

FMX2025

RHYTHM OF CHANGE

ON SITE MAY 6-9
ON DEMAND MAY 10-JUNE 10



Press Release #8 | For immediate publication

"Andor" right after launch at FMX Sessions on "Vaiana 2" and "Severance"

Stuttgart/Germany, April 09, 2025.

There's news, and then there is **real news**: just a few days after premiering on Disney+ on April 22, FMX will present a VFX **deep-dive into the critically acclaimed "Star Wars" series "Andor", season 2**. This first behind-the-scenes look is brought to the conference by the legendary company [Industrial Light & Magic](#), celebrating the **50th anniversary** this year.

Other highlights include an in-depth exploration of the VFX in the episodic psycho-drama ["Severance"](#) and a close look at the **technical accomplishments of Walt Disney Animation Studios' "Vaiana 2"**. There will be presentations on [Sound Design](#) as a major factor in immersive experiences, spontaneity in [Motion Design](#), and budget tips when considering [Virtual Production](#).

The number of ticket holders rises quickly, the newly introduced **Business Pass** is already **sold out**. You can get you [Press Accreditation here!](#) If you'd like to have a professional chat with one FMX speakers, please send your requests to our [Interview Coordinator Nicola Steller](#).

The **Film & Media Exchange** started in 1994 as a fair for students of [Filmakademie](#)

[Baden-Wuerttemberg](#). That spirit continues to drive FMX to this day, [Education](#) remains to be one of the pillars of the [program](#).

FMX is pleased to announce [Foundry](#), [One of Us](#) and [MACK One](#) as **Premium Partners**. They will take part in shaping the conference with their respective contributions.

CONFERENCE



VFX Supervisor Mohen Leo and a peek at the 2nd season of "Andor". © Lucasfilm/Disney

VFX for Episodic: The Revolution Starts Now: The VFX of "Andor - A Star Wars Story"

Production VFX Supervisor [Mohen Leo](#) (ILM) will give an exclusive behind-the-scenes look at the making of "Andor", Season 2, taking the audience through the **intricate visual effects** that bring this epic tale to life. Leo is going to showcase the intense struggle between the growing Rebel Alliance and the looming Imperial threat. Discover how the visual effects team crafted **over 4,000 breathtaking shots**, from colossal battles and immersive digital environments to seamless set extensions and lifelike character animation.



Gabriela Hernandez, Emily Sison and the wayfinding hero of "Vaiana 2" © Walt Disney Animation Studios

Feature Animation: Walt Disney Animation Studios' Journey to "Vaiana 2"

Vaiana teams up with Maui and a new crew to journey to the far seas of

Oceania: Join Walt Disney Animation Studios' **Technical Supervisor, Gabriela Hernandez**, and **Associate Technical Supervisor, Emily Sison**, as they navigate us through their Disney journey and the technical challenges of "[Vaiana 2](#)".



Michael Huber, Eric Leven, Alex Lemke and a scene from "Severance" © ILM/east side effects/Apple

VFX for Episodic: The Work is Mysterious and Important: The VFX of "Severance"

"[Severance](#)" is a globally celebrated, award-winning psychological thriller. Despite appearing deceptively straightforward, **the visual effects are complex yet invisible**, existing to further the narrative. Production VFX Supervisor Eric Leven (ILM) and the VFX Supervisors Michael Huber and Alex Lemke (both east side effects) will showcase the seamless work done for season 2 - hoping you enjoy each effect equally.



Neha Hooda and Heike Kluger will discuss career matters. © Elevate/Heike Kluger

Community & Inclusion: Decoding In-Roads to VFX Production & Creatives

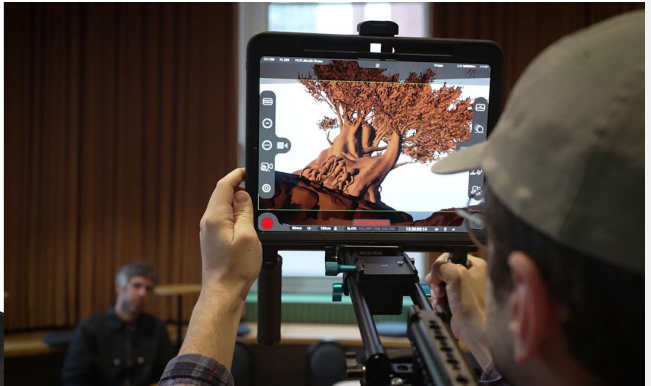
Executive Producer [Dr. Neha Hooda](#) (Elevate) and VFX Supervisor [Heike Kluger](#) ("Stranger Things", "The Boys") intend to bring together a free flowing conversation between the production and creative aspects of the work, especially with **a focus on women behind the screens** and men who are allies. The discussion brings focus on skills needed to chart a thriving career and ways to negotiate through challenges.



Constantin Paeplow and a protagonist of the "Rollin' Wild" universe. © Passion Pictures

NEWS: Rollin' With the Changes

After delivering a very popular trailer for FMX 2013 with their IP "Rollin' Wild", it turned into a balancing act for Kyra Buschor and [Constantin Paeplow](#) (Passion Pictures). He will talk about turning "Rollin' Wild" into more than a viral sensation and how they navigated **the push and pull between commercial work and original ideas**. He will share how picking up new tools like Blender isn't just about efficiency but about staying creatively open. Their latest challenge: adapting Rachel Bright and Jim Field's beloved books into a series of holiday specials.



Virtual production experts Annie Shaw and Sam Taylor. © REALTIME

Tech Talks: Virtual Production For All Budgets

The award-winning VFX studio [REALTIME](#) is hosting a session on Virtual Production. **Annie Shaw, Global Executive Producer, and Sam Taylor, Head of Innovation and Development**, will present recent case studies from a range of project sizes. They are going to examine **how the virtual production toolbox can create efficiencies in the filmmaking pipeline, streamline workflows and allow producers to spend their budget cleverly**. Alongside they will introduce their proprietary virtual camera tool and its uses across the film, episodic, games and automotive industries.



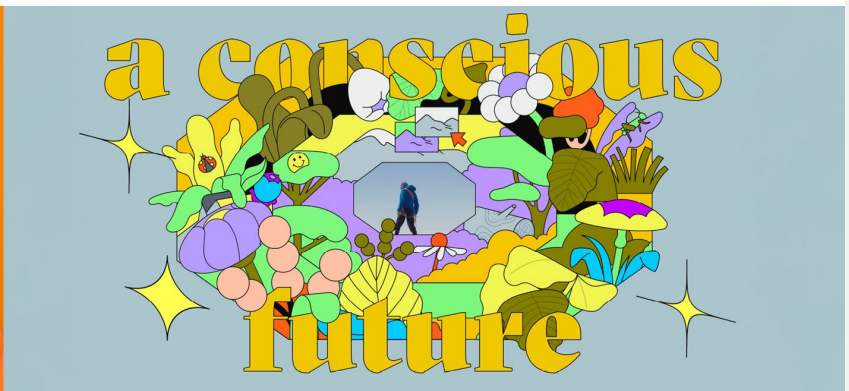
Sound designer Ana Monte and VFX producer Robin Sæxen. © Delta Soundworks/Robin Sæxen

Sound Design: The Missing Link: How sound shapes immersion

What does it really mean to be immersed and how does sound contribute to that feeling? From subtle spatial cues that anchor us in a scene to emotional tones that guide our experience, **immersive audio is essential in dissolving the boundaries** between the physical and virtual. When done right, sound doesn't just accompany an experience, **it is the experience**. [Ana Monte](#), a leading expert in spatial audio and sound designer at DELTA Soundworks, will explore how immersive soundscapes enhance presence, elevate emotion, and create more inclusive and convincing virtual worlds.

Managing Change: The Art of Producing for VFX

From initial script breakdown through to shoot, shot breakdowns, contracts, turnover, bidding, rebidding, change orders and cost reconciliation through to final picture delivery. Take **the journey of a VFX producer** in the film making process with [Robin Sæxen](#) ("Paddington", "Star Wars: Episode I", "The Lord of the Rings: The Two Towers", "The Chronicles of Narnia"), who is currently working as VFX Producer on "Mission Impossible 8: The Final Reckoning". [Imke Fehrmann](#), Global Head of Production at RISE VFX Studios and curator of the Managing Change track at FMX, will join Robin on stage for a vivid conversation.



Brand strategist Giovanna Crise and a piece of illo illustration. © illo

Motion Design: Snapping to Randomness

[Giovanna Crise](#) is brand strategist at illo. The design studio based in Turin, Italy, specializing in motion graphics, illustration, and art direction. The team at Illo see **randomness not as chaos, but as a creative spark**. Their process blends **intuition**,

imperfection, and intentionality, turning unpredictability into something unique and recognizable. But when and how should you break the rules in a graphic system to keep it alive? This is where chance becomes method—a balance between instinct and strategy, where “mistakes” lead to unexpected solutions, keeping design vibrant and relevant.

EDUCATION

At FMX, talents get the opportunity to **meet significant film and media creators** from around the globe, **learn about career paths and possibly find a job**.

At the [School Campus](#), international faculties and courses showcase their curricula, projects and programs in computer animation, visual effects, computer games and VR/AR.

The FMX track [Education Today & Tomorrow](#) focuses on VFX and animation training and pursuing goals, [Fresh Visions](#) is dedicated to animation-driven presentations by **up-and-coming artists from all over Europe** showcasing projects and reporting on their unique paths to success. Both tracks are curated by [Christian Mueller](#) ([Animationsinstitut Filmakademie Baden-Württemberg](#))

[School Presentations](#) and [Filmakademie Projects](#) give an overview of what international students and recent graduates in VFX and animation have created within the past year.

The [Animation Schools Exchange](#) of 2025 will address the current transition in the creative industries by focussing on how to **shape the future in a positive way**. It is an **invite only event**. If you would like to join, please reach out to study@animationsinstitut.de.

Discounted [FMX tickets](#) are available for students; **student groups** are eligible for **additional discount**.



Education Today & Tomorrow:

Adapt and Adopt: What do I need for a future job?

With the interplay of drivers like global market competition, company closures, declining demand for content and the arrival of Artificial Intelligence in the workplace, the **requirements of industry for new entrants and how education responds to any change** is up for debate.

Five people will go on stage to join the [FMX education panel](#): moderator **Phil Attfield** (NextGen Skills Academy), **Felix Balbas** (La Salle Campus Barcelona - Universitat Ramon Llull), **Constanze Buehner** (Animationsinstitut, Filmakademie Baden-Württemberg), **Chris Ebeling** (Epic Games, Beyond Horizons) and **Saint Walker** (University of Hertfordshire).



Denis Krez knows how to communicate. © Denis Krez

Education Today & Tomorrow: Communication for Success

VFX is a collaborative art form, where communication is just as critical as creativity. In his talk, [Denis Krez](#) breaks down essential communication strategies to stay aligned, work efficiently, and bring ideas to life. He will discuss common pitfalls and how to ensure everyone - from artists to clients - is on the same page. **Great VFX starts with great communication** and the best tool isn't software - it's clarity.

FORUM

FOUNDRY.

FMX2025 SILVER PARTNER



<https://fmx.de/en/program/program-2025/detail/event/31863Silver>
Partner: Foundry

[Foundry](#) has a heritage of more than 25 years, developing creative software for the Media and Entertainment industry. Its portfolio of award-winning products solves **complex visualization challenges** to turn incredible ideas into reality.

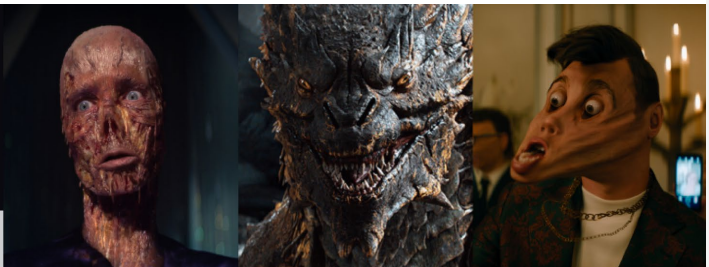
Working with creative leaders around the globe, Foundry products are used to **create breathtaking visual effects and animation** and have been integral in the making of every **VFX Academy Award-winning** film for the past decade.

We are hosting an exciting talk between **Ian Failes** from Before & Afters and Foundry's **Jonathan Egstad** on the [History of Nuke](#). As well as presentations from experienced creatives from studios such as Industrial Light & Magic, Storm Studios, Fortiche, Pixar, Platige Image & Skydance, as well as a Networking Event with Access VFX. These presentations will feature **breakdowns on blockbuster films, TV shows and cinematics including "Gladiator II", "Spellbound", "The Electric State", and more.**

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

one of us BASILIC FLY

FMX2025 SILVER PARTNER



Silver Partner: One of Us

Founded in London in 2004, One of Us is an award-winning VFX studio known for feature films, commercials, and immersive installations. Our **commitment to creative excellence** underpins everything we do. With the opening of our Paris studio in 2021, One of Us has continued to expand upon and diversify our portfolio of work, which includes **bespoke creature design, immersive world building and creating unforgettable on-screen moments.**

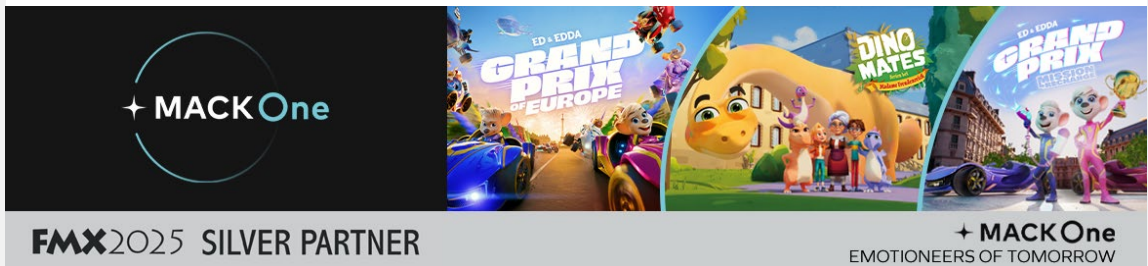
In July 2024, **Basilic Fly Studio** invested in One of Us, a partnership that brings significant mutual benefits. This partnership offers **new opportunities for growth and**

development while building on our individual reputations for creative excellence and high quality work.

VFX often involves tricky briefs, quick turnarounds & high pressure environments. In our FMX session "[Critical Thinking for Creatives](#)", Arpita Venugopal, Head of FX, will explore tools & techniques for critical thinking & action in such circumstances that will encourage you not just to survive but thrive.

We will learn **strategies to overcome blocks, ask the right questions, manage conflicts, give and receive feedback, enhance problem-solving, improve collaboration**, and foster a more rewarding work experience for yourself and those around you. This session is ideal for artists and managers looking to grow and bring the best out of their teams.

Find more Information on One of Us at FMX [here](#).



Silver Partner: MACK One

We are the Emotioneers of tomorrow. With deep passion, creative excellence and innovative engineering **we build the future of thrills**. We are [MACK One](#).

MACK One works as a creator and consultant for **theme park design, media-based entertainment and creative content**. Our team develops powerful, **emotionally charged experiences** for the attractions industry and B2B partners such as theme parks, resorts & hotels, cruise lines, the sports industry and other brand experience sectors. Here we act as a one-stop solution and convince with a unique impact.

Visit us at FMX at booth #4.1 (Turm A)!

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

Hope to see you in May!

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 [Filmakademie Baden-Württemberg](#), 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 info@fmx.de.

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

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