Press Release #6: The Shape of Water | VR at the Planetarium | 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 15, 2018. 40 days are left until FMX 2018. And plenty of splendid program highlights can still be announced. Oscar-winning The Shape of Water will be in the VFX spotlight. Moreover, the Planetarium will turn into Stuttgart’s VR hot spot again, inviting the FMX visitors to enjoy virtual reality under the dome. The technology track Lighting & Rendering will focus on the creation of computer generated materials. Additionally, the new episode of the FMX 2018 trailer series Behind the Beard brings new challenges for Bruno the Beaver.

Effects – The Shape of Water

Being part of the Creatures & Characters track, Trey Harrell (Mr. X) will explore the techniques used to bring the Amphibian Man in Oscar-winning The Shape of Water to life. Raphael de Almeida Pimentel (Luma) will get on stage to illuminate how the studio created rock giant Korg in Marvel’s Thor: Ragnarok. Pennywise, the creepy clown featured in IT, will be the center of a presentation given by Mikael Damant-Sirois and Dominic Piché (both Rodeo FX).

Virtual Reality at the Planetarium

After last year’s successful premiere, the Planetarium Stuttgart will host some fascinating VR content once again. Scot Stafford (Google Spotlight Stories) will present Sonaria, a sound-driven journey of light and music. Alex Henning (Magnopus) will take the visitors on a ride into the world of Coco VR, the corresponding virtual reality experience of the Disney Pixar movie success. Kim Baumann Larsen (The Future Group) discusses the challenge of creating a rich, compelling music VR experience that balances user interaction and direction. Last but definitely not least, Buzz Hays, Head of Production at Lytro, and Saschka Unseld, Producer and Director at Tomorrow Never Knows (TNK), will be part of the line-up at the Planetarium.

Technology – Lighting & Rendering

As in past years, Christophe Hery, Senior Scientist at Pixar Animation Studios, curates the Lighting & Rendering track again for the 2018 edition of FMX. Aside from that, he will present Flow, Pixar’s in-house shading tool. André Mazzone (Industrial Light & Magic) will describe the current material modelling paradigm in use at ILM, the history behind it, and some glimpses into the future. Sam Assadian (Isotropix) will explain Clarisse iFX, a new 3D lookdev, lighting and rendering software. Professor Tamy Boubekeur and Davide Pesare (both Allegorithmic) will elaborate on the challenges one has to face when creating digital materials and substances. Prof. Wenzel Jakob (École Polytechnique Fédérale de Lausanne) will talk about modelling, measuring and rendering the appearance of layered materials. Jan Jordan and Dr. Lutz Kettner (both NVIDIA) will discuss the basics of NVIDIA’s Material Definition Language. The track will be rounded off by a presentation given by Andrea Weidlich, Senior Researcher Rendering at Weta Digital.

FMX Forum – Backstage and latest confirmations

With Backstage, one more Main Partner can be announced. More confirmations for the Marketplace keep coming in, with the latest of them being Autodesk, Avid, NEC Displays and Unit Image / Scan Engine. INRIA and SolidAnim will have a joint booth on the Marketplace. Furthermore, Foundry, MAXON and Sohonet will invite the FMX visitors to participate in their Workshops. Double Negative, Goodbye Kansas and Mikros Image will be looking for new talents at the Recruiting Hub. Moreover, faculty staff, alumni and students of Hochschule der Medien, Staffordshire University and Victoria University School of Design are looking forward to potential students at the School Campus.

FMX 2018 Behind the Beard, Trailer #5

In the new episode of the FMX 2018 trailer series Behind the Beard, Bruno the Beaver, like anyone else in the advancing springtime, is happy to enjoy the first soft sunbeams. Let’s see how this will end.

Learn more about Behind the Beard here.

The next Bruno adventure will be released at the end of March 2018.

Tickets for the FMX 2018 are available in the online ticket shop at www.fmx.de.

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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