES

HANGAR K · EUROSTAR

AM ● VFX & ANIMATION PM ● ARTIFICIAL INTELLIGENCE

10:00

Glenn's State of AI 2026

Glenn van Waesberghe · Howest DAE Research 10:00 - 10:30

The Art of Lighting in No Rest for the Wicked

Damian Gerrits · Moon Studios 10:00 - 10:30

Better Than Breakeven: The Real Math of Winning Deals

Jason Della Rocca · Execution Labs 10:00 - 10:30

Treat AI like a highly advanced intern with absolutely zero taste

Josse Raes · Bataljon 10:00 - 10:30

11:00

The Steerable Studio: Controllable AI for 3D Content Creation

Jarne Van den Herrewegen · Datameister 10:40 - 11:10

Professional Chaos: Say yes before you're ready

Keltic Vermeersch · Digital Storyteller 10:40 - 11:10

Last-mile Financing & Other Alternate Sources of Financing for your Game

Catherine Chew · Ichiba 10:40 - 11:10

Creative Careers Unfiltered: Motivation, Mentorship & Meaningful Networking

B. X. Roldan Romero & Ethan Francis · CG101 10:40 - 11:10

Can AI develop a whole videogame?

Jesus Serrano · Microsoft 11:20 - 11:50

Developing a look 'Guerilla style'

Antonino Scodrani · Steamroller Animation 11:20 - 11:50

Indie Game Marketing 101: How to Go BIG While Staying Smol

Maria Nevoisa & Gianluca Sorrentino 11:20 - 11:50

Creative and Productional Bravery: The visual effects for COWARD

Jan Daghelinckx · Flow Postproduction 11:20 - 11:50

12:00

The GDD that never Lies: A Uniform Game Design tool

Jasper Vis · MAXYMUM 12:00 - 12:30

Physically based lighting: Know the rules, then break 'em

Malou De Paepe · Climax Studios 12:00 - 12:30

How to get paid in the creative industry

Tara Beutels · AMPLO 12:00 - 12:30

Animating Realistic Faces for Game Cinematics: From Mocap to Final Polish

Goran Milic · Goodbye Kansas Studios 12:00 - 12:30

13:00

LUNCH 12:40 - 13:30

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14:00

Working in a fun, but efficient VFX studio in 2026

Winston van Graafeiland · Skunx Studios 13:30 - 14:00

What the NES Can Still Teach Game Developers

Tom Tesch · Howest DAE 13:30 - 14:00

Panel: Making It in a Market That Doesn't Need Your Game

Maria Nevoisa, Stephanie van Geel (Game Drive), Chris Hanney · mod. Michiel Houwen 13:30 - 14:00

Launch your career

Maarten Leys · Framestore 14:10 - 14:40

Beyond the Game

Wim Vandamme · Prismax 14:10 - 14:40

How We Built Cash Cleaner Simulator

Leonid Gorbachev · Mind Control Games 14:10 - 14:40

How To Address AI in your Compliance and Contracts

Caroline Baemans & Christoph De Preter · EDSON Legal 14:10 - 14:40

15:00

Panel: What's it like starting your own VFX company?

Thibault Dochy · Frameboy · mod. Allie Weis 14:50 - 15:20

OpenUSD, Your New Best Friend

Benjamin Yde · Vintecc 14:50 - 15:20

Innovation & AI in Broadcasting

Tim Van Dingenen · Boost Graphics 14:50 - 15:20

16:00

Panel: An Open Conversation About the VFX & Animation Industry

Thibault Dochy, Maarten Leys, Goran Milic, Jan Daghelinckx (Flow Postproduction) 15:30 - 16:10

Modular code across projects

Rei Messely · Triangle Factory 15:30 - 16:00

So you think you can dev: the what, why and how of Debut Games

Christophe De Bont (Vlaams Audiovisueel Fonds) & Michiel Houwen (Flanders Game Hub) 15:30 - 16:00

NETWORKING · ALL STAGES 16:10 - 16:40

UNWRAP Launch Party @ Track 17:00 - 20:00
Play Belgian indie games released in 2026 and meet the devs · free access

Afterparty @ Kreun from 20:30
Black Sun Empire + NEO

DEPART STAGE

MUSIC INNOVATION

TRANZIT STAGE

BUSINESS IN GAMES

CLUB STAGE

AM MEDIA INNOVATION PM OPEN SOURCE

HANGAR K · EUROSTAR

MEDIA INNOVATION · WORKSHOP

10:00

Panel: Future of Education in Music and Entertainment: Young Professionals in Tomorrow's Industry

Regis Le Roy, Gert Stinckens, Lotte De Block, Ann-Sophie Huys

10:00 - 10:45

The AI Algorithm Didn't Steal My Job - It Opened a Door Into Beauty

Patricija Keica · L'Oréal

10:00 - 10:30

Key Trends in Games & Media Engagement

Marijn Goossens · Future Media Hubs

10:00 - 10:30

11:00

Panel: Funding for Innovation in Music and Entertainment: Where's the Money?

Luc Delrue, G  r  me Vanherf, Ulrik Vanhecke · mod. Vincent Vanderbeck

10:55 - 11:40

Paddle Paddle Paddle - From 4 Months of Development to 250,000 Copies Sold

Mateo Covic · ZoroArts

10:40 - 11:10

Can Game Development Keep Up with Broadcast budgets and timelines?

B  nyamin Y  r  k & Jasper Goens · VRT

10:40 - 11:00

Using real-time tech to make films: The Little Mouse - A VR Case Study

Jef Dehouse · The Pack Studios

11:10 - 11:30

From Pop Icons to Pixels: Bringing K3 to Roblox

Melissa Herrera · Studio100

11:40 - 12:00

Media Startup Pitches

6-minute pitches from founders · Future Media Hubs

12:10 - 12:40

12:00

Panel: Skip the Drama: Innovation Tips from Performing Arts

Abdelhadi Baaddi, Laurien Michiels, Yves Degryse, Gertjan Biasino

11:50 - 12:35

EU Developments in Video Gaming Law

Christoph De Preter · EDSON

11:20 - 11:50

AMA with Remi Nowakowski

ex-CD Projekt RED · Art Direction

12:00 - 12:30

13:00

LUNCH 12:35 - 13:30

LUNCH 12:40 - 13:30

LUNCH 12:40 - 13:30

New Audiences, New Formats: the impact of game concerts on the independent music industry

Max Tiel · Thunderboom Records

13:30 - 14:10

Beyond the hype

Stephanie van Geel · Game Drive

13:30 - 14:00

Self Hosted Version Control for Indies and Startups

Brian Jesse · Grey Matter Games

13:30 - 14:00

Workshop: Unlocking the potential of Gen AI: From IP to universe

Hands-on, in small groups. Register via the form on unwrap.be.

Future Media Hubs

13:30 - 14:30

How AI Is Changing Music Marketing

Tomas Luyke · Netwerk Music Group

14:20 - 15:00

Stop asking strangers for reviews

Chris Hanney · Rabotica

14:10 - 14:40

What's Bevy, how being open source and open core helps you and us

Fran  ois Mockers · Bevy Foundation

14:10 - 14:40

15:00

Fireside Chat with Eefje de Visser

Eefje de Visser · Artist · interviewed by Rik De Bruyker

15:10 - 16:00

Activity: FGH Advisory Roundtable

Selected studios present their business models to a panel of industry experts. Open to everyone.

Jason Della Rocca, Roeland Weckx, Natchai Stappers, Catherine Chew, Stephanie van Geel, Remi Nowakowski

14:50 - 16:20

Introduction to wgsI-analyzer, for shader programming with WebGPU

Benjamin Brienen · wgsI-analyzer

14:50 - 15:20

Extending WebGPU for Game Programmers: Open standards are lovely

Stefan Brandmair

15:30 - 16:00

NETWORKING · ALL STAGES

16:10 - 16:40

TALK DESCRIPTIONS & SPEAKER BIOS: UNWRAP.BE/LINEUP