

BRIDGING THE GAP | FMX 2019

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Press Release #2: Jan Pinkava | N.E.W.S. | Trailer Release

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, December 6, 2018. Earlier than ever before, **FMX 2019 – Conference on Animation, Effects, Games and Immersive Media (April 30 - May 3, 2019)** can announce its first confirmations and the first of the FMX 2019 trailers. **Jan Pinkava**, Creative Director of Google Spotlight Stories, will give a keynote in line with this year's theme **Bridging the Gap** on his work at the interface between art and technology, while international talent consultant **Shelley Page** will curate a new track called **N.E.W.S.**, which will discuss the workflows of animation professionals from different continents.

► Jan Pinkava – *Bridging the Gap* between Art and Technology

How can artistic expression unite with technological innovation? Bridging the gap between tech and art can be a challenge especially when working with new formats and new technologies. **Jan Pinkava**, Creative Director of Google Spotlight Stories, will share his view on this highly relevant topic in a keynote at FMX 2019.

Jan has been working at the intersection of art and technology throughout his career. He earned a PhD in Theoretical Robotics and won an Oscar for Pixar's short film *Geri's Game*. At Pixar, he also worked on *A Bug's Life*, *Toy Story 2* and *Monsters Inc.* He was co-director and original creator of the Oscar-winning *Ratatouille*. Currently Jan is exploring new forms of immersive and interactive storytelling for mobile and VR at Google Spotlight Stories.

► N.E.W.S. – *Bridging the Gap* in Animation Production between Continents

Animation feature production has recently migrated from traditional bases in Hollywood and Europe to all corners of the globe. The **N.E.W.S.** track at FMX 2019 will focus on new projects currently in development in locations from Asia to Europe, South America to Russia. Feature animation veteran, and international talent consultant, **Shelley Page** curates this new series of talks, revealing how opportunities with start-up and established studios are bridging the gap between animation professionals from different continents to combine their expertise in new ways to bring animated stories to a global audience.

► FMX 2019 Trailer #1 – *Wonderful World*

In 2019, FMX will release four entirely different trailers for the first time. Each of the areas named in the FMX subtitle – Animation, Effects, Games and Immersive Media – will be represented with own trailers, each of them unique in technique, style and story. The first one, **Wonderful World**, represents the Effects category. It was created by students at **Filmakademie's Animationsinstitut** (Director: **Arne Hain** | Animation-/VFX-Producing: **Josephine Roß** | Technical Director: **Denise Hoffmann**) and tells a story about a bear who is fighting for his life. What is the beginning or the end of the story? What is real, what virtual? Can the gap between an idyllic world and a dystopian future be bridged? *Trailer*

► Animation Production Days 2019 – Submission Deadline February 21, 2019

German and international producers can now submit projects for which they are seeking coproduction and financing partners to the **13th Animation Production Days (APD)**. **APD** is taking place in Stuttgart from **May 1-3, 2019** as part of **Stuttgart International Festival of Animated Film (ITFS)** and **FMX**. It is the most important business platform for animation projects in Germany. Animation projects can be submitted from the areas of film, TV series, mobile content, games, cross-media and transmedia until **February 21, 2019**. Hybrid formats mixing animation and live action are also eligible. A total of 45 projects will be selected by the APD jury for participation in APD 2019. *More details about APD*

► First confirmations for the FMX Forum

The first confirmations for the FMX Forum are in. Here, the FMX visitors can inform themselves about the latest trends and products in technology as well as job and study opportunities. **CGWire**, **Golaem**, **InstaLOD** and **Xsens** have booked their booth at the FMX Marketplace. With **National Film and Television School (NFTS)**, **University of Applied Sciences Ostwestfalen-Lippe** and **SAE Institute**, the School Campus has its first confirmations. The first Workshops have been booked by **Xsens** and **Pixar's Renderman**. At the Recruiting Hub, **Boulder Media**, **RISE FX**, **Dassault Systems 3D Excite**, and **Framestore** have confirmed their attendance.

The FMX ticket shop will open on Thursday, **January 10, 2019** 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, which opens on January 10, 2019.

► **Press Downloads**

At 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 the [MFG Baden-Wuerttemberg](#), taking place in cooperation with [VES Visual Effects Society](#) and [ACM SIGGRAPH](#). FMX is an event by [Filmakademie Baden-Württemberg](#), organized by [Animationsinstitut](#), hosting the Animation Production Days (APD), a joint venture with Stuttgart International Festival of Animated Film (ITFS).

Further information at www.fmx.de