FUTURO 5 Schedule - Day 1

Friday, August 23

10:00 - 10:15
Grand opening of Futuro 5

10:15 - 11:30
Sculpture - Dynamic shape
by Zhivko Donchev, Freelance Sculptor and 3D Artist

11:45 - 13:00
Publishing and how to stay sane
by Spiridon Giannakis (Spiros), Freelance graphic designer and Illustrator

13:00 - 14:30
Lunch break

14:30 - 15:45
The Psychology of the Environment Concept Art
by Eddie Bennun, Art Director Ubisoft Sofia

16:00 - 17:15
The journey that led me to do whatever the hell I want
by Кчасис Люб, Freelance Illustrator/Caricaturist

17:15 - 17:30
Day 1 Closing
# FUTURO 5 Schedule - Day 2

**Saturday, August 24**

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
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<tbody>
<tr>
<td>11:00 - 11:15</td>
<td>Day 2 Opening</td>
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<tr>
<td>11:15 - 12:30</td>
<td>Peculiarities and Benefits of Being a Character Artist in a AAA Game Studio by Zlatina Ganeva, Character Art at Ubisoft Sofia</td>
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<td>12:45 - 14:00</td>
<td>Wardenlight into the Spider-verse by Jessica Rosler &amp; Bastien Grivet, Art Directors and Concept Artists at Wardenlight Studio</td>
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<td>14:00 - 15:30</td>
<td>Lunch break</td>
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<td>15:30 - 16:45</td>
<td>Concept Art for visual development by Hristo Chukov, Art Directors and Concept Artists at Gameloft Sofia Studio</td>
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<td>17:00 - 18:15</td>
<td>Character development with Wouter Tulp by Wouter Tulp, Freelance Illustrator and Character Designer</td>
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<td>18:15 - 18:30</td>
<td>Day 2 Closing</td>
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11:30 - 11:45
Day 3 Opening

11:45 - 13:00
Progressive imaginary lights and their use in everyday life
by Lyubomir Sergeev, Photographer at Sergeev Studio

13:00 - 14:30
Lunch break

14:30 - 16:00
The world of Jean-Baptiste Monge
by Jean-Baptiste Monge, Freelance Illustration Artist

16:15 - 17:45
Color and light in illustration
by Denis Zilber, Freelance Illustrator

17:45 - 18:00
Closing of Futuro 5