July's GOD	OOTCON 2021		
Saturday, 3rd of July		Timezone: Greenwich Mean Time	Pro tip: Create a copy of this file to change the time zone!
14:00 - 14:00	Welcome Juan Unletsky		Pro tip: Create a copy of this file to change the time zone!
	Welcome to the atendees at GodotCon 2021		the time zone!
14:00 - 14:20	Building a community with Godot Engine Miguel Gonzalez Sanchez		
	I built many games in my life but none of them got as successful as my latest game endeavor called 'cave', which made it to the front page of lock for a short strend it started as an idea to try out a game engine, then became a protospe to learn Codot Engine is now on its way, becoming a fully fielding dismel.		
	engine, then became a prototype to learn Godot Engine is now on its way, becoming a fully-fledged game!		
14:20 - 14:45	Methods for Cloud-based Game Backends with Firebase		
	Kyle Szklenski There are many ways to implement game backends. This talk will		
	There are many ways to implement, game backends. This talk will discuss aspects of my Godor Freebase plugin [helfs], but also the actual methods in ve used in order to create game backends already using this plugin. This will include several patterns and tips and sticks, as well as corremon problems and executive issues that arise.		
14045 - 15/35	VFX in Godot: A crash course		
	Ilaria Cislaghi		
	Particles and VFX are very intimidating for a huge number of people J want to share some tips and tricks about some basic artistic concepts behind VFX, and how to assemble them in Godot.		
15:15 - 15:40	Animation Trees with Clojure? Godot Meets Functional Prog	ramming!	
	Josep Sanchez Ferreres Animation trees are a great tool in Godot: Allowing users to compose their solmation clies using an insulting around programming interface.		
	Josep Sanche Ferrere Advantation resear a great total in Coder Allewing users to compare Advantation resear a great total in Coder Allewing users to compare bits when projects grow and the amount of actions a shoulder level bits of increases; the feature of the actions a shoulder level bits of increases; the feature of the actions and the shoulder level be action of the action of the action of the shoulder of the shoulder of the shoulder of the shoulder of the action of th		
	solution I found to this problem in my game. A DSL based on the Clojuse programming language that compiles down to CDScript and enhances Animation Trees with several advanced features. During the		
	programming constructs and how embracing their functional roots allow for better composability. Throughout this, we will also use a character from my carme (The Process) to show in practice how I use a		
	this DSL to interactively build a complex animation tree in a very short time.		
15:40 - 16:20	Flash Talks		
	In this section, we will see some shorter talks about a variety of topics. Some games with interesting features, and some technical tools and news.		
	Trying to make a 3D racing game with Godot - My experience	se so far making TrackHaster	
	Marcos Salto de Paula 1. Setting a custom solution for physics based vehicles with 6DOF		
	joints and motors, acting as vehicle engine and wheel behaviour. And how this knowledge can translate to other uses. 2. Isolating physics problems in the game know how to solve them, or		
	when to just use a workshound. 3. Using CCD 3D models from around the web and using FOSS only softwares in the development cycle. 4. Making 3D noth-crossen games using Coder.		
	Macros (abo de Paula) Listengia customicalism für grögest based verhölder, auch 60,00 f. Listengia customicalism für grögest based verhölder, auch 60,00 f. Michael von der Schaller von der		
	Learning to Code with the Godot Game Engine		_
	Nathan Levate A new tool and complete open-source course to teach programming to beginner using Godor Engline.		
			_
	Making of BLASTRONAUT - co-op mining game in a procedu Jaanus Jaggo	arally generated world	
	A quick peek behind the scenes of Blastronaut, an explosive explosition and mining game.		
	Octahedrone: Syncing Dimensions		_
	Tim Kold Costa Moder a supporting 20 game featuring a novel and Costa Modern from and a traditional third pieton story mode challenging input system and a traditional third pieton story mode statistical costs and unconventional ories; IT is showing off the most traditional crise and unconventional ories; IT is showing off the most transeating approach of the game from a Golds uses prespective, giving details about the implementation when needed and IT be happy to answer questions about it.		
	Godot can enable you to implement any kind of system, both traditional ones and unconventional ones. I'll be showing off the most interesting aspects of the game from a Godot user perspective, civing the perspective.		
	details about the implementation when needed and I'll be happy to answer questions about it.		
	RhythmMMO		_
	Lify (PachDev) Design decisions, gameplay, asset pipeline and everything around RythmiNNO, a sandbox MMO with rythm gamplayl		
	Outrun Chase - An outrun themed, artistic, racing and shoot	ting game	-
	Angad Kambili Check out Outsun Chase, a stylised high speed racing and fighting game developed by a group of students.		
16:20 - 16:45	Making an open source game studio Andre Stackhouse		
	In this talk we are going to discuss what it would mean to create a video game studio that is 'open source' not just in the technical source, but also in the sense of employing the prince where the property of the prince of the property of the prince where the prince of the prince where the prince of the p		
	Annu Stachhouse in this talk we are gining to discuss what it would mean to create a video game studio that it 'open source' not' just in the technical us. It has been to the population of the population of the population of the the heart of the open source moments' Vould the game have to ferri? Could such an idea source in the questions. Was not building a new kind of game studio and announcing our first major project, an open source game build not an open source stack. "Codde " Halama"	,	
	of game studio and announcing our first major project, an open source game built on an open source stack - Godot + Nakamal		
16:45 - 17:05	Godot 4's Decal node explained		
	Huge Lecurcio Overview of the new Decal node in the upcoming Godot 4.0. Quick glance at it's implementation and many creative uses for it.		
17:05 - 17:30	Using Godot resources to build card effects in a card game		
11.00 - 1730			
	Illa Kuznetcev Delgning a system to load complex game effects is sometimes harder than inverting effects themselves. But it's possible to use Godd to make the delign straight-forward jand easier than big JSGN databasej. Will show you 3 different approaches that can help you tackle this problem.		
	tackle this problem.		
17:50 - 18:00	Trophix - A realtime ecosystem middleware for Godot Michael Zöller		
	Michael Zöller Dive into Trophix, a system based on scientific ecosystem modelling in biology for ecosystem simulation s in realtime games. Find out how Docker is used to find stable ecosystem parameters and issure about a		