

EPC2026 Conference Schedule

Breda University of Applied Sciences
Mgr. Hopmansstraat 2
4817 JS Breda
The Netherlands

Horizon South Building
Room: Hs0.022

You need a ticket to join this Conference.

Tuesday 7 April

Hs0.022 Conference

08:30-09:30	Registration
09:30-09:45	Welcome talk Ingrid Timmermans - Breda University of Applied Sciences
09:45-10:15	Freedom Through Structure: Character Pipelines at Embark Erik Östsjö - Embark Studios
10:15-10:45	Integrating Unreal Engine's PCG Framework into a VR Production Pipeline Tim Verberne - Vertigo Games
10:45-11:15	BREAK
11:15-11:45	Production Techniques and Pipeline for creating a 64Kb Demoscene Production Cedric Guillemet
11:45-12:30	Sea Of Rifts: Real-Time GPU Procedural Techniques Alexander Birke - Out Of Bounds Games
12:30-13:30	LUNCH
13:30-14:00	Dragons Breath Roy Kristoffersen - Qvisten Animation and Max Rose - SideFX
14:00-14:30	Parametric Thinking Roy Gerritsen - y=f(x) lab
14:30-15:00	Ship Shaper Tomas Sala - Falconeer Dev
15:00-15:30	BREAK
15:30-16:00	Natsura: Plants, Polygons and People George Hulm - Natsura and Feike Postmes - Natsura
16:00-16:30	IlluGen: Procedural VFX Workflows Gil Damoiseaux - JangaFX
16:30-16:45	Closing talk
16:45	END

Wednesday 8 April

Hs0.022 Conference

08:30-09:30	Registration
09:30-10:00	Generating Arrakis: Procedural Terrain in Dune: Spice Wars Tom Rethaller - Shiro Games
10:00-10:30	Procedural Vegetation Editor: Growing Procedural Networks Oyvind Fiksdal - Epic Games
10:30-11:00	BREAK
11:00-11:30	The Engine Will Not Save You: Asset Budgets in Modern Content Pipelines Marc Braun - Ubisoft Blue Byte and Bastian Rolf - Ubisoft Blue Byte
11:30-12:30	Student Showcase Students - Breda University of Applied Sciences
12:30-13:30	LUNCH
13:30-14:00	cables.gl: Node Based Real-Time Graphics in the Browser Thomas Kombuechen - UNDEV
14:00-14:30	Runtime Procedural Destruction: More Bang for your Buck Sam Swain - Apparance Studios and Tom Atchley - Backpain Games
14:30-15:00	Generation of Simplified Representations of the City, Characters and Vehicles for Cyberpunk 2077 Pawel Kowalski - CD Projekt Red
15:00-15:30	BREAK
15:30-16:00	Reimaging Sicily: Procedural Building Generation in Mafia: The Old Country Jan Dobrovolny - Hangar 13
16:00-16:30	Good COP, Bad COP Nikola Damjanov - Nordeus
16:30-16:45	Closing talk
16:45-19:00	Drinks

EPC2026 Masterclass Schedule - Houdini Procedural Game Worlds

Breda University of Applied Sciences
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Frontier Building - Third Floor
Room: Fe3.033

You need a ticket to join this Masterclass.

Thursday 9 April

Fe3.033 Masterclass

8:45 Registration
9:30 **SESSION 1 | Basics of Houdini and COPS | Simon Verstraete & Kornelia Borycka**
10:30 BREAK
10:45 **SESSION 1 | Continued**
12:00 LUNCH
13:00 **SESSION 2 | Using COPS with Unreal for VFX Part 1 | Kornelia Borycka**
14:30 BREAK
14:45 **SESSION 2 | Continued**
16:15 Q&A + Recap
16:30 End

Friday 10 April

Fe3.033 Masterclass

8:45 Registration
9:30 **SESSION 3 | Using COPS with Unreal for VFX Part 2 | Kornelia Borycka**
10:30 BREAK
10:45 **SESSION 3 | Continued**
12:00 LUNCH
13:00 **SESSION 4 | Procedural Cables | Marn Schokker**
14:30 BREAK
14:45 **SESSION 4 | Continued**
16:15 Q&A + Recap
16:30 End

EPC2026 Masterclass Schedule - Houdini Procedural Character Storytelling

Breda University of Applied Sciences
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Frontier Building - Third Floor
Room: Fe3.028

You need a ticket to join this Masterclass.

Thursday 9 April

Fe3.028 Masterclass

8:45 Registration
9:30 **SESSION 1 | KineFX Rigging | Roy Kristoffersen**
10:30 BREAK
10:45 **SESSION 1 | Continued**
12:00 LUNCH
13:00 **SESSION 2 | Animation Workflows | Saša Budimir & Magnus Møller**
14:30 BREAK
14:45 **SESSION 2 | Continued**
16:15 Q&A + Recap
16:30 End

Friday 10 April

Fe3.028 Masterclass

8:45 Registration
9:30 **SESSION 3 | Cartoon Eye Rig | Magnus Møller + Max Rose**
10:30 BREAK
10:45 **SESSION 4 | Fire and Embers | Alasgar Hasanov + Max Rose**
12:00 LUNCH
13:00 **SESSION 5 | Stylized Rendering with Copernicus | Max Rose + Alasgar Hasanov**
14:30 BREAK
14:45 **SESSION 5 | Continued**
16:15 Q&A + Recap
16:30 End

EPC2026 Masterclass Schedule - Houdini Advanced Techniques

Breda University of Applied Sciences
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The Netherlands

Frontier Building - Third Floor
Room: Fe3.026

You need a ticket to join this Masterclass.

Thursday 9 April

Fe3.026 Masterclass

8:45 Registration
9:30 **SESSION 1 | Moving the Statue: Rigging and Animating Gaussian Data | Bogdan Lazar**
10:30 BREAK
10:45 **SESSION 1 | Continued**
12:00 LUNCH
13:00 **SESSION 2 | Deploying and Scaling Machine Learning in Houdini | Josh Karlin**
14:30 BREAK
14:45 **SESSION 2 | Continued**
16:15 Q&A + Recap
16:30 End

Friday 10 April

Fe3.026 Masterclass

8:45 Registration
9:30 **SESSION 3 | From Procedural Buildings to Playable Cities | Mohamad Salame**
10:30 BREAK
10:45 **SESSION 3 | Continued**
12:00 LUNCH
13:00 **SESSION 4 | Thinking in Systems: Designing Controlled Chaos | Grayson Cotrell**
14:30 BREAK
14:45 **SESSION 4 | Continued**
16:15 Q&A + Recap
16:30 End

EPC2026 Masterclass Schedule - Apparance Masterclass

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Room: Fe3.035

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Thursday 9 April

Fe3.035 Masterclass

8:45 Registration
9:30 **Timeslot 01**
10:30 BREAK
10:45 **Timeslot 02**
12:00 LUNCH
13:00 **Timeslot 03**
14:30 BREAK
14:45 **Timeslot 04**
16:15 Q&A + Recap
16:30 End

Friday 10 April

Fe3.035 Masterclass

8:45 Registration
9:30 **Timeslot 01**
10:30 BREAK
10:45 **Timeslot 02**
12:00 LUNCH
13:00 **Timeslot 03**
14:30 BREAK
14:45 **Timeslot 04**
16:15 Q&A + Recap
16:30 End