

FMX 2022
CHANGING THE GAME

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



Press Release #10 – The Batman, Mental Health, Games & Beyond

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, April 26, 2022. One week until **FMX – Film & Media Exchange** will host its first hybrid edition in Stuttgart's Haus der Wirtschaft and online. The program features presentations on the VFX of **THE BATMAN**, **SPIDER-MAN: NO WAY HOME** and **THE WITCHER**, panel discussions on **mental health** and **climate change** in the context of film and media production as well as a track dedicated to **Games & Beyond**.

VFX FOR FEATURES

Find all presentations on VFX for Features [here](#).

ONLINE Wētā FX Presents THE BATMAN

Visual Effects Supervisor **Anders Langlands** and Compositing Supervisor **Beck Veitch** present their approach to the VFX for Matt Reeves' brooding, noir crime thriller. From the high-octane car chase to the stylized darkness of the Town Hall and the Batcave, every detail was designed to build upon the in-camera action and cinematrics.

In addition, Batman fans will have the opportunity to attend a [second presentation on the dark superhero on site](#) by Halon Entertainment's **Jess Marley** and **Keith Fallon**.

ON SITE Swing Behind-the-Scenes of SPIDER-MAN: NO WAY HOME

Join visual effects artists **Charles Abou Aad** (Sony Pictures Imageworks), **Eric Noel** (Framestore), and **David Cunningham** (Digital Domain) for an exclusive behind-the-scenes look at the creation of the Academy Award®-nominated film, **SPIDER-MAN: NO WAY HOME**. This presentation will explore the artistic and technological challenges and innovations developed to bring back some of the most iconic heroes and villains for the most successful film of 2021!

VFX FOR EPISODIC

Find the VFX for Episodic track [here](#).

ON SITE Creature Ideation & Realisation for the World of Witcher Season 2

In this presentation **Madeleine Spencer** will present key elements from the Cinesite pipeline in the realisation of two creatures from **THE WITCHER** Season 2, The Basilisk and the Chernobog. Considered design is the cornerstone of every iconic creature. Each aspect of the pipeline, from start to finish, should be guided by a consistent notion of shape language, colour palette, and anatomy, whilst remaining adaptable to the inherent changes between concept and final on-screen beast.

Focusing on informative case studies from Cinesite's concept driven asset pipeline, in this presentation Madeleine will break down how the artists at Cinesite make this happen.

SOCIAL IMPACT

Find all presentations on Social Impact [here](#).

ON SITE Let's Talk about Mental Health and Wellbeing in Creative Industries

The creative, gaming and film industries are known for their fast-paced environment and challenging deadlines, which quite often create a huge amount of physical and mental stress. As a consequence, many artists end up leaving their

job and changing careers because of such pressures.

In this panel **Hugo Guerra** (Hugo's Desk), **Jahirul Amin** (CAVE Academy), **Laurie Balvin** (Scanline VFX) and **Karin Larsson** (Lecturer) will have an open and positive discussion about working conditions, 'crunch time', company culture, and the importance of personal wellbeing, among other topics. This will be a constructive debate discussing not only the issues but also the potential solutions for artists working in these industries.

ON SITE Let's Talk about Climate Change and Sustainability in Creative Industries

The creative, gaming and film industries depend upon the latest technology to produce their content. The fast turnaround of projects, tight deadlines and client expectations create the need for more servers, computers and RAW power.

In this panel **Hugo Guerra** (Hugo's Desk), **Imke Fehrmann** (Akkord Film Produktion GmbH), **Elena Pfändler** (SERU Animation), **Volker Helzle** (Filmakademie Baden-Wuerttemberg) and **Chris Ebeling** (Virtually Human Studio) will have an open discussion about the latest IPCC Climate Change report from the United Nations, the right to recycle, the dark side of cloud computing, NFTs, Virtual Production and, more importantly, what steps could be done to tackle these challenges and still deliver projects, in time, in budget and at the highest quality standard.

GAMES & BEYOND

An overview of the Games & Beyond track, curated by **Anna Katharina Brinkschulte** (Filmakademie Baden-Wuerttemberg) is available [here](#).

ON SITE Thinking Like a Game Designer: An intro to open-world game development

This talk by **Craig Amai** (Blizzard) shines a light on what Game Designers do, breaks down key principles for how they do it, and uses open-world games as an example to show game design philosophies in practice. The intended audience are those new to or aspiring to work in large game studios, or those curious about the processes of game development and game design.

ONLINE Art Directing Stylised Cinematics with Riot Games

In this session, **Almu Redondo** (Axis Studios) will dive into the craft of Art Directing for stylized short films and game cinematics, working with Riot Games and the teams at Axis Studios. Almu will take a closer look at how to shape powerful worlds and character moments, what this 2.5D style does entail and what the cornerstones of this illustrative cinematic look are.

ONLINE The making of the SNIPER ELITE 5 cinematic trailer by Rebellion Film Studios

Join **Hugo Guerra**, the Director, and **He Sun**, the VFX Supervisor, behind the scenes on how Rebellion Film Studios created a full CG cinematic for the game **SNIPER ELITE 5**. They discuss the trailer's concept and creative vision, showcase the MoCap shoot and stunt performance, go over the animation, modelling, lighting, rendering, compositing, USD pipeline and grading to deliver this epic CG trailer.

CHANGING THE GAME

Find the Changing the Game track [here](#).

ONLINE Omniverse – a new way to work collaboratively in real time and non-linearly

Join **Jeff Kember** (NVIDIA), **Jon Peddie** (Jon Peddie Research), **Gary Redburn** (DELL) and **Chris Vienneau** (Jon Peddie Research) for a panel on Omniverse collaboration:

Imagine being able to create a 3D model in one program and then seeing a photorealistic ray-traced rendering of it in real-time. Then, change part of it, lights, the materials, update the model and it changes immediately. Traditionally, edits made in one program would be exported and then imported into another one.

Now, Omniverse edits made in one program get reflected at once in all associated programs. This is the long-sought dream of consolidating the production pipeline to a single viewing and editing environment. The result will be improvements in productivity, accuracy, and collaboration and free designers to create as they can think.

GOLD PARTNER

FMX is stoked to welcome **Mapstar** as a Gold Partner, who are joining FMX for the first time.

With the widest variety of immersive and interactive XR technology coupled with conscientious and creative engineering services, Mapstar offers a unique map-based XR metaverse that lets users create, edit, own, trade, and share XR maps, delivering an exhilarating extended reality experience to reimagine their world in exciting new ways.

Find out more about Mapstar [here](#).

SILVER PARTNER

SideFX is the Academy Award-winning developer of **Houdini** - the 3D procedural software for VFX, character FX, crowds, rigging, animation, lighting, layout, lookdev, modelling and rendering. Houdini is used by studios and individuals across the world to create incredible work for film, TV, advertising, video games and more.

Learn more about SideFX [here](#) and explore Houdini [here](#).

FORUM NEWS

The group of exhibitors at FMX 2022 is growing - FMX is very excited to confirm three more workshops as well as several Online Recruiting Presentations:

Online Recruiting Presentations: [Axis Studios](#), [Blue Zoo Animation](#), [Illumination](#), [Luma Pictures](#), [Nickelodeon](#), [The Walt Disney Studios](#), [Wētā FX](#)

Workshops: [Nvidia](#) (Online), [Unity](#), [Wacom](#)

EVENT PARTNER

The program of the [29th Stuttgart International Festival of Animated Film \(ITFS\)](#) has been finalised. With an extensive programme of films, presentations, talks, workshops, and exhibitions on the topic of animation in all its facets, ITFS 2022 will attract audiences and industry representatives from all over the world to the heart of Stuttgart. In addition, the website [OnlineFestival.ITFS.de](#) with its media library, the ITFS VR Hub and additional online formats will be available from May 2 to 15.

Highlights

- World premiere of **LILLIE ALLAN – DEN MENNESKELIGE ANTENNE** („Little Allan – The human antenna“, **Amalie Næsby Fick**, Denmark, 2022)
- Presentation of AnimaDok **FLEE**, nominated for three Oscars (**Jonas Poher Rasmussen**, et al. Denmark, Norway, 2021)
- Presentation of the project **THE HOUSE** (produced by Nexus Studios for Netflix)
- Moderated online talk between Oscar winners **Allison Snowden**, **David Fine** and **Nick Park**
- Animation theatre piece **ANIMEO & HUMANIA** by the **Aarauer Theater Marie** with ITFS trailer maker **François Chalet**
- Country focus on **Austria**.

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Press Accreditation

Accreditation for press representatives of FMX 2022 is free of charge, please register for it via www.fmx.de/tickets.

Press Downloads

Photos, our logo kit and key visual are 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:

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](#), taking place in cooperation with [ACM Siggraph](#). FMX is organized by [Filmakademie Baden-Wuerttemberg](#), hosting the [Animation Production Days \(APD\)](#), a joint venture with the [Stuttgart International Festival of Animated Film \(ITFS\)](#).

Further information at www.fmx.de