

BRIDGING THE GAP | FMX 2019

STUTTGART, GERMANY
APRIL 30 - MAY 03



Press Release #8: *Lost in Space*, *Game of Thrones* and *The History of Animation*

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 29, 2019. The FMX 2019 program is filled to the brim with a grand variety of topics. The FMX audience can take a stroll through *The History of Animation*, dive into the epic VFX work done on TV shows such as *Lost in Space* and *Game of Thrones*, and listen to the latest *N.E.W.S.* on global animation production.

Discounted early bird tickets can be purchased on the **FMX website until March 29, 2019**. Furthermore, the official **FMX 2019 App** for iOS and Android will be available from April 1.

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

► *The History of Animation* – A Walk Down Animation Memory Lane

Professor **John Canemaker** (NYU Tisch School of the Arts), Academy Award and Emmy Award-winning independent animator/designer, animation historian, teacher, and author, will take his listeners on a journey into *The History of Animation* through a total of three talks.

Comic strips and animation pioneer **Winsor McCay** will be the subject of a richly illustrated lecture. Another insightful presentation will be dedicated to the work of two masters of the "Golden Age" of American studio animation, **Vladimir Tytla** and **Milt Kahl**. John Canemaker will also offer a unique behind-the-scenes look at the creation of the 1940's animated films *Fantasia* and *Pinocchio*. The lectures will be followed by Q&As.

► *VFX in TV* – *Lost in Space*, *Game of Thrones* and *Happy!*

The *VFX in TV* track, curated by **Shawn Walsh** (Image Engine), highlights people and projects that are bridging the gap between unlimited expectations and the time and budget allotted to bring them to life.

The multi-VES Award winning show *Lost in Space* will be the topic of a presentation given by **Niklas Jacobson**, COO and VFX Supervisor at Important Looking Pirates. Image Engine Animation Supervisor **Jenn Taylor** will outline how the studio utilized its creature development pipeline when animating Drogon for the VES Award-winning loot train attack sequence in the seventh season of *Game of Thrones*. VFX Supervisor **Grant Hewlett** and CG Supervisor **Ross Gilbert** (both axisVFX) will take the audience behind the scenes of the comedy crime series *Happy!* The track will be rounded off with **Shawn Walsh**, **Niklas Jacobson**, **Grant Hewlett** and **Thomas Hullin** (Rodeo FX) getting on stage for a panel that will explore the impact high-end television VFX has had on their studios.

► *N.E.W.S.* – Global Animation Production

North - East - West - South: The *N.E.W.S.* track, curated by industry veteran **Shelley Page**, will reveal 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.

Antti Haikala, producer and COO at Anima Vitae, takes the audience from the origins of the animated series *Moominvalley* to how it turned into a major co-production between Finland and the UK. Director **Juan Antin** (Folivari) will explain the three countries pipeline of the animated series *Pachamama*. Founder and CEO of Taiko Animation Studios **Shaofu Zhang** will outline the creative, technical and cultural struggles of creating a story that resonates in both east and west, using the studio's Oscar-nominated animation short *One Small Step* as an example. Among the team of *N.E.W.S.* speakers will also be **Jaime Maestro** and **Nadia Ruiz**, Founders of La Tribu Animation.

► *The Quest for Young Talent* – Bridging the Gap between Education & Industry

Producers and distribution companies are always looking for the 'Next Big Thing' while educators push students to reach for new heights, to experiment and to dream big! As part of the *The Quest for Young Talent* track, curated by **Terrence Masson** (School of Visual Arts) and **Tina Ohnmacht** (Animationsinstitut/Animation Sans Frontières), the visitors will experience enlightening presentations for and from young artists with new IP and experienced content developers eager to pass on their insights.

Director **Martina Scarpelli** will talk about the making of her short film *EGG*, sharing development material as well as production insights. Producer and Co-founder of Moukda Production **Diana Hentulescu** will explain how the studio accompanies young talents during the creative process. **Ninaad Kulkarni** will share insight into his recent projects *KCLOC*, a 3D animated short film, and *The Other Side VR*, a collaborative virtual reality film. The track will also feature **Kurt Young**, founder and CEO of Mokuni Games. To top things off, **Andrew Schlusel** (Director of Global Talent Development, Framestore), **Lucy Cooper** (Managing Director, Union Visual Effects), **Ninaad Kulkarni**, **Diana Hentulescu** and **Terrence Masson** will come together for a panel discussion.

Tickets for FMX 2019 are available in the online ticket shop on www.fmx.de (early-bird rates until March 29, 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**

On 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