

Blend: Film & Games

Don't miss the lead animator of the film *Flow*, Oscar winner, and the global star of the video game *Baldur's Gate 3*!

Zagreb, September 18, 2025 – The Blend: Film & Games conference is becoming even more international this year: Zagreb will host the largest number of international guests to date – true “big names” of the audiovisual industry, including top-tier authors, producers, managers, and designers who have made a mark on the global film and video game scene. On October 2 and 3, the audience at Algebra Bernays University in Zagreb can look forward to panel discussions, inspiring presentations, and free workshops, alongside must-see film screenings.

This year, Blend: Film & Games features a program packed with high-level panels featuring major figures from the global film and gaming industry. Over two days, the audience will learn about the latest trends and practical experiences from those shaping global successes – from innovations at the intersection of film and games, creative AI solutions that support limited budgets, to Green Filming initiatives.

KEY PANELS AND PRESENTATIONS

- **KEYNOTE: CROSS-POLLINATION BETWEEN CINEMA AND GAMEPLAY / October 2**

Speaker: Thierry Van Gyseghem (Belgium), director of animations for the award-winning video games *Baldur's Gate 3* and *Divinity: Original Sin 2*. His team's work on *Baldur's Gate 3* earned a longlist nomination for the 2024 BAFTA Award for Best Animation. This keynote will explore how cinematic language and interactive media can mutually enrich audience experiences.

- **KEYNOTE: FIRESIDE CHAT ON THE FILM *FLOW* / October 2**

Speaker: Martins Upitis (Latvia), co-founder and creative director at Physical Addons, lead animator on the Oscar-winning film *Flow* (Best Animated Film 2025). Martins specialized in complex water simulations. The audience will hear first-hand insights into the making of this visually stunning and artistically powerful project. The film will be screened following the talk, with an introduction by Martins Upitis.

- **PANEL: JUNIOR/SENIOR/VETERAN – 3 PERSPECTIVES ON MUSIC FOR VIDEO GAMES / October 3**

Speakers: Nikola Nikita Jeremić (SRB), composer for *Aliens: Dark Descent*, the *Warhammer 40k* franchise, *Destiny 2*, and *Cyberpunk 2077*; Matija Malatestinić, versatile composer known for innovative approaches to game music; and Damjan Mravunac, composer and sound designer at Croteam, creator of music for renowned Croatian video games *Serious Sam* and *Talos Principle*. The panel will explore how experience shapes musical approaches in the video game industry and the challenges composers face.

• **PRESENTATION: FROM SCRIPT TO FINAL VIDEO ALL WITH AI / October 3**

Speaker: Predrag Šuka, Head of the Multimedia Production Studio at Algebra Bernays University, award-winning multimedia expert and artist with 27 years of professional experience. Predrag works across creative AI, visual forensics, and visual communication, exploring innovative ways to integrate AI technologies with storytelling.

Interactive Experience: Give Your Voice to a Cartoon Character! / October 3, 09:00 – 17:00

Discover the art of voice acting for animated characters! Free for all participants, this workshop, presented by *Posudi Glas* and Kinofilm.hr, develops voice skills, creativity, presentation abilities, and confidence.

NEW WORKSHOP ANNOUNCEMENT

Green Competitiveness: Sustainable Practices in Film and Video Games

Led by Morana Ikić Komljenović, producer with over 25 years of international experience, sustainability advocate in the audiovisual sector, holder of the international CQI-IRCA certification for lead auditing of environmental management systems, author of *Practical Guide to Sustainable Audiovisual Production*, and member of the Eurimages Sustainability Working Group. This workshop will explore sustainability as both an ethical and competitive advantage, with practical guidance and discussion tailored to participants' projects.

 October 2, 14:30 – 17:00

 To register for this free workshop, send your name and a brief project description (if available) to info@blendzagreb.eu.

Belgium is proudly featured as this year's partner country, highlighting the international scope of the event. Belgium's strong creative industries, particularly in film, animation, and video games, make it an invaluable conference partner.

During both conference days, attendees can also watch student films from the University of Vrnjačka Banja and the Academy of Dramatic Arts, while the foyer of Algebra Bernays University will host stands from Croatian game developers such as Bure, Baltazar, Dark Queen, and more.

REMINDER: WORKSHOP REGISTRATION & FEATURED SPEAKERS

Keynote speakers include Fernando Machado, marketing expert and two-time Adweek Grand Brand Genius awardee; Jorg Tittel, Belgian director, screenwriter, producer, and designer (*The Last Worker*, 2023 Venice Film Festival selection); Xavier Rombaut, Belgian film producer with over fifteen years in the industry; and Pontus Rundqvist, Senior Brand Manager at independent publisher Raw Fury.

Workshops include:

- *From 2D Image to 3D World* (Ivan Šivak, Algebra Bernays University, Oct 2, 10:00 – 13:00)
- *Unity Project Architecture* (Andrija Zorić, Oct 3, 10:00 – 13:00)

 Free registration until **October 1**.

Program advisors: Danilo Šerbedžija, Morana Ikić Komljenović, Hrvoje Osvadić, Tea Stepanić, Hrvoje Mitić, Juraj Hrvoje Krašković.

Organizers: Zagreb Film Office and Games Croatia (HAVC), academic partner Algebra Bernays University, supported by the City Office for Culture and Civil Society and Croatian film and gaming associations. The full conference program will soon be available at www.blendzagreb.eu, where all 2024 video lectures can also be viewed for free.

Entry is free with registration until October 1, 18:00: [Register here](#)

Follow all conference news at www.blendzagreb.eu and on the social media channels of Zagreb Film Office, Games Croatia, and Algebra Bernays University.

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