

CONFERENCE PROGRAMME

6 JULY ::: THURSDAY



WI-FI NETWORK

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CONFIA
2023

09:30 WELCOME DESK | CONFERENCE ENROLLMENT

09:45 CONFERENCE OPENING

10:00 KEYNOTE SESSION 1

RACHEL GANNON

10:50 COFFEE BREAK

11:00 | ENG 1

Andrew Selby and Mario Minichiello

Artificial Intelligence in Editorial Illustration: An Insight into Proximity and Plausibility; Emotion, Empathy and Ethics

Joel Lardner

Don't Push Me Around: An Enquiry into the Origins, Function and Continuing Impact of Illustrated Graphics within 1980's Skateboard Culture

Marta López López

Illustration and Artificial Intelligence (AI): The "ChatGPT" for images, intrusiveness or a new tool?

12:00 | ENG 2

Melanie Beisswenger

Animated Faces that Lie and Deceive

Richard Johnson

Breaking the Frame: Unbinding the Language of Wordless Visual Narratives

Hannes Rall and Emma Harper

Stylization as a Tool for Empathy: Diabetes Education Through Gamified Animation in VR

Anja Tolar Tomšič

3D Animation as a Contemporary Learning Tool in (Slovenian) Secondary Education

LUNCH BREAK | HOTEL CRISTAL

14:30 KEYNOTE SESSION 2

ANDRÉ CARRILHO

15:30 | ENG 3

Linda Scott

The Canary in the Coalmine: Retransmitting Apocalyptic Warnings through Dystopian Narrative

Dave Wood

Prehistoric Illustration: Semiotically Unlocking and Learning from Early Visual Communication

Lisa Sanchez-Aguilar

Process of creation of the infographic: The Amazing European Bison Journey

Marta Ribeiro, Fernando Correia and Miguel Pais

Methodologies for Shark Illustration

16:30 | ENG 4

Viola Orgiano

A journey through pages: the impact of the book- object's visual and paper design on its narrative potential

Marcus Diamond

The Moving Page

Guilherme Cruz, Daniel Silvestre and Duarte Duque

"Gameful" thinking of hues: How color helps improving videogames

Maria Freitas, Manuel Albino and José Raimundo

The Contribution of Co-op Board Games to the Development of Human Soft Skills

17:30 COFFEE BREAK

17:45 | ENG 5

Philipp Wintersberger and Juergen Hagler

Broken Telephone: A Tale of Two AIs in the Loop

Vaida Nedzinskaitė-Mitkė

Historical genre comics: comics as an additional educational tool in classrooms

Catarina Vieira and Sahra Kunz

Visual Novels – Playable Stories and Their Persistence in The Twenty-first Century

Isabella Andrade and Marta Varzim

A Study of Color Association in Pixar's Animations: An Analysis of Color Based Characters.



18:45 | ENG 6

Kristi Luht and Jorge Brandão Pereira

Secondary action and motion for hybrid animation

Gabriela Sá, Paula Tavares and Heitor Alvelos

Where are the Women? An Overview of Female Representation in Popular Contemporary Animation Feature Films

Eliane Gordeeff

Motion Capture, The Turning Point in the History of Motion Pictures

Catia Alexandra dos Santos Peres and Cynthia Levitan

Plasticity in Stop Motion Animation: The case study of "Memorable" by Bruno Collet

19:30 EXHIBITION OPENING SPEECH AND GUIDED TOUR PEDRO VIEIRA MOURA

Co-Position

Composition, Coordination and Communication in Comics in Collaboration. Experiences from Scriptwriter Pedro Moura and artists.

11:00 | PT 1

Inês Gomes and Eduardo Côrte-Real

Alice e o Grotesco na Ilustração Infanto-Juvenil

Diana Maria Martins and Sara Reis da Silva

A pervivência dos clássicos em formato de livro-objeto: o caso d'O Quebra-nozes

Claudia Barrocas and Fernando Correia

Ilustração (bio)molecular - quando a metáfora assume a realidade

12:00 | PT 2

Sofia Telo, João Cabral and Filipe Luz

Aneurysm - uma experiência de animação expandida

Diana David

A delimitação da imagem no espaço animado em Realidade Virtual / Delimitation of the Image in the VR animated space

Ana Lúcia Pinto

Entretecer a mulher transmontana: os primeiros passos de um documentário animado

LUNCH BREAK | HOTEL CRISTAL

15:30 | PT 3

Andreia Silva and Fernando J. S. Correia

O papel da ilustração botânica na etnobotânica - as plantas bravias do Vale do Côa

Luis Alexandre F. Ogasawara, Grace Kishimoto and Marcos Aurélio Castanha Junior

A possibilidade da superação do preconceito contra o imigrante japonês e seus descendentes no Brasil por meio do design de personagem - Akemi, em Olho Puxadinho

Sara Reis da Silva

Sarah Afonso, uma pintora-ilustradora para a infância

16:30 | PT 4

Cristiane de Menezes, Abhishek Chatterjee, Nuno Dias and Vasco Branco

Desenhar Castelos: exploração visual para uma identidade territorial

Jorge dos Reis

Desenhar à inglesa pela mão caligráfica de António Jacinto de Araújo, um desenhador da escrita

Marina Vale Guedes

Desenho e Observação para Médicos: o desafio de ensinar os estudantes de medicina a desenhar

Najla Leroy

(entre)folhas: Publicações de Artistas - Um encontro para tornar público experiências artísticas

17:30 COFFEE BREAK

17:45 | PT 5

Emilio Remelhe

No Bosque da Escrita e do Desenho: um Passeio anotado

Mayhara Ferraz, Marta Madureira and Diana Martins

O livro ilustrado como um meio para a consciencialização sobre Invisible Disabilities

Maria Zita Almeida Pinto e Diana Maria Martins

Algumas Notas Sobre as Ilustrações de Basquiat em Life doesn't frighten me

19:30 END OF DAY 1



CONFERENCE PROGRAMME

7 JULY :: FRIDAY



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10:00 KEYNOTE SESSION 3

STUART MEDLEY

10:50 COFFEE BREAK

11:00 | ENG 7

Josipa Selthofer

Culture of comics in Croatia before and after 1991

João dos Santos

Drawing skills, tracing and attention – towards drawing without hands

Catarina Pisco, Ana Lúcia Pinto and Marta Madureira

“Entre tu e eu” / “between you and I”: showcasing the potential of fanzines as an artifact of expression and authorship within the theme of feminine sexuality and self-discovery

Maria Completo, Paulo Silveira and Fernando Correia

The problem of botanical blindness – a solution for the City Park of Trancoso

12:00 | ENG 8

Paola Dore, Daniele Murgia and Nicolò Ceccarelli

Pop-up book design. Engaging mixed-media for raising environmental awareness

Nuno Marques and João Mateus

Illustration and tactile image: 3D printing in favour of the creation of inclusive materials and its use at the intersection with workshop printing techniques.

Awoniyi Stephen

Helping Children (and Youth) Make Sense of Graphs Through Illustrating Stories

LUNCH BREAK | HOTEL CRISTAL

14:30 KEYNOTE SESSION 4

EMMA CALDER

15:30 | ENG 9

Jack McGrath

Miniature Atmospheres: Capturing a Stop Motion City

Ying Zhang

Discovering Surrealism in Animation: A Series of Case Studies

Tom Edgar

Stopmotion Adventures in Virtual Reality

Tomas Mitkus

Practice diary for animation: reflective tool for the practitioner, researcher, and educator

16:30 | ENG 10

Paul Roberts

Haunting and Hauntology in AI Collaborative Image-Making

Paul David Hardman and António Silveira Gomes

Visual Music Film as a project for Design and Multimedia Students

Possanunt Charoenkijkajorn and Nakano Yoshito

Exploring the Layout Design of Tribhumigatha: Analyzing the Uniqueness of Thai Heritage Manuscript

Tomas Mitkus, Rokas Semėnas, Roberta Jablonskytė and Vaida Nedzinskaitė-Mitkė

AI in visually based creative industries: impact, challenges, and predictions

17:30 COFFEE BREAK

17:45 | ENG 11

Ana Albuquerque

The Graphic Vision of Ana Aragão's Literary Universe: Labyrinths and Maps

Sara Feio

Embodying My Alter Ego: exploring authenticity within illustration

18:30 | ENG

Alan Male | BOOK LAUNCH

19:30 CONFERENCE CLOSING

Paula Tavares

20:00 RESTAURANTE CABANA PESCADOR

Conference Dinner

11:00 | PT 6

Teresa Cunha, Paulo Silveira and Fernando Correia

Do campo ao herbário, à estampa de uma planta timorense

Alexandra Pais, Paula Tavares and Cristiana Serejo

A mulher monstro do figurado de Barcelos

Daniel Silvestre

Leal da Câmara e a representação da polícia n'A Marselheza e n'A Corja!

12:00 | PT 7

Maria Margarida Pessanha, Marta Madureira and Diana Maria Martins

O desenho infantil e a colaboração com a criança como ponto de partida para o desenvolvimento de uma curta-metragem de animação

João Mendes

Encenação e Meta-Narrativa no Cinema de Animação

Alexandre Carvalho and Diogo Bessa

Realidade Mista: Conceitos, Criação de novas realidade e trabalho colaborativo

LUNCH BREAK | HOTEL CRISTAL

15:30 | PT 8

Júlia Gomes and Manuel Albino

O Mundo das Webcomics

Isabel Aboim-Ingles

Desenhar o tempo

Fábio Mota and José Raimundo

A Importância do Domínio e Prática do Desenho No Desenvolvimento de Concept Art para Videojogos na Atualidade

16:30 ROOM CLOSING

