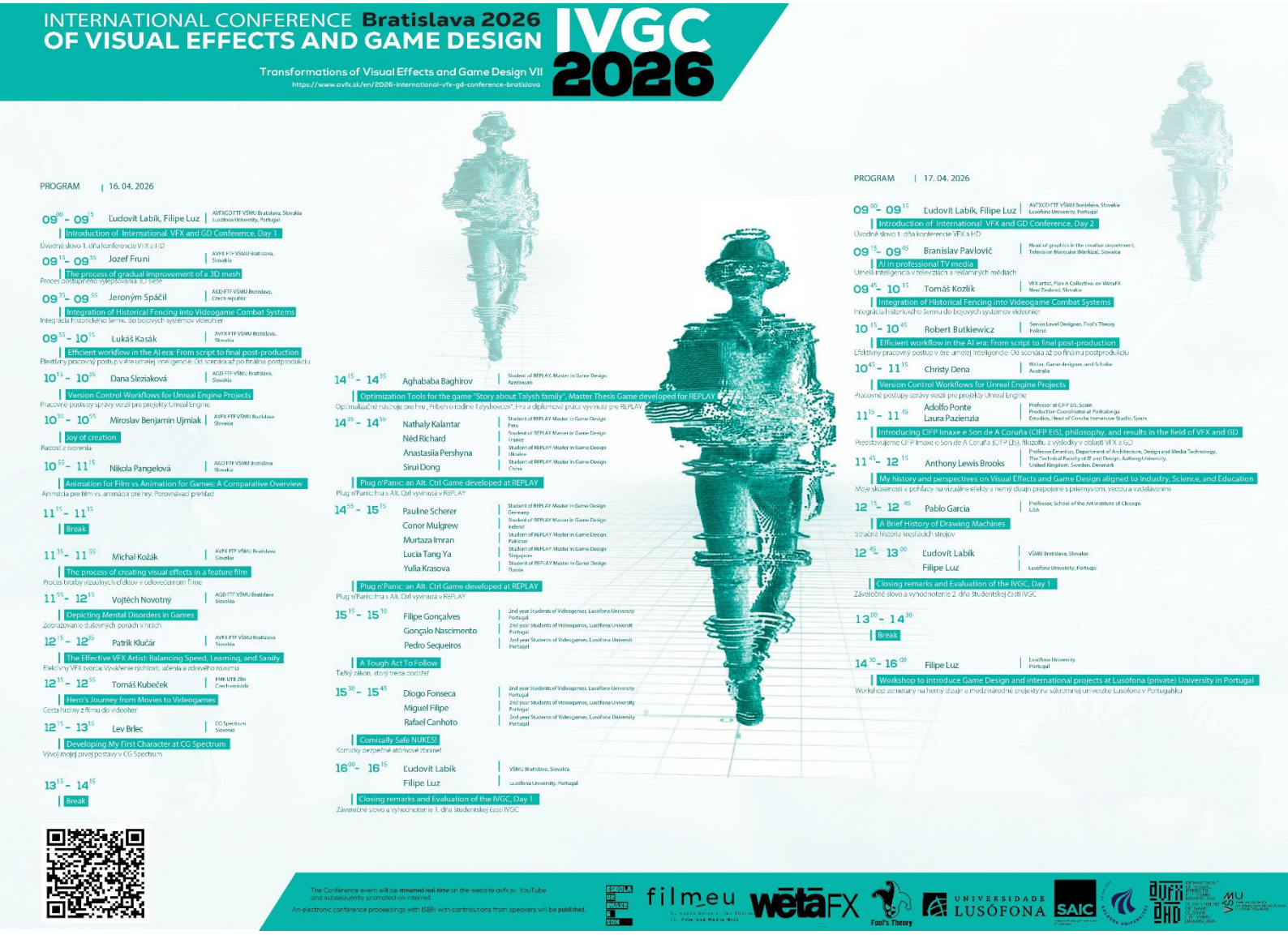
PROGRAM

IVGC 2026 – PREMENY VIZUÁLNYCH EFEKTOV VII

IVGC 2026 – TRANSFORMATIONS OF VISUAL EFFECTS VII

Proceedings of conference papers of the International Conference VFX and GD in Bratislava, 16-17.4.2026.



16-17.4.2026, 09.00-16.00 took place:
IVGC 2026 – INTERNATIONAL VISUAL EFFECTS AND GAME DESIGN CONFERENCE BRATISLAVA 2026
Organized by the Department of Visual Effects and Game Design, FTF VSMU Bratislava, Slovakia.

The IVGC 2026 event was streamed live on the websites of *www.avfx.sk* and YouTube and subsequently promoted on the Internet.

https://www.avfx.sk/en/2026-international-vfx-and-gd-conference-bratislava
https://www.avfx.sk/en/2026-international-vfx-and-gd-conference-bratislava-videos
https://www.avfx.sk/2026-medzinarodna-konferencia-vfx-hd-bratislava
https://www.avfx.sk/2026-medzinarodna-konferencia-vfx-hd-bratislava-videa

PROGRAM of the 1st day:

09,00 – 09,15	ĽUDOVÍT LABÍK, FILIPE LUZ – INTRODUCTION OF THE 1st DAY OF INTERNATIONAL VFX AND GD CONFERENCE Head of Department of Visual Effects and Game Design, FTF VŠMU, Bratislava, **SLOVAKIA** Head of Department, Lusófona University, Lisbon, **PORTUGAL**	
09,15 – 09,45	JOZEF FRUNI – THE PROCESS OF GRADUAL IMPROVEMENT OF A 3D MESH Student of the 1st master's year in AVFX FTF VŠMU Bratislava, **SLOVAKIA**	
09,45 – 10,15	JERONÝM SPÁČIL - INTEGRATION OF HISTORICAL FENCING INTO VIDEOGAME COMBAT SYSTEMS Student of the 1st master's year in AGD FTF VŠMU Bratislava, **CZECH REPEBLIC**	
10,15 – 10,45	LUKÁŠ KASÁK - EFFICIENT WORKFLOW IN THE AI ERA: FROM SCRIPT TO FINAL POST-PRODUCTION Student of the 1st master's year in AVFX FTF VŠMU Bratislava, **SLOVAKIA**	
10,45 – 11,15	DANA SLEZIAKOVÁ - VERSION CONTROL WORKFLOWS FOR UNREAL ENGINE PROJECTS Student of the 1st master's year in AGD FTF VŠMU Bratislava, **SLOVAKIA**	
11,30 – 12,00	MIROSLAV BENJAMIN UJMIAK - JOY OF CREATION Student of the 1st master's year in AVFX FTF VŠMU Bratislava, **SLOVAKIA**	
12,00 – 12,30	NIKOLA PANGELOVÁ - ANIMATION FOR FILM VS ANIMATION FOR GAMES: A COMPARATIVE OVERVIEW Student of the 1st master's year in AGD FTF VŠMU Bratislava, **SLOVAKIA**	
11,15 – 11,30	BREAK	
12,30 – 13,00	MICHAL KOŽÁK - THE PROCESS OF CREATING VISUAL EFFECTS IN A FEATURE FILM Student of the 1st master's year in AVFX FTF VŠMU Bratislava, **SLOVAKIA**	
13,00 – 13,30	VOJTĚCH NOVOTNÝ - DEPICTING MENTAL DISORDERS IN GAMES Student of the 1st master's year in AGD FTF VŠMU Bratislava, **CZECH REPEBLIC**	
12,30 – 13,00	PATRIK KLUČÁR - THE EFFECTIVE VFX ARTIST: BALANCING SPEED, LEARNING, AND SANITY Student of the 1st master's year in AVFX FTF VŠMU Bratislava, **SLOVAKIA**	
13,00 – 13,30	TOMÁŠ KUBEČEK - HERO'S JOURNEY FROM MOVIES TO VIDEOGAMES PhD. student in FMK UTB Zlin, **CZECH REPEBLIC**	
13,00 – 13,30	LEV BRLEC - DEVELOPING MY FIRST CHARACTER AT CG SPECTRUM Student of the 2nd year CG Centrum, **SLOVENIA**	
13,30 – 14,30	BREAK	
13,00 – 13,30	AGHABABA BAGHIROV - OPTIMIZATION TOOLS FOR THE GAME "STORY ABOUT TALYSH FAMILY" Student of REPLAY Master in Game Design, **AZERBAIJAN**	

14,00 – 14,45 STUDENTS OF REPLAY MASTER IN GAME DESIGN - PLUG N'PANIC: AN ALT. CTRL GAME
NATHALY KALANTAR, **PERU**; NÉD RICHARD, **FRANCE**; ANASTASIIA PERSHYNA, **UKRAINE**; SIRUI DONG, **CHINA**
Students of Lusófona University, Lisbon, **PORTUGAL**

14,00 – 14,45 STUDENTS OF REPLAY MASTER IN GAME DESIGN – NOBODY, DEVELOPED AT REPLAY
PAULINE SCHERER, **GERMANY**, CONOR MULGREW, **IRELAND**, MURTAZA IMRAN, **PAKISTAN**, LUCIA TANG YA, **SINGAPORE**, YULIA KRASOVA, **RUSSIA**
Students of Lusófona University, Lisbon, **PORTUGAL**

14,45 – 15,30 FILIPE GONÇALVES, GONÇALO NASCIMENTO, PEDRO SEQUEIROS - A TOUGH ACT TO FOLLOW
Students of Lusófona University, Lisbon, **PORTUGAL**

14,45 – 15,30 DIOGO FONSECA, MIGUEL FILIPE, RAFAEL CANHOTO - COMICALLY SAFE NUKES!
Students of Lusófona University, Lisbon, **PORTUGAL**

16,40 – 16,50 BENEDIKT SALZBRUNN, Fachhochschule Technikum Wien, **AUSTRIA**
FILIPE LUZ, Head of Department, Lusófona University, Lisbon, **PORTUGAL**

16,50 – 17,00 ĽUDOVÍT LABÍK, Head of the Department of Visual Effects and Game Design, FTF VŠMU, Bratislava, **SLOVAKIA** - CLOSING REMARKS AND EVALUATION OF THE 1st day of IVGC 2026

17,00 ENDING

PROGRAM of the 2nd day:

10,00 – 10,15 ĽUDOVÍT LABÍK, FILIPE LUZ – INTRODUCTION OF THE 2nd DAY OF INTERNATIONAL VFX AND GD CONFERENCE
Head of Department of Visual Effects and Game Design, FTF VŠMU, Bratislava, **SLOVAKIA**
Head of Department, Lusófona University, Lisbon, **PORTUGAL**

10,15 – 10,45 BRANISLAV PAVLOVIČ – AI TOOLS IN THE TELEVISION POST-PRODUCTION PROCESS
Head of graphics in the creative department, Television Markíza, **SLOVAKIA**

10,45 – 11,15 TOMÁŠ KOZLÍK - TECHNICAL ANIMATION IN GAMES AND VFX
VFX artist, Plan A Collective, ex-WetaFX, **NEW ZEALAND, SLOVAKIA**

11,15 – 11,45 ROBERT BUTKIEWICZ - ARCHITECTURAL NECROMANCY-HOW THE THAUMATURGE BROUGHT A RAZED CITY TO LIFE
Senior Level Designer, Fool's Theory, **POLAND**

11,45 – 12,15 CHRISTY DENA – ASYMMETRICAL GAMEPLAY USING VISUAL, AUDIO, AND HAPTIC INFORMATION
Writer, game designer, and scholar, **AUSTRALIA**

12,15 – 12,45 ADOLFO PONTE, LAURA PAZIENZIA – INTRODUCING CIFP IMAXE E SON DE A CORUÑA (CIFP EIS), PHILOSOPHY, AND RESULTS IN THE FIELD OF VFX AND GD
Professor at CIFP EIS and Production Coordinator at Pedralonga Estudios,
Head of Coruña Immersive Studio, **SPAIN**

12,15 – 12,45 ANTHONY LEWIS BROOKS – MY HISTORY AND PERSPECTIVES ON VISUAL EFFECTS AND GAME DESIGN ALIGNED TO INDUSTRY, SCIENCE, AND EDUCATION
Professor Emeritus, Department of Architecture, Design and Media Technology,

The Technical Faculty of IT and Design, Aalborg University, **UNITED KINGDOM, SWEDEN, DENMARK**

	12,15 – 12,45	PABLO GARCIA – A BRIEF HISTORY OF DRAWING MACHINES Professor, School of the Art Institute of Chicago, **USA**
	16,40 – 16,50	FILIPE LUZ – CLOSING REMARKS AND EVALUATION OF THE 2nd day of IVGC 2025 Head of the Department, Lusófona University, Lisbon, **PORTUGAL**
	16,50 – 17,00	ĽUDOVÍT LABÍK – CLOSING REMARKS AND EVALUATION OF THE 2nd day of IVGC 2025 Head of the Department of Visual Effects and Game Design, FTF VŠMU, Bratislava, **SLOVAKIA**
	13,30 – 14,30	BREAK
	13,30 – 14,30	FILIPE LUZ – WORKSHOP to introduce Game Design and international projects at Lusófona (private) University in **PORTUGAL**
	17,00	ENDING

FilmEU • VŠMU
WIREscope
Widening Innovation Research Scope

Financované Európskou úniou NextGenerationEU

PLÁN OBNOVY

MINISTERSTVO ŠKOLSTVA, VÝSKUMU, VÝVOJA A MLÁDEŽE SLOVENSKEJ REPUBLIKY

VÝSKUMNÁ AGENTÚRA

Funded by the EU NextGenerationEU through the Recovery and Resilience Plan for Slovakia under the project No. 09I01-03-V04- 00091