

	Meidinger Saal	König-Karl-Halle	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	Kepler: Studio B
10.00	fmX/screenings p.125 Filmakademie Shorts	fmX/talks p.51 The Animation Co-op Kevin Geiger Animation Co-op	fmX/talks p.54 Case Study Digital Distribution Manuel Cristobal Pera Verde Films	fmX/talents p.105 Supinfocom Marie-Anne Fontenier Supinfocom	fmX/talks p.58 Marketing Digital Media to Children Ines de la Ville CEPE	
11.00	Writing for Animation p.245 Writing for Animation	fmX/talks p.51 Dragon Hunter Mac Guff, Trichter, Futurikon	fmX/talks p.55 "Monster Samurai" Behind the Scenes Motoni Sakakibara Sprite Animation	fmX/talents p.106 Introducing the Animation of MOME Jozsef Falop MOME	fmX/talks p.58 Demography and Film Klaus Keil EPI	fmX/talents p.113 Pitch me if you can! Stylyle Kurz
12.00		fmX/talks p.52 Making of "Azur and Asmar" Arnaud Boulard Mac Guff	fmX/talks p.55 Polygon Pictures' Market Strategy Shuzo John Shuto Polygon Pictures Inc.	fmX/talents p.106 Animation Courses National Film School Chiara Magni CSC Animation Dept.	fmX/talks p.58 Cartoon Forum: The Co-production Forum Annick Moes	
13.00						
14.00	fmX/review p.24 Web2.0 – Where The Mass Meets Ingo von Staden	fmX/talks p.53 Flushed Away Seramas Malone Aardman Animations	fmX/talks p.56 Production on a tight Budget Sietem Feldmark A. Film A/S	fmX/talents p.107 HFF Potsdam and Digital Cinema Prof. Ulrich Weinberg HFF Potsdam	fmX/talks p.59 All NICK Oliver Schablitzki NICK	
15.00	fmX/review p.24 Wb w00bs, u rozzor! World of Warcraft Touf Weidemann CDV	fmX/talks p.53 Maximising Assets David Spinozza Aardman Animations	fmX/talks p.56 The Ugly Duckling and Me Frédéric Thonet Duran	fmX/talents p.107 Stuttgart Media University Katja Hofmann HdM	fmX/talks p.59 Super RTL Karen Hiltago Super RTL	
16.00	fmX/review p.25 Creating Tools for Conviviality Florian Alexander Schmidt	APD p.243 The German Production Landscape Scopos, A.Film, Toons 'N' Tales	fmX/talks p.57 HD & 3D: More Power for Emotions Guillaume Helleuin TeamTo	fmX/talents p.108 ADM-School of Art, Design and Media Singapore Hannes Roll	fmX/talks p.59 Kika Frank Beckmann KI.KA	
17.00	fmX/review p.25 Second Life Rocks Second Life Sucks Michael Rueger	APD p.243 Production Strategies Theresa Plummer-Andrews Films Action	fmX/talks p.57 Animated TV Series Franck Malmin Del2shoot	fmX/talents p.108 Swansea Institute The School of Digital Media Felicity Blastland		
18.00	fmX/screenings p.126 Best of Animex Award Highlights Justin Greetham Animex	fmX/screenings p.125 SIGGRAPH CAF Terrence Masson Digital Fauxtography		fmX/talents p.109 UCLA Dept of Film Animation Workshop Emud Mokhberi UCLA		
19.00				fmX/talents p.109 University of the Balearic Islands Juan Montes de Oca UIB		
20.00						

	Raum Reutlingen	List-Saal: Galerie A	List-Saal: Galerie B	List-Saal: Turm A	List-Saal: Turm B
10.00	Bosch Stiftung p.255 Team Finding Seminar East European/German Pitches				
11.00					
12.00					
13.00					
14.00	Bosch Stiftung p.257 East European Co-Production Screening of "Splinter" Wojtek Wowszczyk				
15.00	Bosch Stiftung p.257 Team Finding Seminar Get-together				
16.00					
17.00					
18.00					fmX/expo Foyer Bertha-Benz 10:00-20:00
19.00					Alex McDowell Exhibition Film Design in the Digital Age Turm B
20.00					ITFS Award Ceremony 21:00 Gloria 1 Königstrasse 22 fmX/07 Opening Reception sponsored by Nvidia 22:00 Steinbeis-Saal

	Meidinger Saal	König-Karl-Halle	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	Kepler: Studio B
10.00	fmw/review p.26 Digital Set Design Tino Schoedler	fmw/talks p.65 Making- Of: Arthur and the Invisibles Geoffrey Niquet BUF	Recruiting Panel 1 p.223 Double Negative, Crytek, RTT, Walt Disney Animation	fmw/technologies p.99 How to Make it Real Used Technology Tom Dearberg Crytek	Echtzeit p.259 Realtime in TV Christian Richter ProSiebenSat.1	fmw/talents p.113 European Talents: Pitching Session
11.00	fmw/review p.26 Viral Design Alex McDowell	fmw/talks p.65 "300" - Prepare for Glory Chris Watts Stephan Trojansky	Recruiting Panel 2 p.225 DreamWorks, Parasol Island, Datascope Recruitment, Lionhead Studios	fmw/technologies p.99 Character Pipeline for Next-Gen Games Hanno Hogedorn Crytek	Echtzeit p.259 Mobile Experiences Mobile Games Mark Olliva Nokia	
12.00	fmw/review p.27 VFX Design for STF A breakdown Kevin Tod Haug FXC	fmw/talks p.66 New Trends & Markets New Opportunities Jean-Charles Hourcade Thomson	fmw/recruiting p.235 Professions in Animation Dan Sarto Pamela Thompson	fmw/technologies p.100 Morpheme Torsten Reil NaturalMotion	Echtzeit p.259 Visualizing Music Philip Braun Gerafftoast	
13.00			fmw/screenings p.126 Dan Sarto's Choice Dan Sarto AVN			
14.00	fmw/talks p.61 New Methods for Face Scanning & Rendering Dr. Paul Obeveac USC ICT	fmw/talks p.66 From Live Action to Animation John Boorman	fmw/review p.28 The History of CG 1940's to 2007+ Tereza Masson Digital Fauxtography	fmw/technologies p.100 AquaTree: Research Meets Film-Making Thomas Luff Konstanz University	Echtzeit p.260 Digital Rooms with VVVV Sebastian Ochschatz meso	fmw/talents p.110 The Animation Workshop Michelle Nardone Timothy Leborgne
15.00	fmw/talks p.61 The Illusion of Life - Revisited Ken Perlin New York University	fmw/talks p.67 Framestore Feature Animation David Lomax Framestore CFC	fmw/review p.28 History of CGI from analog to ILM Ed Kramer Impossible Pictures	fmw/technologies p.101 Photo and Video Manipulation Asem Agarwal Adobe Research	Echtzeit p.260 An Underground View on Realtime Animation Ekkahard Brüggemann DigitaleKultur e.V.	fmw/talents p.113 European Talents: Pitching Session
16.00	fmw/talks p.63 The Procedural Creation of Content Sebastien Deguy Allegorithmic	fmw/talks p.67 CG/ Visual Components for Over The Hedge Craig Ring	fmw/review p.29 The Technology Disruption Conundrum Van Johnson	fmw/technologies p.101 2D/3D NPR Creation Cédric Babouche Def2shoot	Echtzeit p.260 The Very Best of the Scene.org Awards Bert Stammes Scene.org	fmw/talents p.114 Mini Market
17.00	fmw/talks p.63 Pre-Render Meets Realtime Sebastien Racine Ubisoft	fmw/talks p.69 "Surf's Up" Rob Bradow Imageworks	fmw/review p.29 Financing and Producing Films Dory Benami New Regency	fmw/technologies p.102 Hair and Fur Rendering Olivier Soares Framestore CFC	Echtzeit p.261 The Machinima Circus Friedrich Kirschner Klaus Neumann	
18.00	fmw/talks p.63 What makes Games Different? Stéphane Natkin ENJMIN	fmw/talks p.69 "Spider-Man 3" Peter Nofz Imageworks	fmw/review p.29 Collada Automation Digital Asset Schema Rémi Amaud SCEA	fmw/technologies p.102 Production Rendering and Scripting Haggi Flöser-Key	Echtzeit p.261 Screening: Best of Machinima Claus-Dieter Schulz Machinima Studios	
19.00	fmw/screenings p.126 Best of Bifilm Aaron Koenig Bifilm		fmw/screenings p.125 Filmakademie Shorts			
20.00	fmw/screenings p.128 Stuttgart Festival of Animated Film Best of Competition					

	Raum Reutlingen	List-Saal: Galerie A	List-Saal: Galerie B	List-Saal: Turm A	List-Saal: Turm B
10.00	fmw/workshops p.149 Softimage SOFTIMAGE SI Master Class Training Nikki Bridgman	fmw/workshops p.155 idagrovefilmeffects Meeting management needs in VFX Sacha Bertram	fmw/workshops p.157 ComBOTS AG Personal Digital Communication Christian Reissmüller	fmw/suites p.195 Adobe Systems Production Premium Hands-on workshop Sven Bräucher	fmw/suites p.203 Autodesk Legionairsprod Vindoniso Manuel Särtele
11.00	fmw/workshops p.149 PNY Technologies More use of current graphics hardware Stefan Hummel		fmw/workshops p.157 more3D Creating 3D-STEREO content with C4D R10 Cornel Svoboda		fmw/suites p.203 Autodesk textured 3D-objects motion capture Thomas Wagner
12.00	fmw/workshops p.151 RTT AG Making of Audi R8 Experience CG Movie Andrea Gurschera		fmw/workshops p.159 SAE/QANTM QANIM Character design Christian Mosbauer	fmw/suites p.195 Adobe Systems Web Premium Hands-on workshop Helge Maus	fmw/suites p.204 Autodesk Interactive 3D Visualization Ruediger Mach
13.00	fmw/workshops p.151 Adobe Systems Creative Suite 3 Web Premium Greg Rewis				fmw/suites p.204 Autodesk Cinematic Scenes in Games Gregor Weiß
14.00	fmw/workshops p.151 MAKKEVISION Video "CL-Class" Behind the Scenes Jochim Lincke	fmw/workshops p.155 MAXON CINEBA 4D R10, MOCCA David Drayton	fmw/workshops p.159 idN Design Scene Jonathan Ng	fmw/suites p.196 Adobe Systems Production Premium Hands-on workshop Sven Bräucher	fmw/suites p.204 Autodesk Pogrammit Austria's first virtual world Matthias Grumet
15.00	fmw/workshops p.153 REALVIZ MOVIMENTO Video based MOCAP Sebastien Euliet	fmw/workshops p.155 VisualMotion 3D Display Content Creation Jan Hübner	fmw/workshops p.159 Sony Deutschland HDV and XDCAM HD Claus Pfeifer		fmw/suites p.205 Autodesk Performance capture - say cheese! Christoph Grenzwürker
16.00	fmw/workshops p.153 NVIDIA	fmw/workshops p.157 Softimage SOFTIMAGE SI Character Rigging Nikki Bridgman	fmw/workshops p.161 Bifilm Bifilm Club Aaron Koenig	fmw/suites p.196 Adobe Systems Web Premium Hands-on workshop Helge Maus	fmw/suites Autodesk BMW iA3 - Metamorphosis Holger Schaal
17.00	fmw/workshops p.153 Apple HD production sample by expert Apple user	fmw/workshops Filmakademie New studies program Interactive Media Michael Rueger	fmw/workshops IBM From Gaming to Real World Application Bruce D'Amora		
18.00					
19.00					fmw/expo List-Saal Foyer Bertha-Benz 10:00-20:00
20.00					Recruiting Desks Eyth-Saal 14:00-19:00 Alex McDowell Exhibition Film Design in the Digital Age Turm B

	Meidinger Saal	König-Karl-Halle	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	Kepler: Studio B
10.00	fmx/talks p.71 Post Production and VFX Namid Malhotra Prime Focus	fmx/review p.30 Performance Capture Ed Hooks	Recruiting Panel 3 p.227 Scanline VFX, Frame-Daniels, Unexpected, Aardman Animations	Visual Computing p.249 Visual Computing Cluster Baden-Württemberg: Opening Session		Digital Cinema p.41 Digital Mastering 2D and 3D workflows Carsten Schuffert Bewegte Bilder Medien
11.00	fmx/talks p.73 Rhythm & Hues India Case Study Prashant Buyyala Rhythm & Hues India	fmx/review p.31 Creating Realtime 3D Virtual Actors de Fondoumière Quantic Dream	Recruiting Panel 4 p.229 Sony Pictures, Pixomondo, rise/fx, Framstore CFC	Visual Computing p.250 Optimised Process Planning, Shorter Times to Market		Digital Cinema p.41 Digital Cinema Peter Dingens FFA
12.00	fmx/talks p.73 Creating Hollywood VFX in Bollywood Jesh Krishna Murthy Anitran	fmx/review p.31 The Art of Motion Capture Debbie Denise Imageworks	fmx/recruiting p.235 Professions in Effects Dan Sarto Pamela Thompson	Visual Computing p.251 Visualisation of Information		Digital Cinema p.42 Specifications for Digital Cinema Siegfried Föbel Fraunhofer IIS
13.00			fmx/screenings p.127 Stereoscopic Screening			
14.00	fmx/talks p.75 Believable Character Emotions & Memories Antoine Villedie Darkworks	Virtual Humans p.35 Robot Culture Kirsty Boyle	Digital Cinema p.42 3D DCP Preparation Matt Cowan REAL D	Visual Computing p.251 Digital Factory		fmx/talks p.77 German Federal Film Fund – DFFF Christine Berg FFA
15.00	fmx/talks p.75 Word into Action: Adapting other Media Lee Sheldon TAC	Virtual Humans p.36 ILM Digital Cloning Davy Jones Christophe Hery ILM	Digital Cinema p.43 The Real 3D Ben Stassen nWave	Visual Computing p.253 Driving Forces in Technology		fmx/talents p.110 Gobelins Eric Riewer Gobelins
16.00	fmx/talks p.76 We all want Emotions in Games! Giles Mantell Ubisoft	Virtual Humans p.36 Universal Capture: From Films to Games George Borshukov EA	Digital Cinema p.43 Dimensionalization 2D to 3D Conversion Neil Feldman In-3	Visual Computing p.253 Geoinformation Services		
17.00	fmx/talks p.76 EVE Online: Space Ships to Avatars Torfi Frans Oldsson CCP	Virtual Humans p.37 Face Robot Thomas King Safimoge	Digital Cinema p.45 True Stereoscopic Production Buzz Hays Imageworks			fmx/recruiting p.237 Walt Disney Animation Studios Disney Portfolio Workshop
18.00	fmx/talks p.76 Intermediary Bodies and Virtual Worlds Philippe Quéau Unesco	Virtual Humans p.37 Re-Creation Of a Passed Away Actor Volker Heizle et al. Institute of Animation	fmx/screenings p.45 "Monster House" 3D			
19.00	fmx/screenings p.127 Shelley's Eye Candy Shelley Page DreamWorks Animation	Virtual Humans p.39 Creating Realistic Attractive Women Steven Stahlberg				
20.00	fmx/screenings p.128 Best of Young Animation					

	Raum Reutlingen	List-Saal: Galerie A	List-Saal: Galerie B	List-Saal: Turm A	List-Saal: Turm B
10.00	fmx/workshops p.163 Microsoft Corp. XNA Game Studio Express Pete Isensee	fmx/workshops p.169 4D Concepts 3D Printing – fast and efficient Peter Volz	fmx/workshops p.175 ComBOTS AG Personal Digital Communication Christian Reissmüller	fmx/suites p.197 Adobe Systems Creative Suite 3 Production Premium Sven Brencher	fmx/suites p.205 Autodesk From flashbulb to mouse click Thomas Kühlemann
11.00	fmx/workshops p.163 Microsoft Corp. D3D10 Unleashed Bruce Dawson		fmx/workshops p.175 Toon Boom Digital Storyboard Piets Godden	fmx/suites p.197 Adobe Systems Creative Suite 3 Web Premium Helge Maus	fmx/suites p.205 Autodesk From 3D model to photorealistic view Wichi Dacher
12.00	fmx/workshops p.163 SCEA COLLADA A Khronos standard Remi Arouad	fmx/workshops p.171 REGARD 3D BIONATICS 3DPlants EASTnat and natFX Max Barbey	fmx/workshops p.175 BAF Animate Your Life! Thomas Repp		fmx/suites p.206 Autodesk Architectural in Practice Thomas Meyer
13.00	fmx/workshops p.165 Apple Take a tour of FCS See what's possible	fmx/workshops p.171 Softimage SOFTIMAGE XSI Master Class Training Nikki Bridgman	fmx/workshops p.177 Sony Deutschland HDV and XDCAM HD Claus Pfeifer	fmx/suites p.197 Adobe Systems After Effects CS3 and Photoshop CS3 Sven Brencher	fmx/suites p.206 Autodesk Game and Serious Production Rene Nold
14.00	fmx/workshops p.165 Dreamwalks GmbH Pimp 3D with Toxik Fabio Tocco	fmx/workshops p.171 Gross Valley Acquisition/Editing Klaus Weber		fmx/suites p.199 Adobe Systems Creative Suite 3 Production Premium Sven Brencher	fmx/suites p.206 Autodesk Really Bosed Visualization Andreas Krämer
15.00	fmx/workshops p.165 Sony Deutschland Acquisition Solutions for Digital Cinema Gisbert Hochgintel		fmx/workshops p.177 UNFOLD3D UNFOLD3D Ultimate UV Mapping Denis Boland		fmx/suites p.207 Autodesk Pixonorms: The Red Baron Boris Schmidt
16.00	fmx/workshops p.167 MAXON CINEMA 4D R10, MOCCA David Drayton	fmx/workshops p.173 Apple Take a tour of FCS See what's possible	fmx/workshops p.179 Filmakademie Institute of Animation New Films	fmx/suites p.199 Adobe Systems Dreamweaver CS3 web design with CSS Greg Rewis	fmx/suites p.207 Autodesk Alental Ray in 3ds Max & Maya Fabio Tocco
17.00	fmx/workshops p.167 Adobe Systems Creative Suite 3 Production Premium Sven Brencher	fmx/workshops p.173 Kinomatik Technologie for motion pictures Markus Wurm	fmx/workshops p.179 Filmakademie Filmakademie TD Presentations	fmx/suites p.199 Adobe Systems Flash Video Greg Rewis	
18.00	fmx/workshops p.167 Luxology Introduction to modo 3d software Tom Schlander	fmx/workshops p.173 GERMAN FILM SCHOOL How to create a CG short film (MITSAT) Bastian Wartenberg			fmx/expo List-Saal Foyer Bertha-Benz 10:00-20:00
19.00	fmx/workshops p.169 Performance Capture from an actor Aurelie Bancilhon				Recruiting Desks Eyth-Saal 14:00-19:00 Alex McDowell Exhibition Film Design in the Digital Age Turm B Echtzeit Party 22:00 Cine Calibri Alte Poststrasse 3
20.00					

	Meidinger Saal	König-Karl-Halle	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	Kepler: Studio B
10.00	fmj/talks p.79 Keynote: Games, Entertainment, Culture & Commerce Joseph Olin, AIAS	fmj/talks p.87 VFX used in "The Red Baron" Rainer Gombos Pixomondo	Recruiting Panel 5 p.231 Electronic Arts, Mackevision, LIGA_01, Moving Picture Company	fmj/review p.27 New Cross Cultural Filmmaking Alex McDowell	flashconference p.263 Adobe roadmap for flash Greg Rewis Adobe Systems	Virtual Humans p.39 Virtual Humans Forum: Q & A Session
11.00	fmj/talks p.81 Cinematic Game Design Richard Kouse III Midway Games	fmj/talks p.87 RSP brings "Charlotte's Web" to life John Dietz Rising Sun Pictures	Recruiting Panel 6 p.233 LucasArts, Locomotion, TRIXTER Productions		flashconference p.263 Flash animation for Motion Graphics Iljas Soones Soundesdesign	
12.00	fmj/talks p.81 Intelligent Believable Characters Henry Labounta EA	fmj/talks p.89 Creating "The Host" The Orphanage	fmj/recruiting p.235 Professions in Games Matthew Jeffery Electronic Arts	fmj/review p.25 Creating Meaningful Interaction Experiences Nathan Shedraff	flashconference p.264 Flash on alternative devices Peter Eist Peterleist	
13.00		fmj/technologies p.103 Digital Cinema Workflow Jürgen Burkhardt Sony			flashconference p.264 Next Generation Flash UI Components Claus Wahlers	
14.00	fmj/talks p.82 Work In Progress: Life As A Digital Artist Moon Seon Simplistic Pictures	fmj/talks p.89 A VFX Journey – "Pan's Labyrinth" & CafeFX Jeff Barnes CafeFX	Digital Cinema p.47 Digital Cinema in Europe David Hancock screen digest	fmj/talks p.95 CGI Commercials Alan Short Aardman Animations	flashconference p.264 Mercedes-Benz E-Class Experience Boris Lakowski Scholz & Volkmer	fmj/recruiting p.237 DreamWorks Animation DreamWorks Recruiting Session
15.00	fmj/talks p.83 Pixar presents...	fmj/talks p.91 "Children of Men" Tim Webber Framestore CFC	Digital Cinema p.48 Digital Workflows Post & Distribution John Birchell Hughes XDC	fmj/talks p.95 Commercials Janis Bares The Mill	flashconference p.265 "The Blind Sketchmaker" Mario Klingemann Codexzur	fmj/talents p.111 Institute of Animation, Visual Effects and Digital Postproduction
16.00	fmj/talks p.83 Disney Film to Game: Meet the Robinsons Arthur Shek Disney	fmj/talks p.91 Invisible Effects Dayne Cowan Double Negative	Digital Cinema p.48 Maintaining the Look Production to Post Bill Feightner Efilm	fmj/talks p.96 Full-CG-Commercials for Snickers Russia Steffen Hocker Unexpected	flashconference p.265 "Experience Information" Moros Wieskamp Marumushi	fmj/talents p.111 The TD Course at Filmakademie
17.00	fmj/talks p.84 Euphoria NaturalMotion LucasArts	fmj/talks p.93 Poseidon Scanline VFX MPC	Digital Cinema p.49 Asset Management in a Digital World Allene Hébert Revaluz Media	fmj/talks p.97 Things we still don't know Jakob Schuh Studio Soi	flashconference p.265 Film eye for the Flash guy Holger Eggert Levelgreen	fmj/screenings p.111 Filmakademie Shorts
18.00	fmj/talks p.84 Lionhead Animation Nanette Kaulig Lionhead	fmj/talks p.93 A Personal View on VFX, Animation and Digital Techniques Roland Emmerich	Digital Cinema p.49 Spanish Cinema Allene Hébert Revaluz Media	fmj/talks p.97 Commercials Wolf Bosse Pictorian das Werk	flashconference p.265 Sound Factory in Flash	
19.00	fmj/talks p.85 The Future of Games Matthew Jeffery Electronic Arts	combOTS/fmj Award Ceremony p.267			fmj/screenings p.129 Stuttgart Festival of Animated Film Generation Flash	
20.00						

	Raum Reutlingen	List-Saal: Galerie A	List-Saal: Galerie B	List-Saal: Turm A	List-Saal: Turm B
10.00	fmj/workshops p.181 3DPowerstore Nova: How to get realtime with 3dsmax Ron Martin	fmj/workshops IBM From Application to Real World Application Bruce D'Amora	fmj/workshops p.189 ComBOTS AG Personal Digital Communication Christian Reissmüller	fmj/suites p.200 Adobe Systems Creative Suite 3 Production Premium Sven Brencher	fmj/suites p.208 Autodesk Bio-medical content with 3ds/Max Pablo Olmos
11.00	fmj/workshops p.181 Toon Boom Effective Animation Techniques for HD Piers Godden		fmj/workshops p.191 Sony Deutschland HDV and XDCAM HD Claus Pfeifer	fmj/suites p.200 Adobe Systems After Effects CS3 & Photoshop CS3 Sven Brencher	fmj/suites p.208 Autodesk The Can-Am Spyder roadster experience Steffen Knocke
12.00	fmj/workshops p.181 VisuMotion 3D Display Content Creation Jan Hübner	fmj/workshops p.187 Dreamwalks Pimp 3D with Toxik Fabio Ticca	fmj/workshops p.191 NVIDIA		fmj/suites p.208 Autodesk CGI and 3D Animations in history Mario Courtal
13.00	fmj/workshops p.183 Softimage SOFTIMAGE SI Character Rigging NIKI Berglman	fmj/workshops p.187 Luxology Introduction to modo 3D software Tom Schlander	fmj/workshops p.191 Escape Studios Maya to Massive to RenderMan	fmj/suites p.200 Adobe Systems Premiere Pro CS3 Sven Brencher	fmj/suites p.209 Autodesk Maya and MentalRay in production Andreas Fuß
14.00	fmj/workshops p.183 Gross Valley Acquisition/Editing Klaus Weber	fmj/workshops p.187 Studio Orange 3D for Free! Andreas Goralczyk	fmj/workshops p.193 REALVIZ MOVIMENTO Video based MOCAP Sebastian Euller	fmj/suites p.201 Adobe Systems After Effects CS3 Professional Sven Brencher	fmj/suites p.209 Autodesk Producing Games in an Academic Context Sylvius Lack
15.00	fmj/workshops p.183 Adobe Systems Creative Suite 3 Production Premium Sven Brencher		fmj/workshops p.193 more3D Creating 3D-STEREO content with CAD R10 Cornel Swoboda		fmj/suites p.209 Autodesk realtime 3D with Quest3D Arthur Roodenburg
16.00	fmj/workshops p.185 Escape Studios Maya to Massive to RenderMan	fmj/workshops p.189 Microsoft Corp. XNA Game Studio Express Pete Isonsee	fmj/workshops p.193 SAE/QANTM QuantM-gine Engine development Christian Miesbauer	fmj/suites p.201 Adobe Systems Adobe Soundbooth CS3 Sven Brencher	
17.00	fmj/workshops p.185 Studio Orange Making Elephants Dream Andreas Goralczyk	fmj/workshops p.189 Microsoft Corp. D3D10 Unlashed Bruce Dawson		fmj/suites p.201 Adobe Systems Making Of presentation	
18.00					fmj/expo List-Saal Foyer Bertha-Benz 10:00-19:00
19.00					Recruiting Desks Eyth-Saal 14:00-19:00
20.00					Alex McDowell Exhibition Film Design in the Digital Age Turm B fmj/07 Closing Reception sponsored by Electronic Arts 20:00 Mia-Seeger-Saal