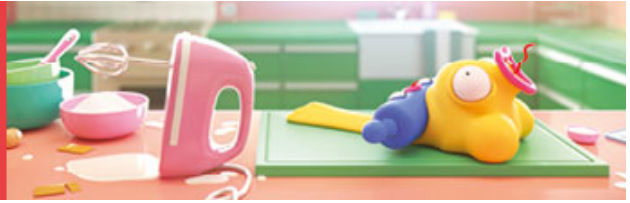


BRIDGING THE GAP | FMX 2019

STUTTGART, GERMANY
APRIL 30 - MAY 03



Press Release #10 - Avengers: Endgame, Captain Marvel, Studio Insights and Games - Art & Play

For immediate publication

FMX 2019

Conference on Animation, Effects, Games and Immersive Media

April 30 - May 3, 2019, Stuttgart/Germany, Haus der Wirtschaft

Ludwigsburg/Germany, April 15, 2019. With more than 280 events and the top-notch FMX Forum, there is much to explore in the [FMX 2019 schedule](#). This week's little FMX program selection includes newly confirmed presentations on Marvel's **Avengers: Endgame** and **Captain Marvel** as well as the ITFMX Screening **Avengers: Endgame**, an insightful business talk with industry experts **Andrea Miloro**, **Rob Bredow** and **Chris deFaria** as well as the latest news on **Games - Art & Play**.

Tickets for FMX 2019 are available on the [website](#). Furthermore, the official **FMX 2019 App** is now available for **iOS** and **Android**.

*Here you can apply for a **FMX 2019 press accreditation**.*

► **Marvel – Avengers: Endgame, Captain Marvel and Screening**

The best things come in threes – that's the number of Marvel events on this year's FMX Program. In their talk about **Avengers: Endgame**, **Dan DeLeeuw**, VFX Supervisor at Marvel Studios, and **Matt Aitken**, VFX Supervisor at Weta Digital, will discuss visual effects planning in pre-production, the complexities of live action photography, and the execution of shots in post-production. Moreover, Additional VFX Supervisor **Janelle Croshaw Ralla**, **Dominik Zimmerle** (VFX Supervisor, Trixter) and **Oliver Schulz** (VFX Supervisor, RISE | Visual Effects Studios) will share fascinating insights into **Captain Marvel**.

The grand finale of FMX 2019 will be the ITFMX screening of **Avengers: Endgame** in cooperation with the Stuttgart International Festival of Animated Film on Friday, May 03 – only one week after the movie's international release!

► **Studio Insights – Executive Leaders on the latest Business Issues**

This year's **Studio Insights** track, curated by **Dave Gouge**, Head of Marketing & Publicity at Weta Digital, delves into business issues with executive leaders who are influencing the industry today. **Andrea Miloro**, Co-President of Blue Sky Studios, **Rob Bredow**, Head of Industrial Light & Magic, as well as Producer and Executive **Chris deFaria** will discuss evolving business models, new perspectives on talent and technology, and opportunities within new platforms in one-on-one interviews and a panel.

► **Games Art & Play – Of Dreams and Memories**

The **Games – Art & Play** track, curated by **Prof. Melanie Beisswenger** (Hochschule der Medien Stuttgart), will highlight projects that are bridging the gap between serious storytelling and entertainment, as well as between visual arts and gameplay.

Kareem Ettouney, Art Director of Media Molecule, will explore how timeless mediums (paint, instruments, clay) are shaping the creation of the upcoming PS4 title **Dreams**' innovative toolset and how his team is creating a platform to support artists of every style. In his talk, Producer **George Rowe** of Aardman Animations – a studio renowned for animated films such as **Shaun the Sheep** and **Early Man** – will discuss creating Aardman's first ever console game, **11-11: Memories Retold**. **Rex Crowle** (Foam Sword) will share insights into the art and design of their hand-painted action-adventure game **Knights and Bikes**.

► **Forum News: Autodesk joins FMX 2019 as a Main Partner**

The FMX Forum is complete - **Autodesk** will be joining the ranks of FMX 2019 Main Partners. The final companies rounding off the group of exhibitors at the FMX Forum are **Unity Technologies** with a Company Suite, and **Walt Disney Animation Studios** as well **Ziva Dynamics**, who will be offering workshops.

Complete Partner List

► **26th Stuttgart International Festival of Animated Film**

This year the **26th Stuttgart International Festival of Animated Film (ITFS)** explores the common interfaces of animation with diverse topics (April 30 – May 5). Moreover, a selected film program containing several world and Germany premieres awaits the visitors. In the framework of the focus on Europe, the ITFS presents the winning film (**Ode** by **Shadi Adib**) of the competition *Trickfilm für Europa* at its opening in the presence of the Vice-President of the European Parliament, **Evelyne Gebhardt**. Film screenings, exhibitions and talks subsumed under the heading **Science, Games and Animation** examine the connection of natural science and games/animation. Furthermore, the prize ceremony of the German Voice Actor Award promises best entertainment with the nominees **Otto Waalkes**, **Nellie Thalbach** and **Aylin Tezel**. For the first time, the ITFS organizes the I/P/D – Conference in cooperation with the Popbüro Region Stuttgart, proving through master classes and concerts that music and animation match perfectly. Game fans will be attracted by the **GameZone**, where VR experiences and computer games deliver interactive gaming fun. More information: www.itfs.de/en.

Tickets for FMX 2019 are available in the online ticket shop on www.fmx.de.

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► **Press Accreditation**

You can apply for a Press Accreditation via press@fmx.de or our ticket shop on www.fmx.de.

► **Press Downloads**

On www.fmx.de, journalists can download the [FMX 2019 logo](#) as well as the [FMX CI Guidelines](#).

► **Editor's Notes:**

FMX is funded by the [Ministry of Science, Research and Arts](#) and the [Ministry of Economic Affairs, Labour and Housing](#) of the State of Baden-Württemberg, the [City of Stuttgart](#) and [MFG Baden-Württemberg](#), taking place in cooperation with the [VES Visual Effects Society](#) and [ACM SIGGRAPH](#), supported by the [Animation Media Cluster Region Stuttgart \(AMCRS\)](#), [Autodesk](#), [Backstage](#), [Epic Games/Unreal Engine](#), [Foundry](#), [Mackevision](#) and [ScanlineVFX](#). FMX is an event by [Filmakademie Baden-Württemberg GmbH](#), organized by [Animationsinstitut](#), hosting the [Animation Production Days \(APD\)](#), a joint venture with the [Stuttgart International Festival of Animated Film \(ITFS\)](#).

Further information at www.fmx.de