

FMX2025

RHYTHM OF CHANGE

ON SITE MAY 6-9

ON DEMAND MAY 10-JUNE 10



FILMAKADEMIE
BADEN - WÜRTTEMBERG



animationsinstitut

Press Release #7 | For immediate publication

A Treasure Trove of Creativity - Early Bird extended

Stuttgart/Germany, March 26, 2025.

Recommendations for FMX 2025? We've got you covered, pointing out some of the **many conference highlights**. Like every year, the program is extensive, offering the latest and greatest in VFX, animation and digital media.

There is **camera work** in the digital age, VFX creativity in HBO's "**The Penguin**" and Marvel Studios' "**Captain America: Brave New World**", animation secrets of Aardman's "**Wallace & Gromit**" and Pixar's "**Win or Lose**", **expanded realities** - and, of course, **Artificial Intelligence** and how to deal with it.

The Forum has been filling up nicely. A warm welcome to our Premium Partners **Adobe, Esri and Maxon**, who are going to enrich FMX with workshops and presentations.

FMX has prolonged the [Early-Bird Ticket Discount](#) until March 30.

CONFERENCE



Ashley Barron and one of her camera angles in "Dangerous Liaisons". © Playground Television/Lions Gate Television

VFX for Episodic: VFX from a Cinematographer's Perspective

Ashley Barron, award-winning Director of Photography ("How to Get to Heaven from Belfast", "Dr Who", "Dangerous Liaisons" S1), will address **the production planning process, lighting design, lens and camera choices as storytelling tools** in a discussion with Jordan Thistlewood from Cooke Optics.



VFX Supervisor Dan Cox and the Red Hulk in "Captain America: Brave New World" © Marvel/Disney

VFX for Features: "Captain America: Brave New World"

Wētā FX was tasked with transforming Harrison Ford's Thaddeus Ross into the formidable Red Hulk. **VFX Supervisor Dan Cox** will take you behind the scenes and discuss the challenges of **creating Red Hulk** and building up the FX heavy action sequences.



Production Designer and Art Director Noah Kloeck and a glimpse into the world of "Win or Lose". © Pixar/Disney

Animated Series: Designing Pixar's "Win or Lose"

["Win or Lose"](#), Pixar's first original episodic long-form project, premiered on Disney+ in early 2025 to rave reviews. **Noah Kloeck** ("Wall-E", "Inside Out"), **Production Designer and Art Director at Pixar Animation**, will give the audience a glimpse at how the look, world, and characters were conceived and designed through form, color, collaboration, and storytelling.



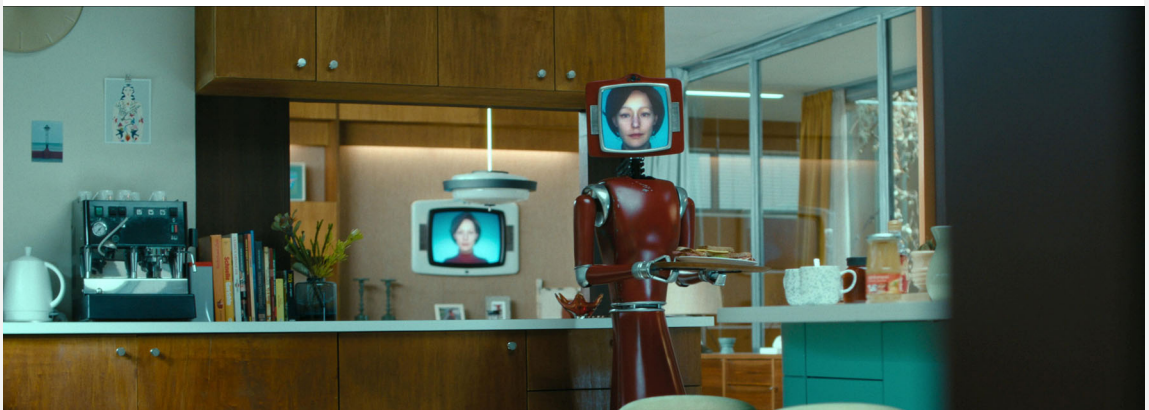
XR specialist Chris O'Reilly (I.) and GenAI expert Jim Geduldick © Nexus Studios/Spaceboy Labs

VR/AR/MR: New Creative Landscapes

[Christopher O'Reilly](#) is the Co-Founder and Chief Creative Officer of Nexus Studios, combining artistry and technology to produce **multi-platform content, immersive events, and real-time and AI-driven experiences**. Recent Nexus Studios highlights include the groundbreaking films created for the **Las Vegas Sphere**, and Cannes Grand Prix-winning **Adoptable campaign**. Other notable projects include the Gold Cannes Lions winning project, **"Gorillaz Presents"**, an Emmy-award-winning special for Netflix, Emmy-nominated XR experiences for Google and Marvel.

GenAI is Growing Up: Where do we go next?

Generative AI has the potential to be a massively disruptive force which will no doubt force many to pivot in their chosen careers. [Jim Geduldick](#) ("The Martian"), **Visual Effects Supervisor, Virtual Production Supervisor and Cinematographer**, will address both **the opportunities and the challenges presented by GenAI**, examining how it can be harnessed as a collaborative tool rather than a replacement. He also will discuss the whole issue on the AI panel with **Jason Zada, Rajesh Sharma and Andy Cochrane**, the curator of the FMX track **GenAI is growing up**.



In "Cassandra", a robot takes over a family's life. © Netflix

Virtual Production: Bringing "Cassandra" to Life

"Cassandra" follows a family who moves into an old smart home, encountering a robotic housekeeper with dark intentions. **VFX Executive Christine Resch** (Netflix, "All Quiet on the Western Front", "The Empress"), **VFX Supervisor Frank Schlegel**, ("The Grand Budapest Hotel") and **On-Set & Virtual-Production Supervisor Rouven Dombrowski**, (Accenture Song, "Lost in Space", Shadow and Bone") will unveil their groundbreaking method for integrating a stylized 3D character on set in real-time, alongside collaborating with an animatronic robot and incorporating CG elements during post-production to craft a genuine character.



Animation Supervisor Dave Clyton and a simian Robbie Williams in a scene from "Better Man" © Wētā FX

VFX for Features: "Better Man"

Wētā FX reimagined **Robbie Williams** in simian form for the Oscar nominated musical biopic **"Better Man"**. **Animation Supervisor Dave Clayton** will share how the team brought Robbie's extraordinary story to life through a fully CG character - exploring how they found the **perfect balance between human and chimp**, captured Robbie's signature expressions and mannerisms, fine-tuned the full spectrum of emotions across 2,000 shots.



Animator Will Becher and a stop-motion set of "Wallace & Gromit: Vengeance Most Fowl" © Aardman Animation

Feature Animation: "Wallace & Gromit: Vengeance Most Fowl"

Academy Award nominee [Will Becher](#) ("A Shaun the Sheep movie: Farmageddon") has had a career spanning 20 years working as a writer, director, and **stop-motion lead animator**. His most recent credit is Supervising Animator on Aardman's critically acclaimed film "**Wallace & Gromit: Vengeance Most Fowl**". Will is currently Stop Motion Lead at the studio's training facility, the **Aardman Academy**.



"The Penguin": the man behind the mask is Colin Farrell. © HBO

VFX for Episodic: The VFX of "The Penguin"

The HBO original series "[The Penguin](#)" sets the stage for Oz Cobb to fill a power vacuum left in the dark world of Gotham City with **over 3,000 VFX shots**, from the breathtaking to the invisible. "The Penguin"'s **Overall VFX Supervisor Johnny Han** and **Accenture Song VFX Supervisor Emanuel Fuchs** will dive deep into the Batman universe and talk about exploding sea walls, unstoppable floods, ominous sweeping cityscapes, heightened shootouts with advanced interacting on-set lighting techniques, and more.

FORUM

There is **great dynamic** in the Forum: A lot of **companies, studios and media schools from around the world** have joined FMX to connect with **creatives of all career levels**, showcasing new products, sharing insights, exploring opportunities and initiating collaborations.



Silver Partner: Adobe

Changing the world through personalized digital experiences: Founded 40 years ago on the simple idea of **creating innovative products that change the world**, [Adobe](#) offers groundbreaking technology that empowers everyone, everywhere to imagine, create, and bring any digital experience to life.

Visit us at FMX at the **Adobe Booth** where we'll highlight the latest features in the **Substance 3D** apps, **Adobe Premiere** and **Adobe After Effects**. Also join our **6 Adobe Masterclasses** on **May 6-7**! Experience exciting live demos, use cases from the media and sporting world as well as inspiring conversations with industry experts. Discover how to bring your creative ideas to life with the latest Adobe tools and take your video projects to the next level.

Find more Information on Adobe at FMX [here](#).



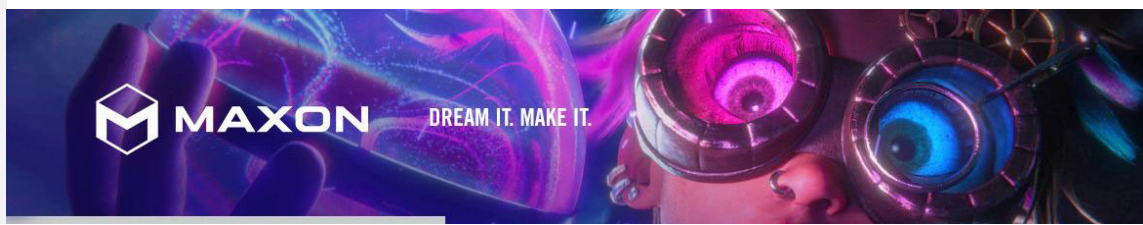
Silver Partner: Esri

[Esri](#) is the global market leader in geographic information system (GIS) software, location intelligence, and mapping. Since 1969, we have supported customers with geographic science and geospatial analytics, what we call **The Science of Where**.

We take a **geographic approach to problem-solving**, brought to life by modern, enterprise-grade GIS technology. We are committed to using science and technology to build a sustainable world.

At FMX 2025, Esri will host **two workshops highlighting [workflows](#) and [tools](#) for advanced procedural city and world design**. These workshops will demonstrate how these tools can be seamlessly integrated into pre- and post-production pipelines to enhance the efficiency of advanced procedural design processes **in the realms of movies, television, and gaming industries**.

Find more information on Esri at FMX [here](#).



Silver Partner: Maxon

[Maxon](#) makes **powerful software solutions** for content creators working in **2D and 3D design, motion graphics, VFX, visualization and games**.

Maxon's product portfolio includes the [Cinema 4D](#) suite of 3D modeling, simulation and animation technology, the [Forger](#) mobile sculpting app, the diverse [Red Giant](#) lineup of revolutionary editing, motion design and filmmaking tools, the leading-edge, blazingly fast [Redshift](#) renderer and [ZBrush](#), the industry-standard digital sculpting and painting solution.

Find more information on Maxon at FMX [here](#).

More Forum Confirmations

Marketplace: [Escape Technology](#), [Hammerspace](#), [Lenovo](#), [Lightmap](#), [Optitrack](#), [Pulze](#), [RPM VFX Studios](#), [Zeiss](#).

Workshops: [Autodesk](#), [Chaos](#), [Meshcapade](#), [Prism Pipeline](#), [Static VFX](#).

Company Suite: [Chaos](#).

Recruiting Hub: [BlueBolt](#), [El Ranchito](#), [ILM](#), [RISE | Visual Effects Studios](#), [Trixter](#).

School Campus: [Hochschule Furtwangen - Fakultät Business, Design & Media und Fakultät Computer Science & Applications Studiengang: Games & Immersive Media](#); [Kristiania University of Applied Sciences/Westerdals Department of Film and Media](#); [La Salle Campus Barcelona - Universitat Ramon Llull](#); [Luleå University of Technology](#); [MEDIADesign HOCHSCHULE für Design und Informatik - University of Applied Sciences](#).

On our website, you can learn more about the [FMX Forum](#) and [Premium Partnerships](#).

**EARLY BIRD
EXTENDED TO
MARCH 30!**



FMX Ticket Options

This year, the FMX Ticketshop offers a wider variety than ever. The **CONFERENCE PASS** includes all of FMX On Site in Stuttgart and On Demand. The new **BUSINESS PASS** adds access to the new Business Lounge as well as priority access to all conference presentations. The **COMBI PASS** expands the Conference Pass with access to the International Festival of Animated Film Stuttgart (ITFS).

The **DAY PASS** is valid for one day of FMX, the newly created **EXPERIENCE PASS** for networkers allows access to the FMX exhibition areas for one day. With the **ONLINE PASS** you can enjoy most of the conference presentations **On Demand** from May 10 to June 10.

Reduced tickets are available for students, apprentices, trainees, pensioners and people with disabilities. Student groups are eligible for tickets with additional discount.

Press accreditation is also available in the [FMX Ticketshop](#).

FMX Press Area

In our [Press Area](#) you will find all current information on FMX, press releases, our logo kit and our CI guide.

If you have any questions or need anything, please don't hesitate to get in touch:

Press contact

press@fmx.de

Bernd Haasis

Communication & PR

bernd.haasis@fmx.de

+49 (0)7141 - 96 98 28-86

Nicola Steller

FMX Interview Coordinator

nicola.steller@fmx.de

+49 (0) 7156 - 35 06 16

Keep in touch on www.fmx.de!



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, the [City of Stuttgart](#), and [MFG Baden-Wuerttemberg](#). 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 \(ITFS\)](#).

Editorial: Bernd Haasis

For technical questions and further information, please [contact us](#).

Filmakademie Baden-Wuerttemberg GmbH, Akademiehof 10, 71638, Ludwigsburg, Germany

You may [unsubscribe](#) or [change your contact details](#) at any time.