Press Release #4: Chris Wedge at FMX 2018 | Games and Technology

For immediate publication

FMX 2018
Conference on Animation, Effects, Games and Immersive Media
April 24-27, Stuttgart/Germany, Haus der Wirtschaft

Ludwigsburg/Germany, February 16, 2018. Spring is coming – bringing closer FMX 2018 and plenty of program confirmations. Today the first highlights from technology and games related tracks and presentations can be announced. Furthermore, animation icon Chris Wedge (Blue Sky Studios) just confirmed his participation in FMX 2018.

► Blue Sky Studios co-founder Chris Wedge at FMX 2018

Being an icon of the international animation industry, we are thrilled to have Chris Wedge (Blue Sky Studios) join the Then & Now track. The multi-talent has made his mark as a director, producer, animator, writer and actor over the past decades. He is one of the founders of Blue Sky Studios, receiving critical acclaim for his work as a pioneer in CG animation. In 1998, he won an Academy Award for the animated short film Bunny, and in 2002, introduced audiences to the beloved Ice Age franchise in the first installment, Ice Age, and also directed Robots and Epic. Wedge has also served as Executive Producer on four Ice Age films, Dr. Seuss’ Horton Hears a Whol, the Rio films and the recently released Ferdinand.

► Technology: Content Creation in Times of Virtual Studios

Coming together for the Virtual Studios: Opening Doors track, curated and hosted by Kathleen Maher and Jon Peddie (both Jon Peddie Research), plenty of industry experts will illuminate the current state of digital production. Mathieu Mazzerole (Foundry), Mathieu Muller (Unity Technologies), Ton Roosendaal (Blender Foundation) and Hugo Guerra (fire without smoke) will discuss how the rise of virtual studios enables the production from independent houses and individuals. Teaming up for another fascinating presentation, Jean-Colas Prunier (FilmFlow), Ton Roosendaal (Blender Foundation), Hugo Guerra (fire without smoke) and Felix Mertikat (King Racocon Games) will elaborate on how industries are opening up to independents, small studios and outsiders thanks to new platforms for digital production and new tools for data exchange.

► Games: The Art of Assassin’s Creed Origins and Forza Motorsport 7

The Games Visual Arts track, curated by Gaël Seydoux, Research & Innovation Director at Technicolor, will give the audience the opportunity to learn more about the latest designs and developments of some of the most striking and immersive game experiences on the market. Jean Guesdon (Ubisoft), Creative Director of Assassin’s Creed Origins, will talk about the action-adventure game, giving an overview of the process and challenges that awaited the team when creating a living and breathing world full of people and narratives. Moreover, Forza Motorsport 7 Art Director Scott Lee (Turn 10) will give an in-depth presentation on the latest installment of the racing game series.

► FMX Forum: Mackevision and other partner confirmations

This year Mackevision is back on board as FMX Main Partner. Moreover, the FMX Forum is filling up quickly. DynamiXYZ and Rokoko will welcome the visitors at the Marketplace, while Allegorithmic and Xsens will be joining FMX with workshops and a booth at the Marketplace. Furthermore, Binary Alchemy and Chaos Group will host some workshops as well. Animal Logic, Axis Production, Illumination Mac Guff, and Pixomondo just joined the group of exhibitors at the Recruiting Hub. Further participants at the School Campus will be Darmstadt University of Applied Sciences, Mediadesign Hochschule, Plymouth College, and the University of South Wales.

Tickets for the FMX 2018 are available in the online ticket shop at www.fmx.de (Early Bird rates until March 15, 2018).

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► Press Accreditation
You can apply for your press accreditation through our ticket shop on the FMX website.

► Press Downloads

At www.fmx.de journalists can download the FMX 2018 logo as well as the FMX CI Guidelines.

► Editor’s Notes:

FMX is funded by the Ministry of Science, Research and the Arts and the Ministry of Economic Affairs, Labour and Housing of the State of Baden-Wuerttemberg, the City of Stuttgart and the MFG Film Funding, taking place in cooperation with VES Visual Effects Society, ACM SIGGRAPH and World Building Institute. FMX is an event by the Filmakademie Baden-Wuerttemberg GmbH, organized by the Animationsinstitut, hosting the Animation Production Day 2018 (APD), a joint venture with the Stuttgart Festival of Animated Film (ITFS).

Further information at www.fmx.de