

BRIDGING THE GAP | FMX 2019

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Press Release #6: *First Man*, *Alita*, VR with Social Impact and New Trailer *Tiefenrausch*

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, March 7, 2019. At FMX 2019, plenty of presentations will be lined up that highlight some of the latest visual effects work that the industry has to offer. Among the VFX confirmations are the Oscar-awarded ***First Man***, Disney's ***Dumbo***, fantasy adventure ***Christopher Robin*** and many more. FMX will also explore how to raise awareness for social issues through VR. The ***Expanded Realities*** track will feature some of the most exciting recent XR projects such as ***Jurassic World: Blue*** and ***Hold the World***. Additionally, the official FMX 2019 Immersive Media Trailer ***Tiefenrausch*** is online.

The **FMX Program Schedule** will go live on the website www.fmx.de on March 08, unlocking plenty of further confirmations. **Early-bird tickets will be available for only one more week until March, 15.**

Application for **press accreditation** is now possible - please apply [here](#).

► ***The Evolution of SFX & The State of VFX – First Man, Alita, Mortal Engines & Dumbo***

At FMX 2019, the Oscar-winning Miniature Effects Supervisor **Ian Hunter** (New Deal Studios) and VFX Producer **Michelle Eisenreich** (DNEG) will show how they were able to create some of the most realistic and immersive in-camera VFX shots ever seen, for the movie ***First Man***. VFX Supervisor **Eric Saindon** will discuss Weta Digital's work on the action-packed movie ***Alita: Battle Angel***. The creative and technical challenges behind the VFX of Disney's ***Dumbo*** will be the focus of a presentation given by VFX Supervisor **Patrick Ledda** (MPC). VFX Supervisor Ken McGaugh (Weta) will give insights into the creation of the post-apocalyptic adventure film ***Mortal Engines***.

► ***Social Impact – Raising Awareness through VR***

While media and entertainment provide a source of escapism, they can also act as platforms for movements that may otherwise not be getting their due in the public arena. VR and 360° applications are a perfect medium for raising awareness for social issues all over the world. **Gayatri Parameswaran** is a VR/360° creator, documentary maker and journalist who has successfully attracted attention for subjects such as slavery in Iraq or intimate partner violence in India. With **Felix Gaedtke**, she co-founded NowHere Media, an award-winning immersive storytelling studio that crafts virtual and augmented experiences. At FMX 2019, they will talk about their interactive VR experience ***Home After War***, depicting the story of an Iraqi father returning to Fallujah to face the threat of improvised exploding devices.

► ***Expanded Realities – Exploring Natural History & Digital Humans***

Virtual, Augmented and Mixed Reality are the focus of the ***Expanded Realities*** track, which will immerse its audience in some of the most exciting recent creative, narrative and technical achievements in the XR arena. **John Foster** (Factory 42) will present an insight into the virtual reality experience ***Hold the World*** offering a one-on-one audience at the Natural History Museum with natural history broadcaster David Attenborough. ***Jurassic World: Blue*** takes the visitors directly into a velociraptor's habitat – the experience for Oculus Go and Rift will be the topic of a talk by **Sebastian Sylwan**, CTO and Creative Partner at Felix & Paul Studios. **Matthias Wittmann**, Real-Time Supervisor at Method EXP, will give the FMX attendees a look at how the state of the art in digital humans for interactive environments is advancing, taking them through work on the VR experience for Lionsgate's ***Robin Hood*** and ongoing Research and Development.

► ***Creatures & Characters – The Walking Dead, Captive State & Christopher Robin***

The ***Creatures & Characters*** track at FMX 2019 will assemble a selection of exemplary work in the field of VFX, depicting living, breathing beings of all shapes and sizes convincingly on screen. The presentation on the science-fiction thriller ***Captive State*** will bring on stage Director **Rupert Wyatt** as well as **Tom Brass** (VFX Creative Director, Jellyfish) and **Dave Cook** (Head of 3D, Jellyfish). **Fredrik Löfberg** (Director) and **Henrik Eklundh** (VFX Supervisor) of Goodbye Kansas will show how the characters Aidan, Maya, Grant and Heather from the game ***Overkill's The Walking Dead*** and its trailers were brought from script to screen. **Chris Lawrence** (VFX Supervisor, Framestore) will elaborate on the studio's work on the Academy, VES and Annie Awards-nominated live-action adventure ***Christopher Robin***.

► **FMX 2019 Trailer #3 – *Tiefenrausch***

In 2019, for the first time, FMX will release four different trailers. Each of the areas named in the FMX subtitle – Animation, Effects, Games and Immersive Media – will be represented with their own trailers, each of them unique in technique, style, and story. ***Tiefenrausch (Rapture of the Deep)*** stands for Immersive Media and was created by students at Filmakademie's Animationsinstitut – Director: **Marvin Sprengel**, Concept/Design: **Monja Dietrich**, Animation: **Lukas von Berg**, Technical Directing: **Enzio Probst**, Animation-/VFX-Producing: **Vincent Waltan**. A diver dares to swim deep down to the bottom of the ocean. At the ground, the world around her suddenly changes dramatically. What happened? **Trailer *Tiefenrausch***

Tiefenrausch is the third FMX 2019 trailer after ***Wonderful World***, standing for VFX, and ***CatPlanets***, representing Animation.

► FMX Partners

Scanline VFX will be on board as an FMX Main Partner. **Nu Boyana FX, Laubwerk, RebusFarm, Inria** and **Technicolor** will have a booth on the Marketplace. Further participants of the Recruiting Hub will be **The Focus, Goodbye Kansas, Rodeo FX, Trixter, Cinesite, Mikros Image**, and for the School Campus, **Mediadesign Hochschule, Anomalia, Filmakademie Wien**, and the **Stockholm University** can be announced.

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

► 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-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