

KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

LIST-SAAL: TURM B

RAUM ULM

RAUM HEILBRONN

RAUM TÜBINGEN

HOSPITALHOF

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**THE STATE OF VFX**

Rodeo FX's Simulations in "Fantastic Beasts: The Crimes of Grindelwald"

Thomas Hullin, Rodeo FX

Thomas Hullin, Head of Rodeo FX Munich, will reveal the magic behind Rodeo FX's remarkable work on this feature film.

**STORYTELLING**

Character Development in Storytelling

Professor Craig Caldwell, USTAR, University of Utah, Film and Media Arts

Character Development in Story for Animators & Game/Interactive Designers.

**LOCATION-BASED ENTERTAINMENT**

From Distraction to Attraction: Mobile Tech in Themed Entertainment

J. Gorin, Disney Imagineering

Discover how Disney uses mobile tech to enhance & extend theme park storytelling.

**WORKSHOPS**

**Oracle Cloud Infrastructure**  
Increasing business agility with cloud based High Performance Compute (HPC)

Wolfgang Dreyer, Oracle Cloud Infrastructure

High Performance Compute for High Speed Development.

**COMPANY SUITES**

**Autodesk Suite | Autodesk Maya** – Boosting your Animations

Roland Reyer, Autodesk

Cached Playback and Scene Analysis with the Evaluation Manager and the Profiler.

**ART & TECH LAB**

**Machine Learning in the Arts**

Dr. phil. Alexander König, Christian Müller, Filmakademie BW

Live-produce and control animated visuals on a conditional adversarial network.

**DEEP LEARNING: HIGHLIGHTS OF SIGGRAPH**

**A Crash Course in Deep Learning**

Andrew Glassner, Writer-Director and a Consultant in Interactive Fiction, Deep Learning, and Computer Graphics

Deep Learning refers to a collection of algorithms that are making significant impacts in computer graphics, just as they have in fields from language translation and medical diagnosis to self-driving cars. The topic is fast becoming an essential part of any technologist's intellectual toolkit.

In this course we present a broad overview of the basic concepts behind deep learning for those who want to use these tools for themselves.

A non-technical overview of deep learning with no math.

Everyone is welcome!

**THE STATE OF VFX**

Animating a Battle Angel – Weta Digital VFX for "Alita"

Mike Cozens, Weta Digital

Mike will describe how Weta applied their extensive experience in creating ground-breaking CG characters to bring Alita to life.

**STORYTELLING**

"Voletarium"

Jörg Ihle, Writer, World Builder

A look into the world building for Voletarium, Europe's largest flying theater, with a high level of theming and immersive storyworld.

**LOCATION-BASED ENTERTAINMENT**

Seeing the World with New Eyes

E. Daniel Arey, Niantic

For more information, please check the online schedule.

**COMMERCIALS**

Wonderwoman and Chester Cheetah!

Alexander Kiesel, Steffen Hacker, unexpected

Visual effects heavy commercials created im Ländle.

**GAMES - ART & PLAY**

"Dreams"

Kareem Ettouney, Media Molecule

Translating traditional mediums into digital expression in "Dreams."

**WORKSHOPS**

**Effekt Etage**  
Lookdevelopment using CGI in product design

Paul Klingberg, Arne Tetzlaff, Effekt Etage

Secret insights into BMW I Vision dynamics.

**WORKSHOPS**

**Xsens**  
Xsens & King Art Games: How to build a motion capture pipeline

Stefan Beuker, Xsens

Set up a mocap pipeline for Unreal, Unity and Autodesk, including an example by King Art Games.

**COMPANY SUITES**

**Autodesk Suite | Autodesk Autodesk Educators Round-Table @ FMX**

Laurence Cymet, Autodesk

Autodesk is exploring new ways to connect with educators and support academic communities in the games, AR/VR, animation and VFX space. Join our Autodesk leadership team to discuss ways we can collaborate to strengthen ties, build opportunities and provide more accessible content – together!

**ART & TECH LAB**

**From single user VR to synchronised media experiences**

Fabian Schaub, Axel Steinkuhle, evrbit, C. Müller, Filmakademie BW

How to overcome the isolation of single user to multi user experiences.

**THE STATE OF VFX**

A Deep Dive into the Visual Effects of "Aquaman"

Gary Wu, Rachael Dunk, Industrial Light & Magic

The challenges of bringing this undersea epic to the screen and how the team balanced both art and science.

**STORYTELLING**

Crafting Story In Animation

Trisha Gum, Filmmaker

Walking through the importance of story in an animated feature, using LEGO BATMAN and LEGO MOVIE 2 as examples.

**LOCATION-BASED ENTERTAINMENT**

VR Coaster and the Augmented Thrill Ride

Prof. Dipl.-Des. Thomas Wagner, VR Coaster

Changing the theme park industry with Virtual Reality on dynamic rides.

**COMMERCIALS**

Making Of: Penny "Christmas Doesn't Need Much. Only Love"

Rüdiger Kaltenhäuser, Darren Macpherson, Glassworks

A combination of miniature sets and CGI characters set to a familiar track.

**GAMES - ART & PLAY**

"11-11: Memories Retold" - Creating a Living Painting

George Rowe, Aardman Animations

Creating Aardman's first ever console game, with a unique visual style.

**WORKSHOPS**

**Pixar's RenderMan**  
RenderMan 22 | Latest Developments

Dylan Sisson, Pixar's RenderMan

See cutting-edge features for lighting & lookdev in RenderMan 22 ... and more!

**WORKSHOPS**

**Microsoft Azure**  
Extending your Render Farm to the Cloud

Eoin Bailey, Christian Smith, Microsoft Azure

See how easy it is to extend your existing render farm into the cloud.

**COMPANY SUITES**

**Autodesk Suite | Autodesk Sneak Peek: Creating Serious FX with Bifrost in Maya**

Marcus Nordenstam, Autodesk

Attendees will be given the chance to join the current Bifrost beta.

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| 14:00 |   | <b>VFX IN TV</b><br>"Game of Thrones" – Award-Winning Creature Animation<br>Jenn Taylor, Image Engine<br>Learn how Image Engine animated Drogon in season 7 of "Game of Thrones."   | <b>WORKSHOPS</b><br>Walt Disney Animation Studios<br>Walt Disney Animation Studios Workshop<br>Jacob Frey, Joyce Tong, Walt Disney Animation Studios<br>How Joyce and Jacob got their start in animation and what led them to Walt Disney Animation Studios. | <b>N.E.W.S.</b><br>"Moominvalley": A Finnish Story with a Global Appeal<br>Antti Haikala, Anima Vitae<br>The story of "Moominvalley," from concept to innovative new animated series.   | <b>COMMERCIALS</b><br>Awakening the Phantom for Nike's Awe Inspiring Commercial<br>Adam Droy, The Mill<br>Join The Mill's Adam Droy as he talks through the trials and tribulations of shooting the world's most renowned footballing stars. | <b>WORKSHOPS</b><br>SAE Institute Survival Kit for VFX Starters<br>Christian Bohm, SAE Institute<br>Get to know things you won't learn in universities or YouTube tutorials.  | <b>WORKSHOPS</b><br>Microsoft Azure<br>tba<br>Speaker tba<br>For more information please check the online schedule.  | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk Wonderwoman and Chester Cheetah!<br>Steffen Hacker, Alexander Kiesl, unexpected<br>A sneak peek of an intense shoot in Iceland, London, Warsaw and the backlot of Cairo's studio city. |  | <b>DEEP LEARNING: HIGHLIGHTS OF SIGGRAPH</b><br>CreativeAI<br>Niloy Mitra, University College London<br>Machine Learning for Creative Content Generation.  | 14:00 |
| 14:15 |   |   |  |   |  |   |  |   |  |  | 14:15 |
| 14:30 |   |   |  |   |  |   |  |   |  |  | 14:30 |
| 14:45 | <b>BRIDGING THE GAP</b><br>FMX Opening<br>Winfried Kretschmann, Minister-President of the State of Baden-Württemberg<br>Fritz Kuhn, Lord Mayor of the City of Stuttgart<br>Bridging Art and Tech<br>Jan Pinkava, Creative Director<br>Swing Behind-the-Scenes of "Spider-Man: Into the Spider-Verse"<br>Danny Dimian, Sony Pictures Imageworks<br>Please make sure to be on time for this session. There will be no admittance after 14:45. |   |  |   |  |   |  |   |  |  | 14:45 |
| 15:00 |   | <b>VFX IN TV</b><br>"Happy!"<br>Grant Hewlett, Ross Gilbert, axisVFX<br>Don't worry, be Happy! Creating Syfy's dark comedy.   | <b>FROM INDIE TO IP</b><br>Creating "Niko and the Sword of Light"<br>Bobby Chiu, Imaginism Studios<br>From App store to TV screen: "Niko and the Sword of Light."  | <b>N.E.W.S.</b><br>"Pachamama"<br>Juan Antin, Folivari<br>The making of "Pachamama," its development, research and inspiration; writing; artistic creation; character and set design; 3D and 2D techniques; the 3 countries pipeline, and more. | <b>COMMERCIALS</b><br>Creating a Digital Pig for "Best Friend"<br>Emanuel Fuchs, Bernd Nalbach, Francesco Faranna, Mackevision<br>Discover how Mackevision created its VES nominated CG piglet Lucky.  | <b>WORKSHOPS</b><br>SR Partners Collaboration & Exploration – Global Passion Projects<br>Simon Jones, SR Partners<br>How SR came into being through global collaborative passion projects and how they place huge importance on exploration and testing.  | <b>WORKSHOPS</b><br>Trixter Managing VFX productions<br>Remus Avram, Trixter<br>How ftrack helps to plan, manage and automate production from plate to delivery. | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk Accelerating Artist workflows with Arnold GPU<br>Frederic Servant, Autodesk<br>Learn all about the latest updates in Arnold 5.3 – including the highly-anticipated GPU beta.           |  | <b>DEEP LEARNING: HIGHLIGHTS OF SIGGRAPH</b><br>Deep Graphics<br>Dr. Dani Lischinski, Hebrew University<br>Deep Graphics: Non-Stationary Texture Synthesis and Cross-Domain Correspondence.          | 15:00 |
| 15:15 |   |   |  |   |  |   |  |   |  |  | 15:15 |
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| 16:00 |   |   |  |   |  |   |  |   |  |  | 16:00 |
| 16:15 |   |   |  |   |  | <b>FILMAKADEMIE PROJECTS</b><br>Final Projects Animation, VFX & Interactive Media<br>Animationsinstitut was founded in 2002 as part of Filmakademie. Training follows a practice-oriented and project based approach and is always state of the art. Join this session to get a glimpse of graduation projects. |  | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk Architectural Visualization with 3ds Max and Unreal Engine 4 (German only)<br>Michael Feuerroth, Atelier Feuerroth<br>Session will be held in GERMAN only. Q&A in English.             |  |  | 16:15 |
| 16:30 |   | <b>VFX IN TV</b><br>"Lost in Space"<br>Niklas Jacobson, Important Looking Pirates<br>How ILP made the VFX of Emmy nominated and VES Award winning "Lost in Space" and how their philosophies were applied in the making of this show. | <b>FROM INDIE TO IP</b><br>Panel Discussion: The Road Ahead<br>The industry, shifting gradually into streaming exhibition, is ever closer to an era of the independent animator.<br>Moderated by: Ed Hooks, Actor, Acting Trainer                            | <b>N.E.W.S.</b><br>"One Small Step"<br>Shaofu Zhang, Taiko<br>From LA to China, this is the story of how Taiko Studios started, the lessons learned and what the future holds.  | <b>COMMERCIALS</b><br>Behind The Scenes of Ridley Scott and Hennessy's "The Seven Worlds"<br>Selcuk Ergen, MPC Advertising<br>An insight into the incredible VFX work involved in creating "The Seven Worlds."                               |   |  |   |  | <b>DEEP LEARNING: HIGHLIGHTS OF SIGGRAPH</b><br>Learning to Move<br>Michiel van de Panne, University of British Columbia<br>Deep Reinforcement Learning for Skilled Simulated Characters and Robots. | 16:30 |
| 16:45 | <b>THE ART OF ANIMATION</b><br>"Ralph Breaks the Internet"<br>Jacob Frey, Joyce Tong, Walt Disney Animation Studios<br>Some of the challenges they encountered and how their teams collaborated to bring "Ralphzilla" to life.  |   |  |   |  |   |  |   |  |  | 16:45 |
| 17:00 |   |   |  |   |  | <b>FILMAKADEMIE PROJECTS</b><br>Technical Directing<br>Animationsinstitut offers a 30 month training program for computer science graduates who are aiming to become Technical Directors (TD). The program combines students previous technical knowledge with actual film projects.                            |  | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk 3ds Max and Maya Roundtripping with Unity<br>Kieran Colenutt, Art Evangelist<br>Learn how to use DCC roundtripping tools and techniques that will ultimately save you time!            |  |  | 17:00 |
| 17:15 |   |   |  |   |  |   |  |   |  |  | 17:15 |
| 17:30 |   |   |  |   |  |   |  |   |  |  | 17:30 |
| 17:45 |   | <b>VFX IN TV</b><br>Panel Presentation – High-End Visual Effects in Television<br>Niklas Jacobson, ILP Thomas Hullin, Rodeo FX Grant Hewlett, axisVFX<br>Moderated by: Shawn Walsh, Image Engine                                      | <b>THE HISTORY OF ANIMATION</b><br>Winsor McCay: His Life and Art<br>Professor John Canemaker, NYU Tisch School of the Arts<br>Animation and comic art's early master Winsor McCay.  | <b>N.E.W.S.</b><br>Culture & Feedback: Working with the Other Side of the World<br>Jaime Maestro, Nadia Ruiz, La Tribu<br>Tips to avoid lost in translation situations.   | <b>FMX SCREENINGS</b><br>Fantoche International Animation Film Festival  |   |  |   |  |  | 17:45 |
| 18:00 | <b>THE ART OF ANIMATION</b><br>"How to Train Your Dragon: The Hidden World"<br>D. Walvoord, T. Grummt, DreamWorks Animation<br>A behind-the-scenes show how the visually stunning Hidden World, home to the elusive Light Fury, was created.  |   |  |   |  | <b>FILMAKADEMIE PROJECTS</b><br>TD Specials<br>Technically challenging graduation projects:<br>Scarif Open-Source Pipeline, Tech Challenges in Mind Palace, Füssel: Quill VR in Production, VFX Fractal Toolkit   |  |   |  |  | 18:00 |
| 18:15 |   |   |  |   |  |   |  |   |  |  | 18:15 |
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| 19:00 |   |   |  |   |  |   |  |   |  |  | 19:00 |

FMX GET-TOGETHER – Powered by **SHOTGUN**

FMX Square | 18:00 - 19:30

On the FMX Square in front of Haus der Wirtschaft

Meet the FMX community and have a snack or a drink at the FMX Get-Together. Free drink with an FMX badge.

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**VIRTUAL PRODUCTION**  
Megadeath: Visualizing "The Meg"  
Daniel Gregoire, Halon Entertainment  
Join Halon Entertainment to discuss our visualization for Jon Turteltaub's hit film, "The Meg."

**SOCIAL IMPACT**  
"Home After War," a Case Study  
Gayatri Parameswaran, NowHere  
How to be responsible towards your protagonists and audiences.

**WORKSHOPS**  
SideFX  
Leveraging the power of Houdini for The Chemical Brothers – "Free Yourself"  
Kate Gabriel, Suraj "Sid" Harrington-Odedra, The Mill  
Walk through of how we created a music video using Houdini for a quick delivery.

**RECRUITING PRESENTATIONS**  
Illumination Mac Guff  
An insight to the studio  
  
**RECRUITING PRESENTATIONS**  
DNEG  
Be part of the future of storytelling

**DIGITAL HUMANS**  
Real Time Humans Avatars  
Doug Roble, Digital Domain  
Machine learning + Powerful GPUs = real-time, photoreal digital human avatars.

**WORKSHOPS**  
Amazon Web Services AWS  
Cloud Rendering Pipelines for Real-World Production  
Mike Owen, AWS  
Panel Discussion  
For more information please check the online schedule.

**WORKSHOPS**  
Intel Corporation  
Intel® Rendering Framework: VFX and Animation "Kernels of Truth"  
James Jeffers, Intel Corporation  
Overview of Intel's High Performance Rendering Libraries.

**COMPANY SUITES**  
Autodesk Suite | Autodesk  
Sneak Peek: Creating Serious FX with Bifrost in Maya  
Marcus Nordenstam, Autodesk  
Attendees will be given the chance to join the current Bifrost beta.

**COMPANY SUITES**  
DNEG Suite | DNEG  
The art of creative direction  
Paul Franklin, DNEG  
The challenges and opportunities behind creative direction.

**COMPANY SUITES**  
Unity Suite | Unity  
Intro to our Lightweight Render Pipelines for mobile games, VR & AR applications  
Liz Mercuri, Josh Naylor, Unity  
Interested in creating filmlike effects in Unity such as fire, smoke or sci-fi holograms?

**ART & TECH LAB**  
ANIM – Machine Learning in the Arts  
Dr. phil. Alexander König, Christian Müller, Filmakademie Baden-Württemberg Animationsinstitut

**EXPANDED REALITIES**  
"2nd Step" – From Moon to Mars and Beyond  
Maria Courtial, Faber Courtial  
A soaring VR film journey through space in which the viewer gets a very intense feeling of being in the middle of alien, undiscovered worlds far away from earth.

**VIRTUAL PRODUCTION**  
Virtual Production: The Game  
Matt Workman, Cinematography Database  
Cine Tracer is a real time cinematography simulator that allows filmmakers to visualize realistic filmmaking scenarios.

**SOCIAL IMPACT**  
Finding Solutions  
Jenn Duong, Creative  
We'll be looking into exploring solutions and collectively discussing what we can do to help make our industry feel diverse and inclusive.

**VFX IN TV**  
It's not the End of the World! – 4k VFX in TV  
Michael Dohne, Trixter  
"8 Days" – 4k VFX in TV made by Trixter.

**RECRUITING PRESENTATIONS**  
Boulder Media  
An Irish Animation Studio  
  
**RECRUITING PRESENTATIONS**  
Framestore

**DIGITAL HUMANS**  
"REALITY: Be Yourself"  
Ph.D (Dr. Eng) Akihiko Shirai, VRStudioLab  
VTuber brings a new ecosystem in VR4.0 era.

**WORKSHOPS**  
Aixsponza  
Tiny Toys on Big Screens: Creating graphics for a children's feature film  
Matthias Zabięly, Aixsponza.  
"Checker Tobj and the secret of our planet" feature film.

**WORKSHOPS**  
SAE Institute  
The Future of education  
Frank Roller, SAE Institute  
In this workshop you will learn about the possibilities of training young employees who are perfectly prepared for work in the VFX industry.

**COMPANY SUITES**  
Autodesk Suite | Autodesk  
Gaffer and Arnold, Production Rendering on the CPU and GPU  
Carsten Kolwe, Image Engine  
High Performance Open Source Look- and Scene Graph Management at Image Engine.

**COMPANY SUITES**  
DNEG Suite | DNEG  
Bringing the symbiote to life: the visual effects of "Venom"  
Aharon Bourland, Paul Franklin, DNEG

**COMPANY SUITES**  
Unity Suite | Unity  
Intro to our High Definition Render Pipeline for real-time graphics on PC, Console & VR

**ART & TECH LAB**  
From Single User VR to Synchronised Media Experiences  
Fabian Schaub, Axel Steinkuhle, evrbit GmbH Christian Müller Filmakademie Baden-Württemberg Animationsinstitut

**EXPANDED REALITIES**  
"Hold The World"  
John Foster, Factory 42  
For more information, please check the online schedule.

**VIRTUAL PRODUCTION**  
From "Mad Max" to "Triple Frontier": The Future of Virtual Production in Hollywood  
Guy Norris, Harrison Norris, PROXI VP.  
Co-Founders of PROXI V.P. discuss how their process shapes production on Hollywood blockbusters.

**SOCIAL IMPACT**  
Women in Animation Presents: "Focusing Female Firepower: The Path to Inclusivity"  
The impact of marginalizing the female perspective in the entertainment industry and specific actions we can take as we change the tide.  
Moderated by: Kim Adams, Adventure Lab

**ANIMATION HISTORY**  
Animation Action Analysis Master Class  
Professor John Canemaker, NYU Tisch School of the Arts  
Animation action analysis of two Golden-Age Disney masters: Vladimir Tytla and Milt Kahl.

**RECRUITING PRESENTATIONS**  
Sumo Digital  
  
**RECRUITING PRESENTATIONS**  
RISE  
RISE ♥ YOU

**DIGITAL HUMANS**  
Facial Reenactment  
Justus Thies, TUM  
Real-time facial expression transfer using commodity hardware.

**WORKSHOPS**  
Pixar's RenderMan  
RenderMan 22 | Latest Developments  
Dylan Sisson, Pixar's RenderMan  
See cutting-edge features for lighting & lookdev in RenderMan 22 ... and more!

**WORKSHOPS**  
Mackevision  
VFX for Nutcracker with Ncam  
Rouven Dombrowski, Mackevision, Brice Michoud, Max Wood, Ncam  
Visual Effects with on-set realtime camera tracking.

**COMPANY SUITES**  
Autodesk Suite | Autodesk  
Maya – Boosting your Animations  
Roland Reyer, Autodesk  
Cached Playback and Scene Analysis with the Evaluation Manager and the Profiler.

**COMPANY SUITES**  
DNEG Suite | DNEG  
The 8th principle: concept art and the element of time  
Paolo Giandosio, DNEG

**COMPANY SUITES**  
Unity Suite | Unity  
Creating your own shaders using Unity's Shader Graph  
Liz Mercuri, Unity

**ART & TECH LAB**  
Stretching the VR Boundaries – Cinematic Experiences  
Max Salomon, Black Dot Films VR  
How to overcome technical and conceptual challenges on VR productions.

**EXPANDED REALITIES**  
Jurassic World: Blue  
Sebastian Sylwan, Felix & Paul Studios  
Follow Blue, a highly intelligent Velociraptor, on her quest for survival.

Conference Immersive Media Education Forum Events & Screenings

FMX JUNIOR DAYS

FMX School Campus | Steinbeis-Saal | 11:00 – 18:00

The FMX Junior Days invite prospective students to visit the FMX School Campus and to find out about study opportunities in the fields of film, animation, media, games and technology.

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| <p><b>THEN &amp; NOW</b></p> <p><b>Matrix Past &gt; Matrix Future</b><br/>John Gaeta, Magic Leap<br/>Kim Libreri, Epic Games</p> <p>A discussion about imagination, innovation and transformation.</p> <p>Moderated by: Ian Failes, before &amp; afters</p>                  | <p><b>CONCEPT ART</b></p> <p><b>Cinematic Design – Shaping Film Sets and Environments</b></p> <p>Peter Popken, Designer</p> <p>The process of translating a screenplay into cinematic environments.</p>                                    | <p><b>MANAGING CHANGE</b></p> <p><b>Bridging the Gap to VR</b></p> <p>Shannon Ryan, Baobab Studios</p> <p>Managing the unmanageable: How VR creation defies and upholds production norms.</p>  | <p><b>RECRUITING PRESENTATIONS</b></p> <p>Topalsson</p>                                       | <p><b>AAA GAME DESIGN</b></p> <p><b>Generating AAA Experience on a AA Budget</b></p> <p>Søren Lundgaard, Ghost Ship Games</p> <p>Creating a rich experience using multimillion dollar budgets is one thing, but creating engaging levels and worlds on a AA budget is a whole other game.</p> | <p><b>WORKSHOPS</b></p> <p><b>Esri</b><br/>Building the Cities of "Incredibles 2"</p> <p>Nathan Fariss, Pixar Animation Studios<br/>Dominik Tarolli, Esri</p> <p>We touch on various aspects of the city building process, both creative and technical.</p>    | <p><b>WORKSHOPS</b></p> <p><b>Chaos Group</b><br/>LUXX Studios: Making "Manou the Swift"</p> <p>Andrea Block, Christian Haas, LUXX Studios / LUXX Film</p> <p>The technology used to breathe life into this touching story of a lost bird.</p> | <p><b>COMPANY SUITES</b></p> <p><b>Autodesk Suite   Autodesk</b><br/>Lighting &amp; Rendering a Robot Rave for The Chemical Brothers</p> <p>Kate Gabriel, Suraj "Sid" Harrington-Odedra, The Mill</p> <p>Hundreds of unique robots!</p>                                     | <p><b>COMPANY SUITES</b></p> <p><b>DNEG Suite   DNEG</b><br/>Make your story spectacular – Careers at DNEG</p> <p>Jim Brown, Kyle Wood, DNEG</p> <p>Insider tips &amp; showreel advice</p>  | <p><b>COMPANY SUITES</b></p> <p><b>Unity Suite   Unity</b><br/>Unity for Cinematics – Hands-on Workshop</p> <p>Liz Mercuri, Unity</p> <p>Whether you're a director, animator, technical artist, cinematographer, or general Unity enthusiast looking to dig into Unity's film workflows, this workshop will provide the core fundamentals of linear storytelling.</p> | <p><b>EXPANDED REALITIES</b></p> <p><b>AI Driven Virtual Humans in VR</b></p> <p>Matthias Wittman, Method Studios</p> <p>How to create emotional intelligent virtual humans for VR/AR.</p>  |             |
| <p><b>VIRTUAL PRODUCTION</b></p> <p><b>"Troll:" Real Time Raytracing and The VFX Pipeline</b></p> <p>Anton Palmqvist, Goodbye Kansas; Nenad Sunjka, 3Lateral</p> <p>Take a look at how Goodbye Kansas created "Troll," a cinematic tech demo, directed by Bjorne Larson.</p> | <p><b>CONCEPT ART</b></p> <p><b>Adventures in Film Design</b></p> <p>Doug Chiang, Lucasfilm</p> <p>Academy Award winner Doug Chiang traces his career path from stop motion animator to industry leader in film design.</p>                | <p><b>MANAGING CHANGE</b></p> <p><b>Trust, Control, and Creativity</b></p> <p>David Conley, Weta Digital</p> <p>Building and Maintaining a Premiere Production Team.</p>   | <p><b>RECRUITING PRESENTATIONS</b></p> <p>Electric Theatre Collective</p>                     | <p><b>AAA GAME DESIGN</b></p> <p><b>Creating Believable Characters that Players Enjoy Spending Hundreds of Hours with</b></p> <p>Mark Estdale, OM</p> <p>Mark Estdale casts and captures the performances behind many iconic game characters.</p>   | <p><b>WORKSHOPS</b></p> <p><b>Job Joris &amp; Marieke</b><br/>Storytelling, character animation and a weird case of identity theft</p> <p>Joris Oprins, Job Joris &amp; Marieke</p> <p>Fantastic stories from an Oscar-nominated and award-winning studio.</p> | <p><b>WORKSHOPS</b></p> <p><b>Chaos Group</b><br/>UNEXPECTED: Pushing the limits of the HoloLens: Creating high quality visuals for MR</p> <p>Christian Arlt, Agon Ushaku, unexpected</p>  | <p><b>COMPANY SUITES</b></p> <p><b>Autodesk Suite   Autodesk</b><br/>3ds Max in Games and Design</p> <p>Alex Horst, Autodesk</p> <p>Cached Playback and Scene Analysis with the Evaluation Manager and the Profiler.</p>  | <p><b>COMPANY SUITES</b></p> <p><b>DNEG Suite   DNEG</b><br/>A career in Creature</p> <p>Kyle Wood, DNEG</p> <p>See where you might fit into our Creature department!</p>   | <p><b>DIGITAL HUMANS – Panel Discussion</b></p> <p>This year's panel will discuss the ethics of Virtual Humans, the role of identity and the nature of who can represent you, impersonate you and even pass themselves off as you.</p> <p>Moderated by: Mike Seymour, fxguide</p>   | <p><b>EXPANDED REALITIES</b></p> <p><b>"Curfew: Join The Race" – An Interactive Narrative</b></p> <p>Sol Rogers, REWIND</p> <p>A VR experience which serves as an extra episode of TV show, Curfew.</p>   |             |
| <p><b>VIRTUAL PRODUCTION</b></p> <p><b>"Welcome to Marwen"</b></p> <p>Kevin Baillie, Method Studios</p> <p>New methodologies bring soul to Robert Zemeckis' "Welcome to Marwen."</p>   | <p><b>CONCEPT ART</b></p> <p><b>Capturing the Essence</b></p> <p>Bobby Chiu, Imaginism Studios</p> <p>Concept artist Bobby Chiu shares his philosophies and techniques of capturing the essence of a mood and how to make it your own.</p> | <p><b>MANAGING CHANGE</b></p> <p><b>Stay Calm And Open Your Production Plan</b></p> <p>Marc Matthews, Animal Logic</p> <p>Join Animal Logic Vancouver's Head of Production as he provides insight into the exciting adventures of working on "The LEGO Movie 2."</p> | <p><b>RECRUITING PRESENTATIONS</b></p> <p>Industrial Light &amp; Magic<br/>Join the Force</p> | <p><b>AAA GAME DESIGN</b></p> <p><b>Keeping it Fresh – Designing Versatile Mechanics that Never Grow old</b></p> <p>Simon Jon Andreassen, National Film School</p> <p>How to design fun evolving games, without just throwing endless upgrades at the player.</p>                             | <p><b>WORKSHOPS</b></p> <p><b>Foundry</b><br/>Nuke Sneak Peek: what's coming up in compositing and review from Foundry</p> <p>Juan Salazar, Chris Wetherly, Foundry</p>  | <p><b>WORKSHOPS</b></p> <p><b>Chaos Group</b><br/>tba</p> <p>Speaker tba</p> <p>For more information, please check the online schedule.</p>  | <p><b>COMPANY SUITES</b></p> <p><b>Autodesk Suite   Autodesk</b><br/>Arnold GPU for Look Development</p> <p>John Paul Giancarlo, Autodesk</p> <p>Arnold GPU will bring speed and power to artist workflows.</p>   | <p><b>COMPANY SUITES</b></p> <p><b>DNEG Suite   DNEG</b><br/>Greenlight your VFX career at DNEG</p> <p>Harriet Edge-Partington</p>  | <p>Prior to the workshop, ensure you have downloaded the Film Sample Project, which is available on the Asset Store.</p>  | <p><b>EXPANDED REALITIES</b></p> <p><b>"Eurydike"</b></p> <p>Evelyn Hribersek, Artistic Director &amp; Executive Producer</p> <p>Insights into the awarded project of the visionary Evelyn Hribersek.</p>   |             |
| <p><b>VIRTUAL PRODUCTION</b></p> <p><b>Virtual Production at Digital Domain: Thanos and Beyond</b></p> <p>Darren Henderl, Digital Domain</p> <p>A discussion about the onset virtual production process used to create Thanos.</p>   | <p><b>STORYTELLING</b></p> <p><b>Storytelling in VR: from "Windy Day" to "Age of Sail"</b></p> <p>Jan Pinkava, Google Spotlight Stories</p> <p>Diving into immersive storytelling and learning to swim.</p>                                |  |   | <p><b>FMX SCREENINGS</b></p> <p><b>Encounters</b></p>   |  | <p><b>WORKSHOPS</b></p> <p><b>Chaos Group</b><br/>tba</p> <p>Speaker tba</p> <p>For more information, please check the online schedule.</p>  | <p><b>COMPANY SUITES</b></p> <p><b>Autodesk Suite   Autodesk</b><br/>Mayhem in the snow: Bottleship's work on "The Wandering Earth"</p> <p>Hristo Velez, Bottleship FX</p> <p>How we built the environment and effects for "The Wandering Earth" with 3ds Max and Nuke.</p> | <p><b>COMPANY SUITES</b></p> <p><b>DNEG Suite   DNEG</b><br/>DNEG TV: From London to North America</p> <p>Michelle Eisenreich, DNEG</p> <p>Insight on DNEG's heritage in TV VFX and how our expansion in North America brings more diverse opportunities.</p> | <p><b>COMPANY SUITES</b></p> <p><b>Unity Suite   Unity</b><br/>Unity for Film Roadmap-Q&amp;A</p> <p>Mathieu Muller, Unity</p> <p>Discover all the features &amp; plugins, available now &amp; upcoming, to make linear or interactive cinematic contents with a real-time pipeline in Unity.</p>   | <p><b>EXPANDED REALITIES</b></p> <p><b>What is the Magicverse?</b></p> <p>John Gaeta, Magic Leap<br/>Ian Failes, before &amp; afters</p> <p>Join us for a conversation between John Gaeta and Ian Failes as we explore the Magicverse. Significant audience participation is welcome, and encouraged.</p> |             |

**FMX GET-TOGETHER – Powered by**  

FMX Square | 18:00 – 19:30  
 On the FMX Square in front of Haus der Wirtschaft  
 Meet the FMX community and have a snack or a drink at the FMX Get-Together. Free drink with an FMX badge.

**FMX ECHTZEIT PARTY** powered by 

Kowalski | Kriegsbergstr. 28 | starting 21:00  
 Dance to electronic beats and live visuals at the legendary FMX Echtzeit Party, powered by SAE Institute Stuttgart.  
 Free entry and a free welcome drink (limited availability) only with your FMX Badge. Please make sure to bring it with you!

**ANIMATION MEDIA LOUNGE**

Die Note | Berliner Platz 1 | starting 21:30  
 Our Main Partner Animation Media Cluster Region Stuttgart hosts the Animation Media Lounge with talks, drinks and live music.

KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

LIST-SAAL: TURM B

RAUM ULM

RAUM HEILBRONN

RAUM TÜBINGEN

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| 09:00 |  |   |  |  |  |   |   |   |   |   |   |  |  |
| 09:15 |  |   |  |  |  |   |   |   |   |   |   |  |  |
| 09:30 | <b>CREATURES &amp; CHARACTERS</b><br>From Script to Screen – The Making of Digital Humans<br>Fredrik Löfberg, Thomas Oger, Goodbye Kansas<br>Insight into the game trailer production by GBK of Overkill's The Walking Dead.         | <b>THE STATE OF VFX</b><br>Straight from Hell (and RISE) – The VFX of "Hellboy"<br>Andreas Giesen, RISE   Visual Effects Studios<br>Slimy creatures, fiery swords and 'chopped off heads' await you!  | <b>MASTERCLASSES</b><br>Acting for Animators I<br>Ed Hooks, Actor, Acting Trainer<br>This is an acting workshop designed especially for animators. Ed Hooks, author of the book "Acting for Animators – 4th Revised Edition," explains the connections between thinking, emotion and physical action; you will learn about the differences between regular reality and theatrical reality, scene structure, characterization, comedy vs. drama, heroes and villains.<br>It is not necessary to sign up for the workshop; participation is included in your FMX ticket. | <b>THE STATE OF VFX</b><br>"Mary Poppins Returns": The Magic Behind the Curtains<br>Christian Kaestner, Framestore<br>Framestore's work on "Mary Poppins Returns," directed by Rob Marshall for Disney.                                      |  | <b>WORKSHOPS</b><br>frack<br>The making of Warhammer: Vermintide 2 trailer<br>Hugo Guerra, fire without smoke<br>Warhammer miniatures, VFX, production tracking and review technology from frack.   | <b>COMPANY SUITES</b><br>Houdini Suite   SideFX<br>Virgin – Depart<br>The Everyday<br>Simon French, ETC   | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk<br>Sneak Peek: Creating Serious FX with Bifröst in Maya<br>Marcus Nordenstam, Autodesk<br>Attendees will be given the chance to join the current Bifröst beta. | <b>COMPANY SUITES</b><br>ILM Suite   ILM<br>Join the Force – Find out more about opportunities at ILM & how to apply<br>Simon Davies, Lorraine Rozon, ILM | <b>COMPANY SUITES</b><br>Unity Suite   Unity<br>Unity for Cinematics – Hands-on Workshop<br>Liz Mercuri, Unity<br>Whether you're a director, animator, technical artist, cinematographer, or general Unity enthusiast looking to dig into Unity's film workflows, this workshop will provide the core fundamentals of linear storytelling.<br>This hands-on workshop will help you understand how to leverage Unity's tools and capabilities to build your next (or first!) cinematic scene.<br>What to bring:<br>- A laptop (with charger) installed with Unity 2018.3 (2018.3.4 recommended) (note: other versions of Unity may not be compatible with the project in this workshop, so please make sure you have 2018.2!)<br>- A mouse for easier/faster creation<br>Prior to the workshop, ensure you have downloaded the Film Sample Project, which is available on the Asset Store. | <b>ANIMATIONSINSTITUT</b><br>Talentförder-Breakfast<br>Prof. Andreas Hykade, Christian Müller, Filmakademie BW<br>This event is by invitation only. If you would like to participate, please feel free to reach out to us and sign up: <a href="mailto:vrnow@animationsinstitut.de">vrnow@animationsinstitut.de</a> |  |  |
| 10:00 |  |   |  |  |  |   |   |   |   |   |   |  |  |
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| 10:45 | <b>CREATURES &amp; CHARACTERS</b><br>A Look at the Art and VFX in "Captive State"<br>Rupert Wyatt, Director Tom Brass, Dave Cook, Jellyfish Pictures<br>The Evolution of a Director's Vision in "Captive State" through Art and VFX. | <b>STUDIO INSIGHTS</b><br>Perspectives on Business<br>Andrea Miloro, Blue Sky Rob Bredow, ILM<br>Chris deFaria, Executive Dave Gouge, Weta Digital<br>Topics range from production, changing business models and new forms of content creation. |  | <b>THE STATE OF VFX</b><br>"The Ballad of Buster Scruggs"<br>Michael Huber, Alex Lemke, east side effects<br>Creating the Wild West World of the Coen Brothers' Short Story Anthology.   | <b>WORKSHOPS</b><br>Renderbaron<br>Apollinarisr: – Shading, Lighting & Rendering for VFX<br>Marc Potocnik, Renderbaron<br>Photorealistic interior scenes with procedural shading and effective lighting. | <b>COMPANY SUITES</b><br>Houdini Suite   SideFX<br>Curated Motion Design with Houdini<br>Simon Holmedal, Panoply<br>How it all came together in post via the application of meticulous project management practices.                            | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk<br>Iron Sky 2 – The Coming Race<br>Adam Figielski, Marcel Haller, Pixomondo<br>The Making of Iron Sky 2 – The Coming Race.   | <b>COMPANY SUITES</b><br>ILM Suite   ILM<br>Speaker Session + Q&A<br>Hal Hicel, ILM<br>For more information please check the online schedule.   |   | <b>ANIMATION SCHOOLS EXCHANGE</b><br>Animation Schools Exchange<br>In our world of digital communication and virtual spaces, we are happy to invite representatives from animation and games schools from all over Europe to our annual Animation Schools Exchange to meet in person at FMX 2019.<br>This year's network meeting will focus on using VR software such as Quill: not only for creating artwork but also using it as a production tool to visualize and communicate concepts amongst a team. We plan to have a live Quill demo and there will be the opportunity to try out the tool yourselves.<br>If you would like to participate, please feel free to reach out to us and sign up: <a href="mailto:program@fmx.de">program@fmx.de</a>   |   |  |  |
| 11:00 |  |   |  |  |  |   |   |   |   |   |   |  |  |
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| 12:00 | <b>CREATURES &amp; CHARACTERS</b><br>"Christopher Robin"<br>Theo Jones, Framestore<br>The Oscar-nominated VFX in Disney's "Christopher Robin."   | <b>STUDIO INSIGHTS</b><br>Perspectives on Business: Panel Discussion<br>Andrea Miloro, Blue Sky Rob Bredow, ILM<br>Chris deFaria, Executive Dave Gouge, Weta Digital<br>Moderated by: Dave Gouge, Weta Digital                                  |  | <b>THE STATE OF VFX</b><br>Take a Deep Dive into the Making of "The Meg"<br>Sue Rowe, Sony Pictures Imageworks<br>Take a deep dive behind-the-scenes of "The Meg" and discover why the most feared predator in history is no longer history. | <b>WORKSHOPS</b><br>Pixar's RenderMan<br>RenderMan 22   Latest Developments<br>Dylan Sisson, Pixar's RenderMan<br>See cutting-edge features for lighting & lookdev in RenderMan 22 ... and more!         | <b>COMPANY SUITES</b><br>Houdini Suite   SideFX<br>Taming the elements – a look into the FX of "Hellboy"<br>Alexander Dimov, RedRing Angel Ivanov, Worldwide FX<br>Join us for an overview of the FX work in "Hellboy" focusing on key effects. | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk<br>Beauty Work and Digital Make-Up with Autodesk Flame<br>Christoph Zapletal<br>How to utilize the latest additions to Flames Toolset for Beauty Work and Retouches. | <b>COMPANY SUITES</b><br>ILM Suite   ILM<br>JThe Global View<br>Simon Davies, Lorraine Rozon, ILM   |   |   |   |  |  |
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■ Conference
 ■ Immersive Media
 ■ Education
 ■ Forum
 ■ Events & Screenings

**FMX JUNIOR DAYS**

FMX School Campus | Steinbeis-Saal | 11:00 – 18:00

The FMX Junior Days invite prospective students to visit the FMX School Campus and to find out about study opportunities in the fields of film, animation, media, games and technology.

KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

LIST-SAAL: TURM B

RAUM ULM

RAUM HEILBRONN

RAUM TÜBINGEN

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| 14:00 | <b>THEN &amp; NOW</b><br>'Just Make It Look Cool!' – 35 Years Of Creative Problem Solving In the VFX and Animation Industry<br>Hal Hickel, Industrial Light & Magic<br>ILM's Hal Hickel looks back on 35 years in the industry & ahead to what's next. | <b>THE ART OF ANIMATION</b><br>"Wonder Park," the Magic of Making Animated Films<br>Eduardo Martin, Juan Garcia, Arnau Ole, Ilion Animation Studios<br>The making of of the feature film "Wonder Park," the adventures and challenges for Ilion.                           | <b>OPEN SOURCE</b><br>Academy Software Foundation<br>David Morin, Academy Software Foundation<br>Find out more about Academy Software Foundation, and how to participate in open source software development for motion pictures.                                     | <b>COMPANY SUITES</b><br>Foundry Suite I Foundry Digging deep with Nuke: the making of Gotthard<br>Jan Burda, Mackevision                                      | <b>STYLIZED LIGHTING &amp; RENDERING</b><br>Stylizing the Spider-Verse<br>Bret St Clair, SPI<br>Our approach to lookdev, lighting and compositing.   | <b>WORKSHOPS</b><br>Esri<br>Palladio: CityEngine Plugin for Houdini<br>Simon Haegler, Dominik Tarolli, Esri<br>Workflows to help game/VFX environment artists produce urban environments in a fully procedural manner.   | <b>COMPANY SUITES</b><br>Houdini Suite I SideFX<br>Jeff's Top Five Features of Houdini 17.5<br>Jeff Wagner, SideFX<br>Houdini 17.5 helps TDs & TAs work better & faster, generating more content!   | <b>COMPANY SUITES</b><br>Autodesk Suite I Autodesk Accelerating Artist workflows with Arnold GPU<br>Frederic Servant, Autodesk<br>Learn all about the latest updates in Arnold 5.3 – including the highly-anticipated GPU beta,                                 | <b>COMPANY SUITES</b><br>ILM Suite I ILM<br>R&D Speaker Session + Q&A<br>Andrea Huber, ILM  | <b>COMPANY SUITES</b><br>Unity Suite I Unity<br>Discover the Technology Behind "The Heretic"<br>Silvia Rasheva, Mathieu Muller, Unity<br>Insights into the latest work by Unity's award-winning Demo team. | 14:00 |
| 14:15 |  |  |   |  |  |  |   |   |   | 14:15  |       |
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| 14:45 |  |  |   |  |  |  |   |   |   | 14:45  |       |
| 15:00 |  |  |   | <b>COMPANY SUITES</b><br>Foundry Suite I Foundry In Cold Pursuit with Nuke and Hiero<br>Simon Hughes, Union Visual Effects                                     | <b>STYLIZED LIGHTING &amp; RENDERING</b><br>Stylized Cinematography of "Incredibles 2"<br>Erik Smitt, Pixar Animation Studios<br>Designs and techniques of Incredibles 2's visual style.         | <b>WORKSHOPS</b><br>Øyedrops<br>10 years of motion and our workflow for the years to come<br>Christopher & Steffen Sæther-Larsen, Øyedrops.<br>Deep dive into a few projects and their work process from idea to finish. | <b>COMPANY SUITES</b><br>Houdini Suite I SideFX<br>Creatures in Houdini<br>Ahmed Gharraph, Framestore<br>Using Houdini's native toolset to create production quality creatures.   | <b>COMPANY SUITES</b><br>Autodesk Suite I Autodesk Rendering Love, Death & Robots with Arnold<br>Szabolcs Horváth, Balázs Kerek, Digic Pictures<br>Digic Pictures worked on two of the short stories in the series, using some of the latest Arnold technology. | <b>COMPANY SUITES</b><br>ILM Suite I ILM<br>Speaker Session + Q&A<br>Rachael Dunk, Gary Wu, ILM   | <b>COMPANY SUITES</b><br>Unity Suite I Unity<br>Real-time Ray Tracing In Unity's High Definition Render Pipeline.<br>Brad Weiers, Unity  | 15:00 |
| 15:15 | <b>THE STATE OF VFX</b><br>How MPC Made an Elephant Fly for Disney's "Dumbo"<br>Patrick Ledda, MPC Film<br>The creative and technical challenges behind the VFX of Disney's reimagining of "Dumbo."  | <b>THE ART OF ANIMATION</b><br>The Visual Effects of LAIKA's "Missing Link"<br>Steve Emerson, LAIKA<br>The collaborative workflows that were critical to ensuring that the computer-generated elements carried the character and hand-crafted appeal of the tactile world. | <b>OPEN SOURCE</b><br>OSL -- Beyond Shading<br>Andrew Kaufman, Image Engine<br>Image Engine will showcase how it is pushing the boundaries of OSL.  |  |  |  |   |   |   |  | 15:15 |
| 15:30 |  |  |   | <b>COMPANY SUITES</b><br>Foundry Suite I Foundry The making of Warhammer: Vermintide 2 live action trailer with Nuke Studio<br>Hugo Guerra, fire without smoke |  |  |   |   |   |  | 15:30 |
| 15:45 |  |  |   |  | <b>STYLIZED LIGHTING &amp; RENDERING</b><br>NPR Shading Technology<br>Christos Obretenov, Lollipop Shaders<br>E. Groesbeek, 9to3animation<br>Integrating NPR with state of the art path tracing. | <b>WORKSHOPS</b><br>Ziva Dynamics<br>Making Hundreds of Muscular Characters: Quality & Scalability<br>James Jacobs, Andy van Straten, Ziva Dynamics<br>How to simulate hundreds of creatures instantly.                  | <b>COMPANY SUITES</b><br>Houdini Suite I SideFX<br>Vellum in Production: Cloth, Skin and Hair for Hellboy<br>Andreas Giesen, RISE   Visual Effect Studios<br>Behind the scenes using the vellum solver for Hellboy from the beginning on. | <b>COMPANY SUITES</b><br>Autodesk Suite I Autodesk Autodesk Flame 2020: Social media campaign - editing, grading, finishing<br>Hans von Sonntag<br>Experience the creation of a high value social media campaign.   |   |  | 15:45 |
| 16:00 |  |  |   | <b>COMPANY SUITES</b><br>Foundry Suite I Foundry Spotlight on India: VFX with Nuke at Red Chilies<br>Speaker tba   |  |  |   |   |   |  | 16:00 |
| 16:15 |  |  |   |  | <b>STYLIZED LIGHTING &amp; RENDERING</b><br>Reimagining the Physics and Chemistry of Color<br>Tarek Elaydi, Arctiq Circle<br>Stylized rendering based on the natural causes of color.            | <b>VR NOW</b><br>River – Exploring the Bronze Age<br>Sherpa – Journey to the Source<br>VR NOW – Open Call  | <b>COMPANY SUITES</b><br>Houdini Suite I SideFX<br>Evolving Destruction Workflows<br>Keith Kamholz, DNEG<br>Keith shares his preferred destruction workflow, based on H17/17.5 updates.   | <b>COMPANY SUITES</b><br>Autodesk Suite I Autodesk The 3 Faces of Shotgun... essential glue that connects Artists, Production and Clients together<br>Jon Capleton, Autodesk<br>Reasons why a production studio needs shotgun.                                  | <b>COMPANY SUITES</b><br>ILM Suite I ILM<br>Join the Force - Find out more about opportunities at ILM & how to apply<br>Simon Davies, Lorraine Rozon, ILM | <b>COMPANY SUITES</b><br>Unity Suite I Unity<br>A Unity Case Study – tba<br>Speaker tba  | 16:15 |
| 16:30 | <b>THE STATE OF VFX</b><br>Movement is Life – The VFX of "Mortal Engines"<br>Ken McGaugh, Weta Digital<br>The creative and technical solutions Weta Digital implemented to mobilise Mortal Engine's giant traction cities.                             | <b>THE ART OF ANIMATION</b><br>"The LEGO Movie 2:" Inspiration Through Limitations, Creative Thinking Inside The Box<br>Patrick Hanenberger, THE NEULAND<br>Dave Burgess, Animal Logic<br>A presentation about how they stayed 'LEGO Legal.'                               | <b>OPEN SOURCE</b><br>Open Source at Blue Sky<br>Hank Driskill, Blue Sky Studios<br>This talk discusses the transformation to open source, some of the challenges and rewards, and the vision for the community as a whole.   |  |  |  |   |   |   |  | 16:30 |
| 16:45 |  |  |   |  |  |  |   |   |   |  | 16:45 |
| 17:00 |  |  |   |  |  |  |   |   |   |  | 17:00 |
| 17:15 |  |  |   |  |  |  |   |   |   |  | 17:15 |
| 17:30 |  |  |   |  | <b>FMX SCREENINGS</b><br>Filmakademie's Animationsinstitut   |  |   |   |   |  | 17:30 |
| 17:45 | <b>FMX SCREENINGS</b><br>Shelley's Eye Candy<br>Shelley Page, International Talent Consultant<br>Shelley Page returns to FMX with her popular showcase of some of the best new international short films and TV commercials.                           | <b>CONCEPT ART</b><br>Concept Art Panel<br>An interactive panel discussion with some of the world's leading concept artists.<br>Moderated by: Patrick Hanenberger, THE NEULAND   | <b>OPEN SOURCE</b><br>Technical Advisory Council: How to Enable an Open Source Community<br>Jean-Francois Panisset, TAC of the ASWF<br>How you can join and participate effectively in the Open Source projects of the ASWF: the vision for the community as a whole. |  |  |  |   |   |   |  | 17:45 |
| 18:00 |  |  |   |  |  |  |   |   |   |  | 18:00 |
| 18:15 |  |  |   |  |  |  |   |   |   |  | 18:15 |
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| 19:00 |  |  |   |  |  |  |   |   |   |  | 19:00 |

**FMX GET-TOGETHER** – Powered by **weta DIGITAL**

FMX Square | 18:00 – 19:30

On the FMX Square in front of Haus der Wirtschaft

Meet the FMX community and have a snack or a drink at the FMX Get-Together. Free drink with an FMX badge.

**ANIMATION MEDIA LOUNGE**

Die Note | Berliner Platz 1 | starting 21:30

Our Main Partner Animation Media Cluster Region Stuttgart hosts the Animation Media Lounge with talks, drinks and live music.

KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

LIST-SAAL: TURM B

RAUM ULM

RAUM HEILBRONN

RAUM TÜBINGEN

FILMAKADEMIE  
CAMPUS  
LUDWIGSBURG

09:00

09:00

09:15

09:15

09:30

09:30

**THE EVOLUTION OF SFX**

**"First Man:"  
Redefining In-Camera FX**

Ian Hunter,  
New Deal Studios,  
Michelle Eisenreich, DNEG

Discover how the "First Man"  
crew truly redefined what  
shooting 'in-camera' means.

**THE ART OF ANIMATION**

**"Manou The Swift"**

Andrea Block,  
Christian Haas,  
LUXX Film

First IP production by LUXX  
Film with LUXX Studios for  
worldwide release.

**MASTERCLASSES**

**Acting for Animators II**

Ed Hooks,  
Actor, Acting Trainer

This is an acting workshop  
designed especially for  
animators. Ed Hooks,  
author of the book "Acting  
for Animators – 4th  
Revised Edition," explains  
the connections between  
thinking, emotion and  
physical action; you will  
learn about the differences  
between regular reality  
and theatrical reality, scene  
structure, characterization,  
comedy vs. drama, heroes  
and villains.

This masterclass is chock  
full of useful tools for  
all character animators,  
regardless of whether you  
are working in 3D or 2D. It  
is divided in two parts. For  
those who are unable to  
come to part #1, there will  
be a brief review of essential  
principles at the start of  
part #2.

It is not necessary to  
sign up for the workshop;  
participation is included in  
your FMX ticket.

**RAY TRACING**

**Conceptualization:  
Do You Dream in Color?**

Hank Driskill, Blue Sky  
Kim Libreni, Epic Games  
Davide Pesare, Substance  
Simon Robinson, Foundry

Moderated by:  
Jon Peddie, JPR

**CG SHORTS**

**"There's a Rang-Tan in my  
Bedroom"**

Simon Griesser,  
Passion Pictures/Salon Alpin

How we designed this spot,  
how we directed it and  
how we translated a world  
of exploitation into public  
relevant imagery.

**THE QUEST FOR  
YOUNG TALENT**

**"EGG"**

Martina Scarpelli

**THE QUEST FOR  
YOUNG TALENT**

**Accompanying Young  
Talent**

Diana Hentulescu

**THE EVOLUTION OF SFX**

**Creatively Driven –  
The VFX of  
"Solo: A Star Wars Story"**

Rob Bredow,  
Industrial Light & Magic

How the theme drove the  
team to leverage the best  
old school techniques  
with the latest digital  
methodologies.

**THE ART OF ANIMATION**

**Making of "The Grinch"**

Fabien Polack,  
Milo Riccarand,  
Illumination Mac Guff

The Grinch by Illumination:  
artistic and technical  
challenges.

**RAY TRACING**

**Production:  
Getting to Done**

Hugo Guerra,  
fire without smoke  
James Jeffers, Intel  
Emily Paige, e—d films  
M. van de Vlasakker, MAXON

Moderated by:  
Kathleen Maher, JPR

**CG SHORTS**

**"Spring"**

Andreas Goralczyk,  
Hjalte Hjalmarsson,  
Julien Kaspar,  
Francesco Siddi,  
Blender Animation Studio

An in-depth insight in the  
entire creation process.

**WORKSHOPS**

**Büro Achter April**  
Motion Design for LAMY  
with C4D

Michael Fragstein,  
Matthias Lein,  
Büro Achter April.

Series of artful CG brand  
films for the 2019 Special  
Edition.

**COMPANY SUITES**

**Autodesk Suite | Autodesk**  
The 3 Faces of Shotgun...  
essential glue that connects  
Artists, Production and  
Clients together.

Jon Capleton, Autodesk

Reasons why a production  
studio needs shotgun.

**COMPANY SUITES**

**Autodesk Suite | Autodesk**  
Sneak Peek:  
Creating Serious FX with  
Bifrost in Maya

Marcus Nordenstam,  
Autodesk

Attendees will be given the  
chance to join the current  
Bifrost beta.

**THE QUEST FOR  
YOUNG TALENT**

**A Full Circle**

Ninaad Kulkarni

**THE QUEST FOR  
YOUNG TALENT**

**The Hero's Journey**

Kurt Young, Mokuni

**THEN & NOW**

**Digital Evolution at Weta**

Matt Aitken, Weta Digital

Can Thanos defeat a  
Balrog? And other vital  
questions from my 25 Years  
at Weta.

**THE ART OF ANIMATION**

**"Spies in Disguise"**

James Williams,  
Blue Sky Studios

Exclusive shots from  
the film and an in depth  
discussion surrounding  
cinematography in the world  
of "Spies in Disguise."

**RAY TRACING**

**Before Afterwards:  
Putting Assets to Work**

Brian Savery, AMD  
Jon Wadleton, Foundry  
Raphael Rau, Silverwing  
David Laur, Pixar's  
RenderMan

Moderated by:  
Jon Peddie, JPR

**CG SHORTS**

**Digital World, VFX and  
Human in Real-time: Case  
Study of the Short Film  
"The Heretic"**

Mauro Frau, THN  
M. Muller, S. Rasheva, Unity

Production, art & technical  
case study of Unity's short  
film "The Heretic."

**MANAGING CHANGE**

**The State of  
the VFX Industry**

Christian Bohm,  
MPC Advertising,  
Markus Kranzler, Pixar

Concerns, advice and  
opinions about where our  
industry headed last year  
and where we are going.

**COMPANY SUITES**

**Autodesk Suite | Autodesk**  
Tips and Tricks in 3D

Mike Kuhn, in3.de

This session will cover  
several tips and tricks on  
how to be more effective  
during the process of  
creating your scenes or  
objects.

**THE QUEST FOR  
YOUNG TALENT**

**Panel Discussion**

Andrew Schlüssel,  
Framestore  
Lucy Cooper, Union  
Ninaad Kulkarni,  
Diana Hentulescu

Moderated by:  
Terrence Masson, SVA

**COMPANY SUITES**

**Autodesk Suite | Autodesk**  
Maya - Boosting your  
Animations

Roland Reyer, Autodesk

Cached Playback and Scene  
Analysis with the Evaluation  
Manager and the Profiler.

**MASTERCLASSES**

**Sound Design:  
Storytelling with Sound  
– Rhythm, Texture and  
Silence.**  
A Masterclass on the  
Sound Design of "Us"  
and "The Haunting of  
Hill House"

Trevor Gates,  
Formosa Group

Sound Mixing Stage,  
Filmakademie Ludwigsburg

Participation is limited.  
To register, please email  
program@fmx.de

|       | KÖNIG-KARL-HALLE  | MEIDINGER-SAAL   | BERTHA-BENZ-SAAL   | RAUM REUTLINGEN   | CINEMA GLORIA 2   | RAUM KARLSRUHE  | RAUM MANNHEIM | LIST-SAAL: TURM B   | RAUM ULM | RAUM HEILBRONN | RAUM TÜBINGEN | FILMAKADÉMIE CAMPUS LUDWIGSBURG  |
|-------|---|--|--|---|---|---|---------------|---|----------|----------------|---------------|--|
| 14:00 |   |  |  |   |   |   |               |   |          |                |               |  |
| 14:15 | <b>THE STATE OF VFX</b><br>Thinking Outside the Box – VFX of "Bird Box"<br>Mark Bakowski, Industrial Light & Magic<br>The film makes extensive use of seamless and many times, invisible effects, which will be deconstructed and discussed in depth.           | <b>WILD &amp; STRANGE</b><br>Black & White Thinking<br>Michael Frei, Artist, Director<br>Michael Frei will show his work for about 22.5 minutes and then tries to make sense of it for another 22.5 minutes.   | <b>TOOLS OF TOMORROW: LIGHT FIELDS</b><br>Light Field Production Workflow for VR with Real-World Footage<br>Thorsten Wolf, Fraunhofer IIS<br>From the capturing of the light-field data until the integration into a CG generated VR experience.       | <b>THE HISTORY OF ANIMATION</b><br>The Lost Notebook: Herman Schultheis and the Secrets of Pre-Digital Movie Magic<br>Professor John Canemaker, NYU Tisch School of the Arts<br>Close-up look at pre-digital animation special effects. | <b>SOUND DESIGN</b><br>Blending Audio Realities<br>Anastasia Devana, Magic Leap<br>Blending virtual and real in Magic Leap experiences using Spatial audio. | <b>WORKSHOPS</b><br>Blue Sky Studios Recruiting Talk with Blue Sky<br>Hank Driskill, James Williams, Mindy Beradini, Blue Sky<br>Wonder what it's like to work at a major CG animation studio? Come meet Blue Sky Studios!  |               | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk 3ds Max in Games and Design<br>Michael Langmayer, Autodesk<br>Learn about recent 3ds Max tools to boost your content creation process, performance and efficiency. |          |                |               | <b>MASTERCLASSES</b><br>Sound Design: Storytelling with Sound – Rhythm, Texture and Silence.<br>A Masterclass on the Sound Design of "Us" and "The Haunting of Hill House"<br>Trevor Gates, Formosa Group<br>Sound Mixing Stage, Filmakademie Ludwigsburg<br>Participation is limited. To register, please email <a href="mailto:program@fmx.de">program@fmx.de</a><br>For more information, please check the online schedule. |
| 15:00 |   |  |  |   |   |   |               |   |          |                |               |  |
| 15:15 | <b>THE STATE OF VFX</b><br>"Captain Marvel" VFX: From LA to Hala, Fury to Goose<br>Janelle Coshaw Ralla, Additional VFX Supervisor<br>Dominik Zimmerle, Trixter<br>Oliver Schulz, Rise<br>For more information, please check the online schedule.               | <b>WILD &amp; STRANGE</b><br>Audiovisual Trajectory: Between Animation, Video Art and Experimental Cinema<br>Boris Labbé, Director<br>The artist will talk about his career as animation filmmaker and artist. | <b>TOOLS OF TOMORROW: LIGHT FIELDS</b><br>Light Fields for Movie Productions<br>T. Herfert, Saarland University, S. Spielmann, J. Trottnow, Filmakademie BW<br>SAUCE explores possibilities and challenges of LF usage for movie productions.          | <b>MANAGING CHANGE</b><br>Brexit: What's Next for VFX in the UK?<br>Neil Hatton, UK Screen Alliance<br>What will be the challenges and opportunities in a post Brexit world?  | <b>SOUND DESIGN</b><br>Storytelling with Sound: Rhythm, Texture & Silence<br>Trevor Gates, Formosa Group<br>Influencing an audience through soundscape.     | <b>FILMAKADÉMIE PROJECTS</b><br>AniTrailer/AniPlay & Final Projects Animation<br>Third year Animation and Interactive Media students of Animationsinstitut, in cooperation with HdM, produce a short film and a game experience each based on a stylistically individual world.                                     |               | <b>COMPANY SUITES</b><br>Autodesk Suite   Autodesk Arnold GPU for Look Development<br>John Paul Giancarlo, Autodesk<br>Arnold GPU will bring speed and power to artist workflows.                                     |          |                |               |  |
| 15:30 |   |  |  |   |   |   |               |   |          |                |               |  |
| 15:45 |   |  |  |   |   |   |               |   |          |                |               |  |
| 16:00 |   |  |  |   |   |   |               |   |          |                |               |  |
| 16:15 | <b>THE STATE OF VFX</b><br>The Visual Effects of "Avengers: Endgame"<br>Dan DeLeeuw, Marvel Studios<br>Matt Aitken, Weta Digital<br>VFX planning in pre-production, the complexities of live action photography, and the execution of shots in post production. | <b>WILD &amp; STRANGE</b><br>Obsessed! Alternative Storytelling via Monomania and Photoshop<br>Sophie Koko Gate, Animation Director<br>Creating a pixelated world where your obsessions can exist and thrive.  | <b>TOOLS OF TOMORROW: LIGHT FIELDS</b><br>Light Field and Volumetric Video Rendering<br>Valérie Allié, Technicolor<br>Last achievements in terms of volumetric video formats and required view synthesis techniques to manipulate real captured video. |   | <b>SOUND DESIGN</b><br>"They Shall Not Grow Old"<br>Martin Kwok, Park Road Post<br>Detailing the sonic layers which brought silent film history to life.    | <b>FILMAKADÉMIE PROJECTS</b><br>Final Projects Animation & VFX & Interactive Media<br>Animationsinstitut was founded in 2002 as part of Filmakademie. Training follows a practice-oriented and project based approach and is always state of the art. Join this session to get a glimpse of the graduation projects |               |   |          |                |               |  |
| 16:30 |   |  |  |   |   |   |               |   |          |                |               |  |
| 16:45 |   |  |  |   |   |   |               |   |          |                |               |  |
| 17:00 |   |  |  |   |   |   |               |   |          |                |               |  |
| 17:15 |   |  |  |   |   |   |               |   |          |                |               |  |
| 17:30 | <b>FMX SCREENINGS</b><br>The 20th Annual Animation Show of Shows<br>Ron Diamond, Program Curator<br>15 thought-provoking, poignant, and very funny animated shorts from around the world.   |  |  |   |   |   |               |   |          |                |               |  |
| 17:45 |   |  |  |   |   |   |               |   |          |                |               |  |
| 18:00 |   |  |  |   |   |   |               |   |          |                |               |  |
| 18:15 |   |  |  |   |   |   |               |   |          |                |               |  |
| 18:30 |   |  |  |   |   |   |               |   |          |                |               |  |
| 18:45 |   |  |  |   |   |   |               |   |          |                |               |  |
| 19:00 |   |  |  |   |   |   |               |   |          |                |               |  |

**FMX GET-TOGETHER – Powered by unity**

FMX Square | 18:00 – 19:30  
On the FMX Square in front of Haus der Wirtschaft  
Meet the FMX community and have a snack or a drink at the FMX Get-Together. Free drink with an FMX badge.

**ITFMX SCREENING – "AVENGERS: ENDGAME"**

Cinema Metropol 1 | 20:00 – 23:00  
Special screening of Marvel's "Avengers: Endgame" at Cinema Metropol 1  
Pick up your ticket – one per person – at the ticket counter on Level 0 starting on Wednesday, May 1 at 15:00!

**FMX CLOSING PARTY**

Lehmann | Breitscheidstr. 12 | starting 21:00  
After four days of intense listening, experiencing and talking, come and join us for the closing of FMX 2019.  
Free entry with an FMX Badge.