Promised Land Art Festival 2022: Mitteilungen vom 30. Juni, 12. und 19. August 2022

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Join us for Promised Land Open Day 2022! Tickets now available! CD PROJEKT RED, creators of The Witcher series of games, GWENT: The Witcher Card Game , and Cyberpunk 2077 , in collaboration with the city of ·ód·, Poland, and EC1 ·ód· - City of Culture, invite all budding artists and creative industry enthusiasts to Promised Land Open Day. The returning one-day-only event will take place this September 4th, with tickets now available for purchase. Promised Land Open Day will follow the creative-industry-professionals-oriented Promised Land Art Festival which also returns this year to ·ód·, Poland. The event will be fully offline and will take place in the EC1 building complex - a former power station, modernized and now serving as a center for culture and science. Attendees will have the opportunity to take part in numerous activities. These will include panels and lectures from industry professionals and invited guests as they share their experiences of having worked on some of the biggest video games, films, animations, and other pieces of popular culture. Other attractions will include portfolio reviews hosted by veteran artists and meetings with recruiters from the game development sector, with Promised Land partners hosting presentations of the latest technology powering the creative industry. While some content may be available in English, Open Day and its attractions will mostly be presented in Polish. The studio also announced the first speakers for Promised Land Open Day who will guide visitors behind the scenes of the creative industry: Anna Podedworna is an illustrator and concept artist. She started her career in CD PROJEKT RED and Flying Wild Hog. Now she is a freelance artist, growing a list of clients which includes studios such as: CD PROJEKT RED, Riot Games, Wizards of the Coast, Valve, Walt Disney Pictures, and Warner Bros. Pictures. She has contributed to games such as GWENT: The Witcher Card Game , League of Legends: Wild Rift , Dota 2 , Evil West , Magic: The Gathering , Dungeons & Dragons , Pathfinder and upcoming movies such as The Lion King sequel and Joker 2 . Stan Just is a committed game developer with over 12 years of experience in the industry. He is currently the CEO of Covenant.dev, and the Game Director of the upcoming Gord . In his past experience as a producer, he worked for Reality Pump Studios on the Two Worlds series, 11 bit studios on the Anomaly series, and CD PROJEKT RED - where Just managed teams creating The Witcher 3: Wild Hunt and its expansions. He also sat on the management boards of the Polish Games Association, European Federation of Game Developers, and GameINN Steering Committee. Tomasz Marchewka is an Associate Story Director at CD PROJEKT RED. He holds over a decade's experience as a writer. During his time at CD PROJEKT RED, he has worked on The Witcher 3: Wild Hunt , the Blood and Wine expansion, and Cyberpunk 2077 . Besides video games, he writes novels and short stories. He is an incorrigible aficionado of noir fiction. In stories he looks for sad endings, flawed characters, and mistakes that cannot be undone. Open Day tickets are available for purchase starting today. Anyone wishing to participate in the event can buy them through the dedicated page . Promised Land Art Festival ticket owners will be able to visit Open Day at no extra charge. A detailed Open Day programme, as well as more news and reveals, will be shared in the weeks leading up to September 4th via the event·s official website , as well as on Promised Land Art Festival·s Facebook , Twitter , and Instagram pages. Promised Land Art Festival 2022 Programme Rolls Out! CD PROJEKT RED today unveiled the programme for the upcoming Promised Land Art Festival - set to take place from August 31st to September 3rd in the EC1 building complex in ·ód·. The programme is set to grow as more speakers are announced to join the festival. This year marks the first iteration of Promised Land Art Festival since 2019, and promises to be an exciting event geared towards artists and creatives across the video game, film, music and entertainment industries. This year·s programme features numerous highlights, including lectures where professionals from the fields of VFX, 3D, modeling, illustration, animation, and more, will share their

knowledge. Attendees will also be able to take part in workshops throughout the event, gaining first-hand inspiration from recognized experts such as Tina Nawrocki, Jordu Schell, Anna Krzemie·, Albert Szostkiewicz, Kamil Hepner, and Adam Goldstein. The programme also features live sculpting and drawing sessions. The current programme is available to view here , and will be regularly updated with new lectures, sessions, and workshops as more speakers are announced for the event. With Polsat Games as a media partner of the event, numerous official technology partners for Promised Land have also already been revealed, including Autodesk, IT Media, OSHEE, PCC Polska, Alterpose, Warsaw Ink, and Wacom - with more yet to be announced. Created in collaboration between CD PROJEKT RED - developers of Cyberpunk 2077 and The Witcher series of video games - the city of ·ód·, Poland, and EC1 ·ód· - The City of Culture, Promised Land is a place for the exchange of knowledge and experience, for networking, and crossing the divide between the digital and the traditional arts. Following the main Promised Land festival, the additional event, Open Day , will take place on September 4th, and is directed at budding artists and creative industry enthusiasts. Open Day will host additional lectures and offer the chance for portfolio consultations with industry experts. Anyone wishing to attend the event can purchase tickets - and find out more information about both the main festival and Open Day - on the official Promised Land website , Twitter and Instagram pages. Promised Land Art Festival 2022 Reveals the Full Open Day programme! CD PROJEKT RED presents the full programme for this year·s edition of Promised Land Open Day, which will take place directly after Promised Land Art Festival 2022 on September 4th in the EC1 building complex in ·ód·, Poland. Promised Land Open Day is an accompanying event to the creative-industry-professionals-oriented Promised Land Art Festival, which also returns this year to ·ód·, Poland. The event will be fully offline and will take place in the EC1 building complex - a former power station, modernized and now serving as a center for culture and science. A host of attractions awaits Open Day participants, including panels and lectures from industry professionals and invited guests as they share their experiences of having worked on some of the biggest video games, films, animations, and other pieces of popular culture - as well as a discussion panel from mentees who took part in CD PROJEKT RED and Perspektywy Education Foundation·s Girls in the Game! initiative. Renowned comic book artist Grzegorz Rosi·ski has also confirmed his presence. Participants will have the chance to meet the artist and watch his process during live illustration sessions. Other attractions include portfolio reviews hosted by veteran artists, an excellent opportunity to glean ideas about further artistic development within the industry. Recruiters from the game development sector will also be available to discuss beginning a career in the industry, while Promised Land·s technological partners will host presentations of the latest technology powering the creative industry. Discover the full Open Day Promised Land programme here . Open Day tickets are available at the price of 30 PLN. Anyone wishing to participate in the event can buy them through the dedicated page . Promised Land Art Festival ticket owners will be able to visit Open Day at no extra charge. W hile some content may be available in English, Open Day and its attractions will mostly be presented in Polish. Promised Land Open Day and Promised Land Art Festival are organized by CD PROJEKT RED in collaboration with the city of ·ód·, Poland and EC1 ·ód· - City of Culture. This year·s media partner is Polsat Games. More information about the festival and Open Day can be found on the event·s official website .