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 Filmton/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).

► 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.

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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:

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Further information at www.fmx.de