

Angus (Level 3)		Rangimārie 1 (Level 3)		Rangimārie 2 (Level 3)	
8:00am - 9:00am Registration — Te Huinga Centre Foyer (available until 4pm)					
9:00am - 12:30pm Triadic Game Design Workshop Heide Lukosch Associate Professor • HITLAB NZ		9:00am - 12:30pm Ways to Work with Music Natasha Walsh Director of Brand Partnerships • Universal Music NZ Matt Kidd GM of Domestic Repertoire and Business Development • Universal Music NZ		9:00am - 12:30pm Unreal Engine Tech Art & VFX Chris Murphy Unreal Engine Evangelist • Epic Games	
10:30am - 11:00am Morning Tea Break — Catered					
Skill Level: Beginner+ This workshop runs through the conceptual design of applied games. It's a fun way to learn about the method, as the whole workshop is gamified, too!		Skill Level: Intermediate/Advanced Universal Music NZ Providing Insights on Collaborative Ways to Integrate Music into Gaming.		Skill Level: Intermediate/Advanced Sparks! Explosions! Holograms! How!? Let's find out! Join us as we learn the fundamentals of the Niagara VFX system and how to make advanced material effects.	
1:30pm - 5:00pm					
1:30pm - 5:00pm Creating Stylized 3D Characters in Blender Connor Bridson Director/Artist • Atawai Interactive		1:30pm - 5:00pm Unreal Engine Fundamentals Chris Murphy Unreal Engine Evangelist • Epic Games		1:30pm - 5:00pm Game Narrative Design Workshop Eloise Veber Programme Manager • Script to Screen	
3:30pm - 4:00pm Afternoon Tea Break — Catered					
Skill Level: Intermediate+ How to make a stylized 3D character model with topology and textures ready for rigging and animation using Blender.		Skill Level: Beginner+ An important introductory session covering the basics of Unreal Engine 5, the fundamentals of world building, simple gameplay scripting, helpful shortcuts and how some of the key systems tie together. This is a must for any new Unreal Engine user!		Skill Level: Beginner/Intermediate Script to Screen brings their renowned craft-based workshops to NZGDC for the first time with a bespoke game narrative design session. Come and hone your practice in writing for games, and discover the lessons (and pitfalls!) gleaned from writing for screen series.	

For more info on workshops visit NZGDC.com for full details on descriptions, speakers and more!