Press Release #5: News on VFX, Animation and Technology Tracks at FMX 2018 | Black Panther | New FMX 2018 Trailer

For immediate publication

FMX 2018
Conference on Animation, Effects, Games and Immersive Media
April 24-27, Stuttgart/Germany, Haus der Wirtschaft Ludwigsburg/Germany, March 1, 2018. Visual effects are everywhere - they have become a part of pretty much every movie or TV series that can be seen watch nowadays. FMX 2018 will put some of the greatest recent VFX productions into the limelight, including Marvel's box office success Black Panther, Oscar-nominated Blade Runner 2049 and TV series Star Trek: Discovery. Furthermore, technology giants Google and Apple will present their AR work. Beaver Bruno's new adventure in the new episode of the FMX 2018 trailer Behind the Beard series is literally moving.

▷ Paula Fairfield – Sound Design for Game of Thrones

This year's Sound Design track, curated by Nami Strack (Nami Strack Filmton/ Sounddesign), discusses how sound creates a sonic world and places the audience right in the environment a story is set in. Paula Fairfield (Eargasm Inc.), sound designer on Game of Thrones, will talk about the creature sounds she created for the acclaimed fantasy drama. The sound design expert has worked in the industry for many years, receiving plenty of awards and nominations – among them an Emmy Award for her outstanding sound editing on Game of Thrones in 2015. Her other work includes Lost and Hands of Stone.

▷ Effects – Black Panther and VFX in TV

There is going to be lots of impressive VFX content on the 2018 program, so here are some presentations that should not be missed: This year's VFX in TV track features Thilo Ewers (Pixomondo), who will elaborate on Star Trek: Discovery. Filip Orrby, Daniel Nordlund and Martin Hobbs (all Goodbye Kansas) are going to shed light on the VES-award nominated storm sequence in Outlander. Robert Pinnow's (RISE Visual Effects Studios) presentation on Babylon Berlin rounds off the VFX in TV track.

Moreover, the audience can look forward to plenty of VFX Case Studies. Black Panther will be the focus of a presentation given by Geoffrey Baumann (Marvel Studios), Jesse James Chisholm (Marvel Studios), Bryan Grill (ScanlineVFX), Stephan Trojansky (ScanlineVFX), Jonathan Weber (RISE Visual Effects Studios) and Michael Wortmann (Trixter Film). Paul Lambert (Double Negative), Luigi Santoro (Framestore) and Axel Akesson (MPC) are going to talk about Oscar-nominated Blade Runner 2049. Animation Director Pablo Grillo (Framestore) will share some insights into the creative decisions and tools behind the studio's VFX work on Paddington 2.

▷ Technology – Augmented Reality at Google and Apple

The AR Platforms track, curated by Prof. Volker Helzle (Filmakademie Baden-Württemberg), will take a closer look at the latest augmented reality platforms created by major corporations, and explore what to expect from them in the future. Dr.-Ing. Christian Lipski and Dr. Andreas Möller (both Apple) will present core concepts and best practices for augmented reality on iOS. Ivan Neulander's (Google) talk will take an inside look at how Google developed the augmented reality app AR Stickers.

▷ Animation – Indie artists in the spotlight

The Wild & Strange track, curated by Jeanette Bonds, Director and Co-Founder of GLAS Animation, will feature four indie artists and their impressive work. Réka Bucsi will discuss how she got into animation, how she builds unconventional narratives as well as some of her projects, such as her first feature length film Solar Walk. Nikita Diakur's talk will focus on the animation style applied in his film Ugly, which sports a combination of puppeteering and dynamic computer simulation. Animation director Chintis Lundgren (Chintis Lundgren Animationsstudion) will talk about developing characters and worlds, using the example of her animated TV series Manivald and the Absinthe Rabbits. Sean Buckelwev's talk aims to unpack how the present can be represented on film, specifically in relation to the demarcation of time through technology.

▷ FMX Forum: Isotropix and other partner confirmations

Isotropix will support FMX 2018 as a Main Partner. Aside from that, the FMX visitors will be able to get to know them better at their Company Suite and at their Marketplace booth. Six new companies have announced their participation at the Recruiting Hub: 3DExcite, Cinesite, Ilion Animation Studio, One of us and The Third Floor. Filmakademie Wien, Filminiversität Babelsberg Konrad Wolf, RECA (French Animation Schools’ Network), Salzburg University of Applied Sciences and The Animation Workshop will – among many others – be part of the School Campus. Last, but definitely not least, PresenZ will be represented at the Marketplace.

▷ FMX 2018 Trailer Behind the Beard #4

In the previous episode of the official FMX 2018 trailer series Behind the Beard, Bruno the Beaver had to contend with supernatural forces. What could be next? One thing is for sure – it will be moving. Learn more about Behind the Beard here. The next Bruno adventure will be released in March 2018.
Tickets for the FMX 2018 are available in the online ticket shop at [www.fmx.de](http://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](http://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-Württemberg, 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-Württemberg 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](http://www.fmx.de)