

FMX2024
CONNECTING IDEAS

ON SITE APRIL 23-26
ON DEMAND APRIL 27-MAY 31



Press Release #8 – Lifer after the Apocalypse, Kung Fu Panda and the Four-day Week

For immediate publication

FMX 2024

Film & Media Exchange

On Site April 23 to 26, 2024

On Demand April 27 to May 31

Stuttgart/Germany, April 5 2024. Life after the apocalypse is a recurring topic in fiction. The latest narrative called **FALLOUT**, conceived by Jonathan Nolan (WESTWORLD), will come to the screens on April 11 - and to FMX on April 24. Less than three weeks to go until the conference starts, the **FMX program** is complete. And it will be offering some real treats for **ticket holders**.

KUNG FU PANDA is back and his fourth adventure is a fine example of state of the art animation. And who would have imagined Bill Murray resuming the role of a ghostbuster? The main attraction in **GHOSTBUSTERS: FROZEN EMPIRE** are the spectres, however.

FMX is about stunning imagery - and also about the social implications of working in a highly flexible industry often pioneering in **current debates** about topics like **diversity and inclusion, the impact of AI or the four-day week**.

If you have any questions about the **FMX Program** and the **Speakers**, please **get in touch** here. A **Facts & Highlights Sheet** is **available for download**.

Press accreditations are available at the **FMX ticketshop**.

LATEST CONFIRMATIONS



Disastrous events, aptly staged, set the tone in FALLOUT - Copyright: Amazon Prime Video

VFX FOR EPISODIC: Creating the world of FALLOUT

Join the award winning visual effects team - **Jay Worth** (Overall VFX Supervisor), **Andrea Knoll** (Producer) und **Andreas Giesen** (RISE | Visual Effects Studios) - live as they explore the way physical and digital production methods were utilized to create the world of FALLOUT season 1.



The bear is back: KUNG FU PANDA 4 - Copyright: DreamWorks Animation

FEATURE ANIMATION: Collaborative Design in KUNG FU PANDA

Head of FX, Jason Mayer, will guide you through stylistic choices made across multiple departments to reinforce the design language inherent throughout the film. From horror inspired transformations, non-traditional flashbacks, mystical portals and graphic boss fights, see how the artists and technicians from DreamWorks Animation at every step in the vfx pipeline were able to contribute and blend both 2d and 3d influences to achieve the final vision.



The GHOSTBUSTERS are back - and with them a new generation of spectres - Copyright: Sony Pictures Imageworks

VFX FOR FEATURES: Suit Up! Sony Pictures Imageworks presents GHOSTBUSTERS: FROZEN EMPIRE

Who you gonna call when the world freezes over? **Sony Pictures Imageworks!** Join FX supervisor, **Chris Messineo**, for an exclusive behind-the-scenes sneak peek at the making of Ghostbusters: Frozen Empire. This presentation will focus on the artistic and technological innovations the production has developed for this highly-anticipated feature.

Directed by Gil Kenan, in GHOSTBUSTERS: FROZEN EMPIRE, the Spengler family returns to where it all started – the iconic New York City firehouse – to team up with the original Ghostbusters, who’ve developed a top-secret research lab to take busting ghosts to the next level. But when the discovery of an ancient artifact unleashes an evil force, Ghostbusters new and old must join forces to protect their home and save the world from a second Ice Age.



THE RESPONSIBLE STUDIO, curated by Ilija Brunk: Changing impact of Bomper's innovative Four-Day Work Week

Dive into Bomper Studio's Journey to a Four-Day Work Week with Founder **Emlyn Davies**. Discover the strategic shifts and pivotal moments behind our quest for improved work-life balance. Emlyn will unveil the driving factors and challenges that propelled our transition to this innovative schedule. Gain insights into our streamlined production processes and how we effectively manage client needs within this paradigm shift.

„It was really scary because it’s the unknown”, says Emlyn Davies from **Bomper Studio in Cardiff** about the time when they started implementing the four-day week. Now that it’s been in place for almost two years, he states: “Overall we haven’t seen any decline in the quality of our work” – “we’ve met deadlines and it’s been a win-win for everybody, really.”

FORUM NEWS

We are very happy to have two more Premium Partners on board: Houdini as a Gold Partner and Foundry as a Silver Partner. Both are longterm FMX partners and will bring us once again days full of exciting content in their Company Suites and Workshops. Find out here, what **Houdini** and **Foundry** have lined up for you.



GOLD PARTNER: Houdini

SideFX is pleased to bring the **Houdini HIVE** to FMX 2024. We have a great lineup with artists from studios such as **RISE, The Marmalade, Territory, Bottleship, DoubleJump, Untold, El Ranchito**, and more, who are joining us to share how they use Houdini in their work. Learn about Houdini’s Solaris for Lookdev, Layout, and Lighting, as well as VFX workflows, Creature FX, pipeline automation solutions, and even autonomous vehicle technology. **Find us in Raum Mannheim** all day Wednesday and Thursday.

Houdini is built from the ground up to be a procedural system that empowers artists to work freely, create multiple iterations, and rapidly share workflows with colleagues. Houdini lets you make creative decisions deep into production as changes made to Houdini nodes cascade through the network to create new and unique results. This direct ability is retained throughout the creative process and can be used to make last-minute decisions that would be too costly in a traditional CG pipeline.

More Information on Houdini [here](#).



SILVER PARTNER: Foundry

Foundry has a 25-year heritage developing creative software for the Media and Entertainment industry and a portfolio of award-winning products. It advances the art and technology of visual experience with creative leaders around the globe, including major feature film studios and post-production houses such as ILM, DNEG, Pitch Black, Walt Disney Animation Studios, Wētā FX, Pixar, Marvel, Netflix, Framestore and Technicolor Creative Studios.

In partnership with these companies, Foundry solves complex visualization challenges to turn incredible ideas into reality. Its products are used to create breathtaking visual effects and animation on a wide range of feature films, episodic content and commercials. Foundry software was integral in the making of every VFX Academy Award-winning film for the past decade and has been recognized and honored at the highest level in the industry.

Foundry is returning to FMX along with special guests from BlueBolt, DNEG, Framestore, Pixomondo, and beyond. Join us to go behind the scenes of **NIMONA, NAPOLEON, HOUSE OF THE DRAGON** and **GUARDIANS OF THE GALAXY Vol. 3**. Get expert insight from VFX and animation artists, and learn about the latest product developments from Foundry.

More Information on Foundry [here](#), a showreel [here](#).

SHARED PROGRAM WITH THE STUTTGART INTERNATIONAL FESTIVAL OF ANIMATED FILM

Like in previous years, FMX is staging a joint screening with the **Stuttgart International Festival of Animated Film (ITFS)**, giving the audience a rare chance to watch on the big screen the charming shape-shifter in the animated feature **NIMONA**, whose making-of will be discussed at FMX.

The FMX tracks **GLOBAL INCLUSION, COMMUNITY AND CONNECTION** as well as **RAW & RELEVANT**, curated by **Julie Ann Crommett** (Women in Animation) and **Andreas Hykade** (Animationsinstitut) respectively, will share guests and sessions with ITFS.

More Information on FMX under www.fmx.de.

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Press Downloads

In our [Press Section](#) you will find a **Facts & Highlights Sheet**, all current **Press Releases**, **Press Fotos**, our **Logo Kit** and our **CI Guide**. If you have any questions, please get in touch via press@fmx.de.

Editor's Notes:

FMX is funded by the [Ministry of Science, Research and Arts](#) and the [Ministry of Economic Affairs, Labour and Tourism](#) of the State of Baden-Wuerttemberg, [MFG Baden-Wuerttemberg](#) and the [City of Stuttgart](#). FMX is organized by the [Filmakademie Baden-Wuerttemberg](#), hosting the [Animation Production Days \(APD\)](#), a joint venture with the [Stuttgart International Festival of Animated Film \(ITFS\)](#).

More information at www.fmx.de