

# BRIDGING THE GAP | FMX 2019

STUTTGART, GERMANY  
APRIL 30 - MAY 03



## Press Release #11 - FMX Opening, Women in Animation, X-Men: Dark Phoenix and Bohemian Rhapsody

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 23, 2019.** In one week, FMX 2019 will open the gates to welcome its visitors, offering them presentation highlights such as the virtual production on the yet to be released **X-Men: Dark Phoenix**, Oscar-winner **Nina Hartstone**'s talk on the sound editing of **Bohemian Rhapsody**, the latest developments in the field of **Location-Based Entertainment** and a panel dedicated to women working in the entertainment industry.

The full FMX 2019 program can be found on the **FMX website** and in the **FMX App**, available for **iOS** and **Android**. **Tickets** for FMX 2019 can be purchased online in the **Ticket Shop**.

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

### ► Grand Opening FMX 2019

The **FMX Opening** on Tuesday, April 30, 14:45 will start with an Opening Speech by **Winfried Kretschmann**, Minister-President of the State of Baden-Württemberg, and a Welcome Address by **Fritz Kuhn**, Lord Mayor of the City of Stuttgart. After that, Oscar winner **Dr. Jan Pinkava** will hold the Keynote **Bridging the Gap between Art & Tech**. Furthermore, **Danny Dimian**, VFX Supervisor (Sony Pictures Imageworks) of **Spider-Man: Into the Spider-Verse**, will explain how the innovative visual style of the first animated Spider-Man feature was created.

### ► Women in Animation presents – "Focusing Female Firepower: The Path to Inclusivity"

Times are changing, with more and more women rightfully climbing the career ladder. Yet, the entertainment industry is still in the process of becoming truly inclusive. This issue makes it all the more important to keep discussing the challenges that female professionals are facing. FMX is proud to cooperate with **Women in Animation** for a panel - curated and moderated by **Kim Adams** (Co-Founder, Adventure Lab) -, which will feature four brilliant women. **Andrea Miloro** (Co-President, Blue Sky Studios), **Trisha Gum** (Filmmaker), **Sharon Taylor** (Group Chief Operating Officer, Animal Logic) and **Imke Fehrmann** (CEO, Hahn Film AG) will discuss the impact of marginalizing the female perspective in the entertainment industry and specific actions we can take as we change the tide.

### ► Virtual Production – Welcome to Marwen, Avengers: Infinity War and X-Men: Dark Phoenix

The **Virtual Production** track returns to FMX 2019 for the eighth year in a row, chronicling the use of real time computer graphics in the process of creating stories for film and television. **David Morin**, Head of the Epic Games Los Angeles Lab and Executive Director of the Academy Software Foundation, will bring together an outstanding line-up of industry experts discussing current developments.

Digital Domain's **Darren Hendler** will get on stage for a session that will cover the on-set virtual production process used to create Thanos from Josh Brolin's performance in **Avengers: Infinity War**. Halon Entertainment's Founder **Daniel Gregoire** will discuss the studio's visualization for **The Meg**. **Matt Workman**, Founder of Cinematography Database, will elaborate on the real time cinematography simulator **Cine Tracer** that allows filmmakers to visualize realistic filmmaking scenarios. Co-Founders of PROXi V.P., **Guy Norris** and **Harrison Norris**, will take a look into the future of virtual production in Hollywood, explaining how their process shapes production on blockbusters such as **X-Men: Dark Phoenix**. **Anton Palmqvist** (Goodbye Kansas) and **Nenad Šunjka** (3Lateral) will be taking a closer look at real-time ray tracing and the VFX pipeline involved in the creation of the cinematic tech demo **Troll**. **Kevin Baillie** (Method Studios), the overall VFX Supervisor on **Welcome to Marwen**, will present the creative, technological and collaboration achievements pioneered to deliver stunning performances for the movie.

### ► Sound Design – Bohemian Rhapsody, They Shall Not Grow Old, and more

As the number of immersive and interactive audio experiences is increasing, bridging the gap between sound artists, concepts, and cutting edge technology is more important than ever. The **Sound Design** talks – curated by **Nami Strack**, Founder of Nami Strack Filmtone/Sounddesign – will give an inside look into some of the finest audio work achieved lately.

**Nina Hartstone** won an Academy Award 2019 for Best Sound Editing for her work on **Bohemian Rhapsody**. In her presentation, she will explore the detailed sound editorial work required to recreate the concerts of rock band Queen, with immersive crowds and the vocals of the irreplaceable Freddie Mercury. Audio Director **Anastasia Devana** (Magic Leap) will present and discuss the project **Koi**, a Mixed Reality vignette created as an experiment by her studio. **Martin Kwok** (Park Road Post) will represent the work of the Kiwi sound crew who helped to bring Peter Jackson's ground breaking WW1 documentary **They Shall Not Grow Old** to life. **Trevor Gates** (Formosa Group) will elaborate on **Storytelling with Sound: Rhythm, Texture & Silence** and, furthermore, hold a Masterclass on the sound design of **Us** and **The Haunting of Hill House**. This Masterclass will take place at Filmakademie Ludwigsburg (registration in advance via [program@fmx.de](mailto:program@fmx.de)).

### ► Location-Based Entertainment - Blurring the Line between the Familiar and the Fantastic

The projects featured in the **Location-Based Entertainment** track make worlds one has previously only seen on

screen come to life in the real world. Curator **Brent Strong**, Executive Creative Director at Walt Disney Imagineering, has gathered three experts who will take the FMX audience on a journey into the world of immersive entertainment.

Walt Disney Imagineering's Creative Development Executive **Josh Gorin** will walk through the history of mobile and wearable technology in Disney Parks, including the recent launch of the industry-first **Play Disney Parks** mobile app. **Thomas Wagner**, Managing Partner of VR Coaster, will talk about how virtual reality has created a totally new kind of theme park attractions. **E. Daniel Arey**, Director of Game Design and Creative Development at Niantic, will round off the series of talks with his presentation **Seeing the World with New Eyes**.

#### ► **FMX Junior Days**

With the **FMX Junior Days**, FMX opens its doors to prospective students for the first time. They will have the opportunity to find out about job profiles in the industry and to talk to international film, animation, media and technology universities about training and study opportunities. *More about **FMX Junior Days***

#### ► **13th Animation Production Days** (Stuttgart, May 1–3, 2019)

165 participants from 23 countries are accredited for the **co-production and financing market** of the **13th edition of Animation Production Days**, a joint event held by FMX and ITFS. In around 800 pre-planned one-to-one meetings on May 2-3, they will be discussing 50 selected animation projects. The complementary **APD conference** program offers inspiration for the future of the industry with case studies detailing the use of game engines in animation production and new ideas and strategies for the exploitation of animation projects. The conference is being held on May 2 at 13:00 in the Rotunde of Stuttgart's L-Bank. Access is granted to all accredited APD participants and to industry guests with ITFS and FMX accreditation. *More about **Animation Production Days***

**Tickets** for FMX 2019 are available in the online ticket shop on [www.fmx.de](http://www.fmx.de).

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#### ► **Press Accreditation**

You can apply for a Press Accreditation via [press@fmx.de](mailto:press@fmx.de) or our ticket shop on [www.fmx.de](http://www.fmx.de).

#### ► **Press Downloads**

On [www.fmx.de](http://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](http://www.fmx.de)