

KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

RAUM HEILBRONN

RAUM ULM

LIST-SAAL: TURM B

RAUM TÜBINGEN

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COMPANY SUITES

Oculus Medium Suite | Oculus

Oculus Medium Workshop

Glen Southern

Sculpt your favorite creatures in virtual reality using Oculus Medium. Starting from reference, students will create a rig skeleton, build up the main armature, then add muscle layers and finally the surface detail.

This workshop is for registered participants only.

COMPANY SUITES

Clarisse Suite | Isotropix  
Case Study: Tropical Paradise - Creating XXXL environments in no time!

Démian Boude, Isotropix

Follow this step by step guide to building a large environment from scratch in Clarisse 3.6!

COMPANY SUITES

Clarisse Suite | Isotropix

Valerian

Quentin Marmier, ILM

COMPANY SUITES

Clarisse Suite | Isotropix

Going Further with NPR rendering

Démian Boude, Isotropix

COMPANY SUITES

Clarisse Suite | Isotropix

The Visual Effects of Marvel's Inhumans

Andy Hargreaves, DNEGTV

VFX CASE STUDIES

Join the Rebellion. The Visual Effects of "Star Wars: The Last Jedi"

Ben Morris, Mike Mulholland, Industrial Light & Magic Jason Wen, The Third Floor

Join Industrial Light & Magic and The Third Floor as they discuss their close collaboration and taking shots from initial previs through final effects for "Star Wars: The Last Jedi."

COMMERCIALS

Populating O2's Campaign with Thousands of Blue CG Rabbits

Alex Hammond, The Mill

Reuniting with VCCP, directors Dominic and Outsider, The Mill created the follow-up to O2's "Follow The Rabbit" campaign.

SOCIAL IMPACT

Planting Trees in a Virtual World

Sander van der Vegte, MediaMonks

Behind the scenes of the world's biggest public AR experience in Singapore.

HIGHLIGHTS OF SIGGRAPH

Sequential Line Search for Efficient Visual Design Optimization by Crowds

Takeo Igarashi, The University of Tokyo

A crowd-powered visual design optimizer with single-slider microtask.

LIGHTING & RENDERING

Sharing Physically Based Materials between Renderers with MDL

Jan Jordan, Lutz Kettner, NVIDIA

The basics of NVIDIA's Material Definition Language.

COMMERCIALS

Do Robots Dream of Electric Rams?

Anthony Bloor, MPC

A behind the scenes look at the creation of the lonely Robot for "Edeka Christmas 2117" and a confident little Ram for "VW Born Confident."

SOCIAL IMPACT

VR One (We are one)

Jonathan Yomayuz, Emblematic

Using VR to bring awareness to stories of individuals and global issues.

HIGHLIGHTS OF SIGGRAPH

Creative Tools for Artists

Jingwan Lu, Adobe Research

Introducing cutting-edge creative tools for digital artists.

LIGHTING & RENDERING

Material Unification at ILM

André Mazzone, Industrial Light & Magic

This talk will describe the current material modelling paradigm in use at ILM, the history behind it, and some glimpses into the future.

WORKSHOPS

Lego News Show Building the Lego News Show brick-by-brick.

Can Erduman

A making-of for the monthly childrens Web series "The Lego News Show."

WORKSHOPS

Xsens Optimize your Xsens motion capture pipeline

Stefan Beuker, Xsens

How to work with Xsens motion capture data in Unreal, Unity and Autodesk.

VFX CASE STUDIES

The VFX of "Pacific Rim: Uprising"

Peter Chiang, DNEG Peter Eszenyi, Territory

Peter Chiang will take the audience through DNEG's "Pacific Rim: Uprising" VFX production pipeline.

Peter Eszenyi will share how the creative process at Territory Studio delivered complex holographic interfaces and interactions.

COMMERCIALS

Porsche E-Performance: How VFX Accelerates Automotive Productions

D. Anastacio, J. Stanossek, D. A. Bitu, G. Martinez, Mackevision Medien Design

An insight into CGI photorealism at its best and inspiring team spirit.

SOCIAL IMPACT

VR - A Force For Good

Luciana Carvalho Se, REWIND

VR's potential as a cognitive behavioural tool is immense.

HIGHLIGHTS OF SIGGRAPH

Animating Wet Hair Using Physics-Based Simulation

Eitan Grinspun, Columbia University

A review of the SIGGRAPH papers on simulating wet hair and clothing.

LIGHTING & RENDERING

Nextgen Lookdev Workflow in Clarisse iFX

Sam Assadian, Isotropix

Discover how Clarisse's nextgen lookdev workflow redefines production standards.

WORKSHOPS

Walt Disney Animation Studios A Conversation with an Associate Producer, VFX Supervisor & Vis Dev Artist

Manu Arenas, Nicole Hearon, Kyle Odermatt, Walt Disney Animation Studios

WORKSHOPS

Pixar Animation Studios Latest Developments in Pixar's RenderMan

Dylan Sisson, Pixar Animation Studios

Pixar's Dylan Sisson will give a preview of the upcoming release of RenderMan 22.



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FILMAKADEMIE CAMPUS LUDWIGSBURG

09:00

**OPENING SCREENINGS**  
Anney International Animated Film Festival

**OPENING SCREENINGS**  
Ars Electronica Festival

**OPENING SCREENINGS**  
Filmakademie: New Shorts 1

**COMPANY SUITES**  
Oculus Medium Suite | Oculus  
Oculus Medium Workshop  
Glen Southern

09:00

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**VFX IN TV**  
"Star Trek: Discovery"  
Thilo Ewers, Adam Figielski, PIXOMONDO  
How to turn around hundreds of shots per episode on tight deadlines to produce some of the best quality VFX seen in television today.

**VIRTUAL PRODUCTION**  
The State of Virtual Production in 2018  
David Morin, Chairman, Joint Technology Committee on Virtual Production  
The history of virtual production since the early days of computer graphics.

**VFX CASE STUDIES**  
"Three Billboards outside Ebbing, Missouri"  
tba, Union VFX  
Adding Drama to "Three Billboards outside Ebbing, Missouri."

**RECRUITING PRESENTATIONS**  
Ilion Animation

**OPENING SCREENINGS**  
School Campus Screening 1

**COMPANY SUITES**  
Clarisse Suite I Isotropix  
Case Study: Tropical Paradise - Creating XXXL environments in no time!  
Démian Boude, Isotropix  
Follow this step by step guide to building a large environment from scratch in Clarisse 3.6!

**COMPANY SUITES**  
Foundry Suite I Foundry  
Getting started with Katana & 3Delight  
Aghiles Kheffache, DNA Research, Jordan Thistlewood, Foundry  
Curious about Katana? Learn how to get started.

**COMPANY SUITES**  
Oculus Medium Suite | Oculus  
Oculus Medium Workshop  
Glen Southern  
Sculpt your favorite creatures in virtual reality using Oculus Medium. Starting from reference, students will create a rig skeleton, build up the main armature, then add muscle layers and finally the surface detail.

**VR NOW**  
VR NOW Pitchings  
Pitchings for VR NOW talent initiative of Animationsinstitut of Filmakademie Baden-Württemberg.  
No public event, only open to jury and pitching teams.  
More information about the talent initiatives of the Animationsinstitut of Filmakademie Baden-Württemberg can be found on:  
[www.animationsinstitut.de/talentfoerderung](http://www.animationsinstitut.de/talentfoerderung)

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■ Conference ■ Immersive Media ■ Forum ■ Events & Screenings

**COMPANY SUITES**  
Foundry Suite I Foundry  
Panel: Breaking into the VFX industry  
Host: Sarah Leavitt, Foundry  
Hugo Guerra, fire without smoke, Deb Stone, Blue Sky Studios  
Julie Kubblin, Rodeo FX  
Looking to break into the VFX industry? Don't miss this panel of industry experts discussing how VFX students today can launch their career and prepare for the future.

**MASTERCLASSES**  
Spatialised Audio VR Audio Post Production  
Benedict Caleo Green, Ecco VR  
Mixing Stage Filmakademie Baden-Württemberg, Ludwigsburg  
Participation is limited. To register, please email [program@mx.de](mailto:program@mx.de)  
This masterclass will guide you through the process of bringing linear VR visuals to life with fully spatialised sound, delivered using the Facebook Spatial Workstation toolset.

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FILMAKADÉMIE CAMPUS LUDWIGSBURG

14:00	<b>THE ART OF ANIMATION</b> "Ferdinand:" Creating Dynamic Character Relationships Lisa Allen, Scott Carroll, Blue Sky Studios Creating relatable, unique performances that compliment each other.	<b>VIRTUAL PRODUCTION</b> Mastering Asgard: Visualization and Virtual Production for "Thor: Ragnarok" Shannon Justison, The Third Floor Insights from the previs and virtual production team.	<b>MANAGING CHANGE</b> The Evolution of VFX Production on Large Scale Feature Film Projects Fiona Walkinshaw, Framestore On the value of production management in a global VFX environment where the only constant is change.	<b>RECRUITING PRESENTATIONS</b> Axis Studios Choose Your Axis  <b>RECRUITING PRESENTATIONS</b> MPC Global Opportunites	<b>LIGHTING &amp; RENDERING</b> Flow Christophe Hery, Pixar Animation Studios Pixar's interactive look- development tool that focuses on procedural workflows using shading networks.	<b>WORKSHOPS</b> Esri Inc. Procedural Worlds with Palladio: An Open-Source CityEngine Plugin for Houdini Matthias Buehler, vrb.io Simon Haegler, Dominik Tarolli, Esri Inc.	<b>WORKSHOPS</b> Chaos Group Chaos Group and HP: Visualize Your Future Albena Ivanova, Chaos Group, Barbara Marshall, HP Using V-Ray to bring Mars to life.	<b>COMPANY SUITES</b> Clarisse Suite I Isotropix Valerian Quentin Marmier, ILM  <b>COMPANY SUITES</b> Clarisse Suite I Isotropix The future of Clarisse Sam Assadian, Isotropix	<b>COMPANY SUITES</b> Oculus Medium Suite   Oculus Open Suite: Oculus opens the suite for everyone. Come join them and experience their latest immersive solutions and demos.	<b>TALES FROM ANIMATED EUROPE: ASF</b> Be Your Own Boss or Join a Global Player I. Beres, Epix M. Mayerhofer, studioNICE Jasmin Srouji, TINKERTANK Young professionals share their visions and options.	<b>MASTERCLASSES</b> Spatialised Audio VR Audio Post Production Benedict Caleo Green, Ecco VR Mixing Stage Filmakademie Baden-Württemberg, Ludwigsburg Participation is limited. To register, please email program@fmx.de	14:00
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15:15	<b>THE ART OF ANIMATION</b> "The Breadwinner" Stuart Shanky, Cartoon Saloon An inside look at the process that went into the making of "The Breadwinner" feature.	<b>VIRTUAL PRODUCTION</b> The Making of "ADAM" Episode 2 & 3 Chris Harvey, Oats Studios Mathieu Muller, Unity Learn how the Oats VFX team adapted to a real-time pipeline and created "ADAM" 2 & 3.	<b>MANAGING CHANGE</b> Behind the Scenes: Providing an Environment for Healthy Change Pam Marsden, SPA The problem solving skills required in production management come from more than an understanding of technology, schedules and budgets.	<b>RECRUITING PRESENTATIONS</b> Goodbye Kansas Join the Family  <b>RECRUITING PRESENTATIONS</b> DNEG Greenlight Your DNEG Career with the Talent Acquisition Team	<b>LIGHTING &amp; RENDERING</b> Materials and Substance Tamy Boubekeur, Davide Pesare, Allegorithmic An overview of Substance's contributions to material look development.	<b>WORKSHOPS</b> Insydium and MAXON Exploring new possibilities with X-Particles and Cycles 4D Mario Tran Phuc, Insydium Explore new ways and learn some tips and tricks to utilize X-Particles and Cycles 4D.	<b>WORKSHOPS</b> Chaos Group Cube Creative: From Cartoon to Photorealistic - Using V-Ray for Animated TV Series Sylvain Grain, Tanguy Weyland, Cube Creative	<b>COMPANY SUITES</b> Clarisse Suite I Isotropix Thor Ragnarok: Rendering Sakaar Marieke Franzen, DNEG	<b>COMPANY SUITES</b> Foundry Suite I Foundry Skill up with Nuke: How to stand out as a junior compositor Chris Wetherly, Foundry The most important things to know for compositing artists starting out.	<b>DIGITAL HUMANS</b> Discussing Virtual Humans In many respects, the complexity and difficulty of successfully making digital humans makes it perhaps the most challenging area left for CGI and VFX. It is an excellent chance to hear an unfiltered and often times passionate discussion of the issues and possible solutions from the world's leading experts. Moderated by: Mike Seymour, fxguide		15:15
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16:30	<b>THE ART OF ANIMATION</b> The Art of "Revolting Rhymes" Jakob Schuh, Director Jan Lachauer, Director Bin-Han To, Co-Director The art behind the animated adaptation of Roald Dahl's "Revolting Rhymes."	<b>VIRTUAL PRODUCTION</b> Exposure Virtual Film Tools, "Jungle Book," "Ready Player One," "Blade Runner 2049" and beyond Habib Zargarpour, DMM How Digital Monarch Media's Virtual Film Tools were used.	<b>MANAGING CHANGE</b> Managing the Creative Process Nicole Hearon, Walt Disney Animation Studios The approach to managing the creative production process at Disney Animation.	<b>RECRUITING PRESENTATIONS</b> RISE   Visual Effects Studios RISE ♥ YOU  <b>RECRUITING PRESENTATIONS</b> Cinesite Studios Spot The Difference  <b>RECRUITING PRESENTATIONS</b> Electric Theatre Collective We're Electric - Can I Be Electric Too?	<b>LIGHTING &amp; RENDERING</b> Thinking in Layers - Material Modelling in a Modern Rendering Pipeline Andrea Weidlich, Weta Digital How Weta's in-house renderer Manuka influences design and look development decisions.	<b>WORKSHOPS</b> Sohonet Virtual Workstations - A Future that's Already Here Dave Goodbourn, Milk VFX Sam Reid, ETC Oliver Pennington, Dennis Rose, Sohonet James Pitts, Pixit Media Ian Main, Teradici Mike Owen, Ben Minall, AWS	<b>WORKSHOPS</b> Chaos Group RealtimeUK: Cinematic Worlds Stuart Bayley, RealtimeUK A Holistic Overview of Creating Game Trailers.	<b>COMPANY SUITES</b> Clarisse Suite I Isotropix From Substance Painter to Clarisse Greg Jennings, Isotropix  <b>COMPANY SUITES</b> Clarisse Suite I Isotropix Tippett Studio - Layout to Final Ben Von Zastrow, Tippett	<b>COMPANY SUITES</b> Foundry Suite I Foundry Skill up with Nuke: Photorealistic compositing for mid-senior compositors Victor Perez The process of learning photorealistic compositing in Nuke.			16:30
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17:45	<b>FROM INDIE TO IP</b> "Shaun the Sheep" and World Domination! David Sproxtton, Aardman Animations A tale of adventure, excitement and woolly models, some might say a ripping yarn.		<b>MANAGING CHANGE</b> VFX & Animation: Cultural Differences and Common Ground - And What Can We Learn From Each Other? P. Marsden, SPA N. Hearon, Disney Animation Moderated by: I. Fehrmann, Hahn Film		<b>LIGHTING &amp; RENDERING</b> Layered Material Appearance Wenzel Jakob, Ecole Polytechnique Fédérale de Lausanne This talk covers recent work on rendering materials composed of multiple layers.	<b>WORKSHOPS</b> Chaos Group PIXOMONDO: Creating a Universe - Star Trek Discovery Max Riess, PIXOMONDO Boldly go to discover PIXOMONDO's work on "Star Trek: Discovery".	<b>COMPANY SUITES</b> Clarisse Suite I Isotropix Shadow Catcher for Artists Yann Couderc, Isotropix	<b>COMPANY SUITES</b> Foundry Suite I Foundry Nuke Studio and The Plague TV series Antonio Jiménez, Juanma Nogales, Twin Pines How Nuke Studio became the main software used by VFX boutique Twin Pines.				17:45
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**VR EXPERIENCES**  
Interactive VR Cinema  
Experience "Conscious  
Existence"  
Axel Steinkuhle, evrbit  
Marc Zimmermann,  
Episcapes  
Become part of a first of its  
kind multi-user interactive  
VR cinema session.  
Limited seats available,  
book on vrcinema@fmx.de.

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CARL-ZEISS PLANETARIUM STUTTART

09:00	<b>OPENING SCREENINGS</b> Filmakademie: New Shorts 2	<b>OPENING SCREENINGS</b> Encounters Short Film & Animation Festival	<b>OPENING SCREENINGS</b> KLJK! Amsterdam Animation Festival							<b>COMPANY SUITES</b> Oculus Medium Suite   Oculus Oculus Medium Workshop Glen Southern	
09:15											
09:30	<b>CREATURES &amp; CHARACTERS</b> A Soft Approach to a Rock Creature: "Thor Ragnarok" Raphael de Almeida Pimentel, Luma Pictures Learn how Luma created the most memorable character in Marvel's "Thor: Ragnarok."	<b>CREATING 3D ASSETS FROM REAL-WORLD IMAGERY</b> Lights, Camera... Action Figure! Karl Z. Meyer, Gentle Giant From the physical world to digital, from a digital space to the physical.	<b>MASTERCLASSES</b> Acting for Animators 1 Ed Hooks, Actor, Acting Trainer This is an acting workshop designed especially for animators. The focus is on the connections between thinking, emotion and physical action, and it will help you with performance regardless of whether you are working in 3D or 2D. Your goal is to create in the audience a sense of empathy with your character. We empathize with emotion, and emotion tends to lead to physical action. Acting is "doing" something - an action in pursuit of an objective while overcoming an obstacle. This masterclass 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.	<b>VIRTUAL STUDIOS: OPENING DOORS</b> The Rise of Virtual Studios Hugo Guerra, fire without smoke Mathieu Mazerolle, Foundry Mathieu Muller, Unity Ton Roosendaal, Blender How the rise of virtual studios are enabling production from independent houses and individuals. Moderated by: Kathleen Maher, JPR	<b>OPENING SCREENINGS</b> Films from Animated Europe				<b>COMPANY SUITES</b> Clarisse Suite   Isotropix Case Study: Tropical Paradise - Creating XXXL environments in no time! Démian Boude, Isotropix Follow this step by step guide to building a large environment from scratch in Clarisse 3.6!	<b>COMPANY SUITES</b> ILM Suite   ILM Join The Force. Simon Davies, Loraine Rozon, ILM Find out more about how to apply for opportunities at ILM.	
09:45											
10:00					<b>AR PLATFORMS</b> Microsoft HoloLens for Film & Game Production Amit Rojtblat, Martin Wettig, Microsoft How can the HoloLens help in previsualization and production for film & games.	<b>WORKSHOPS</b> Pixar Animation Studios Latest Developments in Pixar's RenderMan Dylan Sisson, Pixar Animation Studios Pixar's Dylan Sisson will give a preview of the upcoming release of RenderMan 2.2.					
10:15											
10:30	<b>CREATURES &amp; CHARACTERS</b> "The Shape of Water:" Bringing The Amphibian Man to Life Trey Harrell, Mr. X From concept to screen: blending the best of practical and digital effects.	<b>STUDIO INSIGHTS</b> Studio Insights Focused on the business side of the industry where production, changing business models and new forms of content creation are discussed in an "in conversation" format. The conversation is unscripted but the topics and general subject matters are discussed and agreed prior. The intent is to provide a safe forum for executives to share a bit about their perspective on the industry and for the audience to gain rare insight into a part of the business that many people never get to see. It begins with a 1:1 chat followed by all three panelists on the stage for a panel discussion and Q&A. Moderated by: Dave Gouge, Weta Digital		<b>VIRTUAL STUDIOS: OPENING DOORS</b> Alternative Paths to Glory Hugo Guerra, fire without smoke Jean-Colas Prunier, FilmFlow Ton Roosendaal, Blender Felix Mertikat, King Ragoon Games The world is opening up to content creators thanks to new platforms for digital production and new tools for data exchange. Moderated by: Kathleen Maher, JPR	<b>AR PLATFORMS</b> Apple's ARKit Christian Lipski, Andreas Möller, Apple Core concepts and best practices for augmented reality on iOS.	<b>WORKSHOPS</b> Pause Fest Melbourne 2018 Opening title & doodles Toros Köse Focusing on the Pause Fest 2018 titles and my short film "Into the Bright Unknown," I'll be explaining my process, my journey as a designer and what I've learned so far.		<b>COMPANY SUITES</b> Houdini Suite   SideFX Audi Pure Imagination Alex Hammond, Dan Yargici, The Mill A team of Mill artists worked to realise the vision of cult director GMUNK.	<b>COMPANY SUITES</b> Clarisse Suite   Isotropix The Visual Effects of Marvel's Inhumans Andy Hargreaves, DNEGTV	<b>COMPANY SUITES</b> ILM Suite   Industrial Light & Magic Panel Discussion - Set For Success An opportunity to hear first hand from the ILM Team about our expectations of our crew - creative talent, technical curiosity and a collaborative approach. Come along prepared to ask questions and get some real insight into what makes ILM's crew stand apart. For more information check the online schedule.	<b>THE QUEST FOR YOUNG TALENT</b> Animation Schools Exchange 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 2018. This year's network meeting will focus on life after school: How can we as schools help those who want to found their own business, create a company, produce their own projects? What can an incubation initiative look like to really help people, how can it be financed? If you would like to participate please feel free to reach out to us and sign up: animationsinstitut@filmakademie.de
11:00											
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12:00	<b>CREATURES &amp; CHARACTERS</b> "IT:" How To Build A Terrifying Clown M. Damant-Sirois, D. Piché, Rodeo FX The process behind shape-shifting Pennywise from the technical and creative standpoint.				<b>AR PLATFORMS</b> AR Stickers: From Design to Launch Ivan Neulander, Google An inside look at how Google developed the Augmented Reality app AR Stickers.	<b>WORKSHOPS</b> MELT VR experience - A road to #hyperreality Kuba Matyka, MELT Learning from success and failures of humans and technology in creating immersive experiences.		<b>COMPANY SUITES</b> Houdini Suite   SideFX Babylon Berlin - Complex Crowd Sims Andreas Giesen, Oliver Markowski, Esther Trilsch, RISE RISE will present the tech behind 800+ shots for Babylon Berlin.	<b>COMPANY SUITES</b> Clarisse Suite   Isotropix Flying down the Champs Elysées H. Namur, Mikros Image	<b>COMPANY SUITES</b> ILM Suite   Industrial Light & Magic Going Further with NPR rendering Andy Hargreaves, DNEGTV	
12:15											
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13:00										<b>COMPANY SUITES</b> Clarisse Suite   Isotropix Going Further with NPR rendering Andy Hargreaves, DNEGTV	<b>COMPANY SUITES</b> ILM Suite   Industrial Light & Magic Creatures! Mark Flanagan, ILM Insight into ILM's world of Creature Building with Mark from ILM's Studio Talent Group
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FILMAKADEMIE  
CAMPUS  
LUDWIGSBURG

09:00

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**OPENING SCREENINGS**  
Fantoche International Animation Film Festival

**OPENING SCREENINGS**  
Paris ACM SIGGRAPH

**OPENING SCREENINGS**  
School Campus Screening 2

**COMPANY SUITES**  
Oculus Medium Suite | Oculus  
Oculus Medium Workshop  
Glen Southern

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**THEN & NOW**  
Bringing Up Blue Sky  
Chris Wedge, Blue Sky Studios  
Chris Wedge recounts Blue Sky's early days and a look at the studio's future.

**VFX CASE STUDIES**  
The FX of "Pirates of the Caribbean: Dead Men Tell No Tales"  
David Schneider, MPC  
The creative and technical challenges behind the stunning work on "Pirates of the Caribbean: Dead Men Tell No Tales."

**MASTERCLASSES**  
Acting for Animators 2  
Ed Hooks, Actor, Acting Trainer  
This is an acting workshop designed especially for animators. The focus is on the connections between thinking, emotion and physical action, and it will help you with performance regardless of whether you are working in 3D or 2D. Your goal is to create in the audience a sense of empathy with your character. We empathize with emotion, and emotion tends to lead to physical action. Acting is "doing" something - an action in pursuit of an objective while overcoming an obstacle.  
This masterclass 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.

**OPENING SCREENINGS**  
London International Animation Festival

Sculpt your favorite creatures in virtual reality using Oculus Medium. Starting from reference, students will create a rig skeleton, build up the main armature, then add muscle layers and finally the surface detail.  
**This workshop is for registered participants only.**

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**VR Experiences**  
Multi User VR Cinema  
Marc Zimmermann, Episcapes  
Up to 100 seats. Be in time to get your VR headset to enjoy this unique Sync VR experience.

**CREATING 3D ASSETS FROM REAL-WORLD IMAGERY**  
Capturing Reality  
Christian Theobalt, MPI Informatics  
Capturing and editing models of the real world in motion.

**FILMAKADEMIE PROJECTS**  
Transmedia & Games  
Students can focus either on Transmedia/Games Directing, Transmedia/Games Producing or become Transmedia/Games Artists. Get an idea of the wide variety of different projects than can emerge out of these universes.

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**THEN & NOW**  
Lessons in Motion: "Star Wars" to "Starship Troopers," and Beyond  
Phil Tippett, Tippett Studio  
Phil Tippett runs down more than 40 years in VFX.

**VFX CASE STUDIES**  
Down the Rabbit Hole - the Animation & VFX behind "Peter Rabbit"  
Will Reichelt, Animal Logic  
A behind the scenes look at the visual effects created for the live-action/animated hybrid feature film "Peter Rabbit".

**TALES FROM ANIMATED EUROPE: ASF**  
"The Heroic Quest of the Valiant Prince Ivandoe"  
Charlotte de la Gournerie, Sun Creature  
Christian Bøving-Andersen, Cartoon Network

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**TALES FROM ANIMATED EUROPE: ASF**  
Storyworlds  
Felix Mertikat, King Raccoon Games

**MASTERCLASSES**  
**BEYOND THE GROWL: Masterclass in Creature Sound Design**  
Paula Fairfield, Eargasm Inc  
Mixing Stage Filmakademie Baden-Württemberg, Ludwigsburg  
Participation is limited. To register, please email program@fmx.de  
For more information, please check the online schedule.

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**THE ART OF ANIMATION**  
Masters of Animation: Directors Discuss the Craft  
Chris Wedge, Blue Sky Studios  
Shannon Tindle, Sony Pictures Animation  
David Silverman  
Moderated by: Ian Failes, Journalist

**VFX CASE STUDIES**  
Behind the Bear: Crafting "Paddington 2"  
Pablo Grillo, Framestore  
In this in-depth session, Animation Director Pablo Grillo will talk about the creative decisions and tools behind key sequences.

**MANAGING CHANGE**  
State of the VFX Industry  
Christian Bohm, Markus Kranzler, Pixar Animation Studios  
Anthony Bloor, MPC  
Oliver Markowski, RISE  
An open discussion about the state of the VFX industry.

**CREATING 3D ASSETS FROM REAL-WORLD IMAGERY**  
Closing the Content Gap for VR and AR  
Rafael Pages, Volograms  
How free-viewpoint/volumetric video is the future of content creation for VR/AR.

**WORKSHOPS**  
Autodesk  
What's new in Arnold  
Frederic Servant, Autodesk  
An overview of the features recently released in Arnold, plus a preview of technology in development.

**TALES FROM ANIMATED EUROPE: ASF**  
Adventures of Candide  
Zsuzsanna Kreif

**TALES FROM ANIMATED EUROPE: ASF**  
Producing Animation in EU  
Ivan Zuber, Laidak Films

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KÖNIG-KARL-HALLE

MEIDINGER-SAAL

BERTHA-BENZ-SAAL

RAUM REUTLINGEN

CINEMA GLORIA 2

RAUM KARLSRUHE

RAUM MANNHEIM

RAUM HEILBRONN

RAUM ULM

LIST-SAAL: TURM B

RAUM TÜBINGEN

FILMAKADEMIE  
CAMPUS  
LUDWIGSBURG

14:00

**THE ART OF ANIMATION**

**Evolving The Ninja!**  
Greg Jowle, Animal Logic

The initial technical challenges faced on "The Batman LEGO Movie" and then more specifically the unique challenges experienced on "The LEGO Ninjago Movie."

**DIGITAL HUMANS**

**Real-Time Facial Animation: From Senua to Siren**

Steve Caulkin, Cubic Motion  
  
How those real-time characters were created and the motion capture and solving technology has improved over time.

**TOOLS OF TOMORROW**

**Using Depth & VR/AR Hardware**

Jasper Brekelmans, Brekel 3D  
  
Inspirational look at using depth sensors & VR/AR equipment in production.

**HPC & VISUAL CREATIVITY**

**Expanded Horizons, CG + HPC**

Tomasz Bednarz, EPICentre / Data61  
Sarah Kenderdine, eM+  
  
Expanded Perception and Interaction, Graphics + Compute, Cultural Data Sculpting.

**WILD & STRANGE**

**Learning to Unlearn**

Réka Bucsi, Director  
  
The making of Réka Bucsi's animated films, from "Symphony no. 42," to "Solar Walk."

**COMPANY SUITES**

Oculus Medium Suite | Oculus

Open Suite: Oculus opens the suite for everyone.

Come join them and experience their latest immersive solutions and demos.

**MASTERCLASSES**

**BEYOND THE GROWL: Masterclass in Creature Sound Design**

Paula Fairfield, Eargasm Inc

Mixing Stage Filmakademie Baden-Württemberg, Ludwigsburg

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**VFX CASE STUDIES**

**"Blade Runner 2049" - An Analog Future**

Frederik Lillelund, DNEG  
Eric Noel, Framstore  
Gerd Netzer, N SFX

The creative and technical challenges behind the work on "Blade Runner 2049", and the tools and techniques used to create the Los Angeles and Las Vegas environments, the transformative holographic effects of Joi, and some of the in-camera special effects used for the film.

**GAMES CINEMATICS**

**"Call of Duty" Cinematics**

Manuel Thomasser, DIGIC Pictures

Explaining the Narrative Storytelling in Call of Duty's Cinematic Cutscenes.

**TOOLS OF TOMORROW**

**PipelineX: Hidden Challenges in Cloud Native Pipelines**

Dan Golembeski, Doug Sherman, DreamWorks Animation

A highly-scalable production pipeline built on microservices.

**HPC & VISUAL CREATIVITY**

**AI - Creator of New Forms of Art & Music**

Arthur Ira Miller, UCL

An exploration of a brave new world of AI creating bold new forms of art and music.

**WILD & STRANGE**

**Ugly Aesthetics and Dynamic Animation**

Nikita Diakur, Filmmaker

Embracing crude, spontaneous and interactive modelling, texturing and animation.

**FILMAKADEMIE PROJECTS**

**Animation & Effects II**

Students from Filmakademie's Animationsinstitut will present their diploma presentations:

"Khazar's Steppes," "Wall of Death," "Ratatoskr," "Crash," "Blieschow," "Mind Palace"

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**GAMES CINEMATICS**

**"The Crew 2"**

Mickael Ricciotti, Geoffrey Lebreton, Unit Image

Executing the seamless transitions through different realistic worlds.

**TOOLS OF TOMORROW**

**Biomechanical AI: From Buzzwords to Useful Tech**

Simon Clavet, Ubisoft

Physics and Neural Networks for Animation Synthesis.

**HPC & VISUAL CREATIVITY**

**Immersive Media Art**

Bernd Lintermann, ZKM

Solo and team productions are presented in which the authentic characteristics of software are the focus of media art works developed for immersive display technologies.

**WILD & STRANGE**

**Worldbuilding**

Chintis Lundgren, CLA

Using the example of "Manivald and the Absinte Rabbits" (a TV-series in endless development), Chintis Lundgren talks about developing characters and worlds.

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**VFX CASE STUDIES**

**To be Announced**

For more information, please check the online schedule.

**GAMES CINEMATICS**

**"Skull and Bones"**

Damian Nenow, Platige Image

The creation of the cinematic was a creative process, which at the same time was very demanding under technical advice.

**TOOLS OF TOMORROW**

**"Sonder"**

Farhez Rayani, Soba Productions

Making of a short film, created by a team of artists around the world in Unity3D.

**HPC & VISUAL CREATIVITY**

**HPC Enabling Visual Creativity**

Marek Tadeusz Michalewicz, University of Warsaw

A full-length animated movie a day. From HPC with love.

**WILD & STRANGE**

**An Archeology of the Present**

Sean Buckelew, Animation Filmmaker

The possible future and limited past in cinema and animation.

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**FMX SCREENINGS**

**The 19<sup>th</sup> Annual Animation Show of Shows**

Ron Diamond

16 exceptional and inspiring animated shorts from around the world.

**MOVIE SCREENING**

**"Early Man"**

20:00 - 22:00  
Cinema Metropol

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