

# BRIDGING THE GAP | FMX 2019

STUTTGART, GERMANY  
APRIL 30 - MAY 03



## Press Release #3: Rob Bredow | Andrew Glassner on Deep Learning | Tickets available

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, January 18, 2019.** FMX is proud to announce another leading figure of the community for its 2019 edition – Head of Industrial Light & Magic **Rob Bredow** will get on stage to talk about the visual and physical effects in ***Solo: A Star Wars Story*** as well as the business side of the industry. Another focus will lay on **Deep Learning** and Artificial Intelligence, covering everything from basic concepts to the latest practical developments.

The **FMX ticket shop** is now open, early bird tickets can be purchased until **March 15, 2019**. [Ticket shop](#)

#### ► Rob Bredow – *Solo: A Star Wars Story* and *Studio Insights*

As Executive Creative Director and Head of Industrial Light & Magic (ILM), **Rob Bredow** is responsible for the company's overall creative strategy and global operations. At FMX 2019 he will give a presentation about the BAFTA and VES nominated ***Solo: A Star Wars Story*** on which he most recently worked as Visual Effects Supervisor and Co-Producer. He served as a creative partner to the filmmakers throughout the production, from the earliest story meetings to the final frames of visual effects.

Furthermore, **Rob Bredow** can be announced as first speaker of the ***Studio Insights*** track, being curated by **Dave Gouge**, Head of Marketing & Publicity at Weta Digital. The track is focused on the business side of the industry where topics ranging from production, changing business models and new forms of content creation are discussed in an "in conversation" format.

#### ► Andrew Glassner – Deep Learning

FMX 2019 will present a special ***Highlights of SIGGRAPH*** session with a focus on **Deep Learning** for computer graphics. Deep Learning methods are suddenly making significant impacts across all areas of computer graphics. The topic is fast becoming an essential part of any technologist's intellectual toolkit, and is fueling computer graphics advances for such diverse tasks as cleaning up noisy images, generating texture, and creating lifelike and directable animation. A tutorial presented by computer graphics pioneer **Andrew Glassner** (The Imaginary Institute) will cover a broad overview of the basic concepts, great ideas, and overall language of Deep Learning.

#### ► FMX Forum – Confirmations

New confirmations for the FMX Forum keep coming in daily. **KeenTools**, **Avid** and **Chaos Group** will have a booth at the Marketplace, whereas **Animal Logic**, **Axis Studios**, **Illumination Mac Guff**, **Recom** and **Scanline VFX** will be part of the Recruiting Hub. Furthermore, **Chaos Group** will give a workshop. **Autodesk** and **SideFX** have booked Company Suites. **School of Visual Arts MFA Computer Arts**, **Lucerne University of Applied Sciences and Arts**, **University of Applied Sciences Upper Austria (Hagenberg)**, **Hochschule der Medien** and **ifs internationale filmschule köln** will welcome prospective students at the School Campus.

#### ► Animation Production Days 2019 – APD Talent Program

Young producers and animation and film production graduates can apply to participate free of charge in **Animation Production Days 2019**, which are hosted by FMX and Stuttgart Festival of Animated Film. The Program's goal is to connect newcomers, who want to develop and realize their own project ideas, with established experts and decision-makers in the animation industry. Animation projects from the areas of feature film, TV series, short film, games, cross-media and transmedia with potential for the European or international market can all be submitted. Hybrid formats that mix live action with animation are also eligible. A total of 14 places will be awarded for the Talent Program. The application deadline is February 21, 2019. [More information](#)

#### ► Video: Jan Pinkava and FMX

**Jan Pinkava**, Creative Director of Google Spotlight Stories, will be joining FMX 2019 ([see Press Release #2](#)). In our [video](#) he tells us why FMX is worth a visit.

**Tickets** for FMX 2019 are available in the online ticket shop at [www.fmx.de](http://www.fmx.de) (early bird rates until March 15, 2019).

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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

At [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 the [MFG Baden-Württemberg](#), 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](http://www.fmx.de)