UNWRAP PROGRAMME

DOORS 9:30 · CAREER FAIR & UNWRAP CONNECT @ DEPART · ALL DAY · UNWRAP.BE/LINEUP

DAY 1 THU 29 / 10

DEPART STAGE
AM ARTIFICIAL INTELLIGENCE PM VFX & ANIMATION

10:00
- **Glenn's State of AI 2026** — Glenn van Waesberghe · Howest DAE Research — 10:00 - 10:30
- **Immersive video is here!** — Glenn Van Wallendael · UGhent — 10:40 - 11:10

11:00
- **Can AI develop a whole videogame?** — Jesus Serrano · Microsoft — 11:20 - 11:50

12:00
- **The GDD that never Lies: A Uniform Game Design tool** — Jasper Vis · MAXYMUM — 12:00 - 12:30

13:00
- LUNCH 12:40 - 13:30

14:00
- **Working in a fun, but efficient VFX studio in 2026** — Winston van Graafeiland · Skunx Studios — 13:30 - 14:00
- **Launch your career** — Maarten Leys · Framestore — 14:10 - 14:40

15:00
- **Panel: What's it like starting your own company?** — Thibault Dochy · Frameboy · mod. Allie Weis — 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

TRANZIT STAGE
TECHNICAL DEEPDIVES

10:00
- **The Art of Lighting in No Rest for the Wicked** — Damian Gerrits · Moon Studios — 10:00 - 10:30
- **Professional Chaos: Say yes before you're ready** — Keltic Vermeersch · Digital Storyteller — 10:40 - 11:10

11:00
- **Developing a look 'Guerilla style'** — Antonino Scodrani · Steamroller Animation — 11:20 - 11:50

12:00
- **Physically based lighting: Know the rules, then break 'em** — Malou De Paepe · Climax Studios — 12:00 - 12:30

13:00
- LUNCH 12:40 - 13:30

14:00
- **What the NES Can Still Teach Game Developers** — Tom Tesch · Howest DAE — 13:30 - 14:00
- **Your Game Dev Skills Are Bigger Than Games** — Wim Vandamme · Prismax — 14:10 - 14:40

15:00
- **OpenUSD, Your New Best Friend** — Benjamin Yde · Vintecc — 14:50 - 15:20

16:00
- **Modular code across projects** — Reï Messely · Triangle Factory — 15:30 - 16:00

CLUB STAGE
BUSINESS IN GAMES

10:00
- **Better Than Breakeven: The Real Math of Winning Deals** — Jason Della Rocca · Execution Labs — 10:00 - 10:30
- **Last-mile Financing & Other Alternate Sources of Financing for your Game** — Catherine Chew · Ichiba — 10:40 - 11:10

11:00
- **Indie Game Marketing 101: How to Go BIG While Staying Smol** — Maria Nevoisa & Gianluca Sorrentino — 11:20 - 11:50

12:00
- **How to get paid in the creative industry** — Tara Beutels · AMPLO — 12:00 - 12:30

13:00
- LUNCH 12:40 - 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 - 14:15

15:00
- **How We Built Cash Cleaner Simulator** — Leonid Gorbachev · Mind Control Games — 14:50 - 15:20

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

HANGAR K · EUROSTAR
AM VFX & ANIMATION PM ARTIFICIAL INTELLIGENCE

10:00
- **Treat AI like a highly advanced intern with absolutely zero taste** — Josse Raes · Bataljon — 10:00 - 10:30
- **Creative Careers Unfiltered: Motivation, Mentorship & Meaningful Networking** — B. X. Roldan Romero & Ethan Francis · CG101 — 10:40 - 11:10

11:00
- **Creative and Productional Bravery: The visual effects for COWARD** — Jan Daghelinckx · Flow Postproduction — 11:20 - 11:50

12:00
- **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

14:00
- **How To Address AI in your Compliance and Contracts** — Caroline Balemans & Christoph De Preter · EDSON Legal — 14:10 - 14:40

15:00
- **Innovation & AI in Broadcasting** — Tim Van Dingenen · Boost Graphics — 14:50 - 15:20

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 20:00
Black Sun Empire + NEO

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DOORS 9:30 · CAREER FAIR & UNWRAP CONNECT @ DEPART · ALL DAY · UNWRAP.BE/LINEUP

DAY 2 FRI 30 / 10

DEPART STAGE
MUSIC INNOVATION

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 Dewaele · 10:00 – 10:45

11:00 — Panel: Funding for Innovation in Music and Entertainment: Where's the Money?
Luc Delrue, Gérôme Vanherf, Ulrik Van Hecke · mod. Vincent Vanderbeck · 10:55 – 11:40

12:00 — Panel: Skip the Drama: Innovation Tips from Performing Arts
Abdelhadi Baaddi, Yves Degryse, Laurien Michiels, Gertjan Biasino, Ilja Van Autreve · 11:50 – 12:35

LUNCH 12:35 – 13:30

13:00 — New Audiences, New Formats: the impact of game concerts on the independent music industry
Max Tiel · Thunderboom Records · 13:30 – 14:10

14:00 — How AI Is Changing Music Marketing
Tomas Luyke · Nettwerk Music Group · 14:20 – 15:00

15:00 — Fireside Chat with Eefje de Visser
Eefje de Visser · Artist · interviewed by Rik De Bruyker · 15:10 – 16:00

16:00

TRANZIT STAGE
BUSINESS IN GAMES

10:00 — The AI Algorithm Didn't Steal My Job - It Opened a Door Into Beauty
Patricija Keica · L'Oréal · 10:00 – 10:30

Paddle Paddle Paddle - From 4 Months of Development to 300,000 Copies Sold
Mateo Covic · ZoroArts · 10:40 – 11:10

11:00 — EU Developments in Video Gaming Law
Christoph De Preter · EDSON · 11:20 – 11:50

12:00 — AMA with Remi Nowakowski
ex-CD Projekt RED · Art Direction · 12:00 – 12:30

LUNCH 12:40 – 13:30

Beyond the Hype: Spotting, Marketing and Launching Hit Games
Stephanie van Geel · Game Drive · 13:30 – 14:00

14:00 — Stop asking strangers for reviews
Chris Hanney · Rabotica · 14:10 – 14:40

Activity: Open Advisory Roundtable for Game Studios
Informal session for game developers with game industry experts and coaches.
Jason Della Rocca, Roeland Weckx, Natchai Stappers, Catherine Chew, Stephanie van Geel, Remi Nowakowski · 14:50 – 16:20

15:00

16:00

CLUB STAGE
AM MEDIA INNOVATION · PM OPEN SOURCE

10:00 — Key Trends in Games & Media Engagement
Marijn Goossens · Future Media Hubs · 10:00 – 10:30

Can Game Development Keep Up with Broadcast budgets and timelines?
Bünyamin Yürük & Jasper Goens · VRT · 10:40 – 11:00

11:00 — Using real-time tech to make films: The Little Mouse - A VR Case Study
Jef Dehouse · The Pack · 11:10 – 11:30

From Pop Icons to Pixels: Bringing K3 to Roblox
Melissa Herrera · Studio100 · 11:40 – 12:00

12:00 — Media Startup Pitches
6-minute pitches from founders · Future Media Hubs · 12:10 – 12:40

LUNCH 12:40 – 13:30

Digital Sovereignty Through Open Source (Self Hosted Version Control for Indies and Startups)
Brian Jesse · Grey Matter Games · 13:30 – 14:00

14:00 — What's Bevy, how being open source and open core helps you and us
François Mockers · Bevy Foundation · 14:10 – 14:40

Introduction to wgsl-analyzer, for shader programming with WebGPU
Benjamin Brienen · wgsl-analyzer · 14:50 – 15:20

Extending WebGPU for Game Programmers: Open standards are lovely
Stefan Brandmair · 15:30 – 16:00

15:00

16:00

HANGAR K · EUROSTAR
MEDIA INNOVATION · WORKSHOP

13:00 — 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

NETWORKING · ALL STAGES 16:10 – 16:40

TALK DESCRIPTIONS & SPEAKER BIOS: UNWRAP.BE/LINEUP