

FMX2022
CHANGING THE GAME

ON SITE MAY 3-5
ONLINE MAY 6
ON DEMAND UNTIL MAY 31



Press Release #5 – ON SITE CONFIRMATIONS: Arcane, Legendary Chris Corbould, Acting for Animators & More

For immediate publication

FMX 2022

Film & Media Exchange

On site May 3-5, 2022

Online May 6, 2022

On Demand until May 31, 2022

Stuttgart/Germany, February 22, 2022. Further top-notch speakers confirm their **on site presentations** at the first hybrid edition of **FMX – Film & Media Exchange**. On site in Stuttgart, legendary **Chris Corbould** will join FMX as part of the **Then & Now** track. The program at Haus der Wirtschaft in Stuttgart will also feature presentations on Netflix animation success **ARCANE**, popular Masterclass **ACTING FOR ANIMATORS** by **Ed Hooks** and several in-depth talks on **Concept Art**.

You can find an overview of all on site and online confirmations on the [FMX website](#).

THEN & NOW

Chris Corbould & Simon Weisse confirmed

Special effects supervisor **Chris Corbould** and miniature effects supervisor and model maker **Simon Weisse** will present on their film experiences in the practical effects space in the **Then & Now** track run by VFX journalist **Ian Failes**.

Chris Corbould will run down the highlights from his incredible Oscar-winning career in SFX supervision; he has worked on 15 James Bond films, including **NO TIME TO DIE**, as well as the Christopher Nolan **BATMAN** movies and **INCEPTION**.

Simon Weisse will dive into his recent miniatures, models and prop making work, in particular the intricate building, vehicle and landscape creations on the Wes Anderson films **THE FRENCH DISPATCH**, **THE GRAND BUDAPEST HOTEL** and **ISLE OF DOGS**.

ANIMATED SERIES

ARCANE: Behind the Scenes of the Hit Series

With League of Legends being one of the most popular video game universes, the expectations for its screen adaptation **ARCANE** were incredibly high – and it certainly did not disappoint: The animated series was one of the most successful projects on Netflix in 2021 and a favorite among both gamers and non-gamers.

Philippe Llerena, Chief Technical Officer at Fortiche, will join FMX to share insights into the making of the popular series. Fortiche is an animation and creation studio located in Paris, Montpellier and Las Palmas (Gran Canaria) with more than 300 internal talents in all fields. The studio's unique graphic style blending 2D and 3D media creates the #ForticheTouch. **ARCANE** is its first series produced in collaboration with Riot Games.

THE ADVENTURES OF PADDINGTON: Origins and Creation

Chris Drew (Blue Zoo), Director of the Emmy and Annie winning **THE ADVENTURES OF PADDINGTON** will give a talk on the origins and creation of the series and also how to keep a long running show not only interesting for the audience but also for the team creating it.

MASTERCLASSES

ACTING FOR ANIMATORS

Once again, Actor, Author and Acting Trainer Ed Hooks will give his popular **ACTING FOR ANIMATORS** Masterclass at FMX on site in Stuttgart. He will explain the connections between thinking, emotion and physical action. Moreover, he will discuss the differences between regular reality and theatrical reality, scene structure, characterization, comedy vs. drama, heroes and villains.

CONCEPT ART

Concept Artists **Janice Chu** (Bungie) and **Dermot Power** will speak on their work as part of the **Concept Art** track, curated by **Patrick Hanenberger** (The Neuland).

The Importance of Graphic Design

Senior Concept Artist **Janice Chu** (Bungie) will give a presentation on "The importance of Graphic Design". It will cover everything from user interface design to concept art and world creation, presenting a cross section of her work. After a brief introduction to UI design in games, she will show how she took her UI experience and uses it in concept art and when she creates her own worlds.

Concept Artist: Illustrator or Designer?

The role of a concept artist is to provide images to aid a conversation about design. Sometimes these "designs" come from the concept artist themselves but more often they come from the production designer, costume designer, director or producer. The question that arises is: Are concept artists illustrators or designers – or both? Concept Artist **Dermot Power** will explore this surprising question, sharing a behind the scenes look at his own work on the **FANTASTIC BEASTS** series and other projects including an abandoned Tim Burton film.

GOLD PARTNER

FMX is excited to announce that **Mackevision Medien Design GmbH** will join FMX as a **Gold Partner** in 2022.

Mackevision Medien Design GmbH is one of the global market leaders in Computer Generated Imagery (CGI). It provides data-based 3D visualization, real-time applications, animation and visual effects. Mackevision was founded in 1994 and has been part of Accenture Interactive since 2018.

Mackevision's VFX Team was founded in 2013 and is specialized in shots with a high degree of complexity, creature animation and digital environments. They were presented with an Emmy Award for their work on "Game of Thrones, Season 4" and 4 more Emmy nominations in 2019, 2020 and 2021.

Credits include: **LOST IN SPACE** (Netflix), **WATCHMEN** (HBO), **THE NEVERS** (HBO), **FOUNDATION** (Apple TV), etc.

For more information, please visit www.mackevision.com/visual-effects/

FORUM NEWS

Plenty of Partners have confirmed their on site contributions to FMX 2022. There will be both new and longtime Partners representing their products and services at the FMX Forum on site in Stuttgart. Welcome!

Recruiting Hub: [El Ranchito](#), [Rodeo FX](#), [Electric Theatre Collective](#), [Untold Studios](#), [Rise FX](#), [Realtime UK](#)

Marketplace: [Golaem](#), [Dosch Design](#), [Ranch Computing](#), [Botcha3D](#)

Workshops: [vrbn solutions](#), [SAE Institute](#) (On site & Online)

Company Suites: [Foundry](#)

School Campus: [NFTS National Film and Television School](#), [ifs Internationale Filmschule Köln](#), [University of Luxembourg Competence Centre](#), [Hochschule der Medien \(HdM\)](#), [University of Applied Sciences Upper Austria](#), [SAE Institute](#)

ITFS 2022 TICKET SHOP IS OPEN!

Secure your discounted Accreditation for Professionals for the first hybrid ITFS!

"Black is Back!" is the motto of the first hybrid edition of our Event Partner [Stuttgart International Festival of Animated Film \(ITFS\)](#), which will take place from **May 3-8, 2022**. True to this motto, the fundamentals of animation – reduction, simplification, and clarity, but also exaggeration and over-drawing – will be the focus of ITFS 2022 and presented and highlighted in various film programs and events.

ITFS offers two accreditation options for professionals – HYBRID and ONLINE PRO. With the Accreditation Professionals HYBRID, you are flexible and can experience all events on-site and online. If you can attend the Festival online only anyway, ITFS recommends the Accreditation Professionals ONLINE PRO.

Until March 10, the Accreditation Professionals HYBRID is available at a reduced Early Bird rate.

More information <https://www.itfs.de/en/tickets/accreditation/>

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Press Downloads

Our logo kit is available for download [here](#).

If you need any other images or a higher resolution, feel free to contact us via press@fmx.de.

Editor's Notes:

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Further information at www.fmx.de