

**Press Release #5 – More speakers for FMX 2021 confirmed on Open Source, Pixar's *Soul*, and more**

For immediate publication

**FMX 2021**

Conference on Animation, Effects, Games and Immersive Media  
**Online, May 4-6, 2021**

**Ludwigsburg/Germany, March 16, 2021.** Only seven weeks till FMX 2021 will take off on May 4 to 6, and we are pleased to see more and more confirmations of amazing media creators coming in, who will share their insights at FMX's virtual edition: We are looking forward to having exciting speakers in our **Open Source** track and hosting presentations on **Pixar's *Soul*** and the collaborative animated short ***Cat and Moth***. Furthermore, we welcome **TRIXTER** as an **FMX Silver Partner**.

If you want to be part of our unique digital live experience, connecting you to creatives from all over the world, visit [www.fmx.de/tickets](http://www.fmx.de/tickets).

► **The Open Source track in Partnership with the Academy Software Foundation**



Open source software has become ubiquitous across the motion picture industry, providing a foundation for many of the visual effects and animation used in motion pictures today. Developers and engineers across the industry are working together to solve common challenges and to develop new tools that help bring images to life. Developed in partnership with the **Academy Software Foundation**, the **Open Source track** highlights these cross-industry efforts to develop shared technologies for image creation, visual effects, animation and sound. The speakers of the Open Source track will be **David Morin** (Executive Director, Academy Software Foundation), **Nick Cannon** (Walt Disney Animation Studios), **Larry Gritz** (Sony Pictures Imageworks), **Carol Payne** (Netflix), **Jim Jeffers & Sean McDuffee** (Intel Corporation), **Kimball Thurston** (Weta Digital), **Karen Ruggles** (DeSales University), **Benoit Maujean & Fabien Castan** (Mikros Image) and **Allan Johns** (Method Studios).

► **What do souls actually look like? The creative and technical efforts that created the unique ethereal characters in Pixar's *Soul***

What is the meaning of life? How can babies already have personalities? Pixar's ***Soul*** takes us on a journey to the place where these questions can be answered. But in order to visualize this ethereal place, before life begins, the looks development team had to figure out what souls actually look like. Join **Markus Kranzler** (Technical Director at Pixar Animation Studios) as he explains the creative and technical efforts that went into creating these unique characters.

► **A fluffy remote collaboration – The making of *Cat and Moth***

Ditto, a fluffy white cat, wants nothing more than to take her afternoon nap in the most comfortable spot in the universe. Little does she know that someone else has their eye on it too... Inspired by observations of the bemusing behaviour of her beloved feline friends, character animator and cat lover **India Barnardo** directed the playful natured short animation film ***Cat and Moth***. She created it with a team of more than 90 filmmakers scattered all over the world working on this project entirely online, made possible through the collaborative platform **Artella**. India Barnardo and some of the team will walk you through the cutting-edge concerted Making of ***Cat and Moth***.

► **Forum News**

The FMX 2021 Forum is filling up. We're delighted to present you further partner confirmations:

We welcome **TRIXTER** as one of our **Silver Partners**. **TRIXTER** creates dazzling concept art and award-winning visual effects for television & feature films. From ultra-realistic CG creatures to immersive environments and electrifying effects, they work not only with big-name clients such as Marvel and Disney, but also frontrunner German production companies like X-Verleih. The powerhouse creative team takes on imaginative projects of any size or budget, working closely with clients every step of the way. From the very first concept drawing to the final immaculate render and beyond, **TRIXTER's** customized high-end solutions really put the 'X' in VFX.

Schools: **ArtFX - School of Digital Arts, Hochschule der Medien, Lucerne University of Applied Sciences and Arts, BA Animation, Merz Akademie, University of Applied Art, Design and Media, Stuttgart, Salzburg University of Applied Sciences, University of Applied Sciences Upper Austria – School of Informatics, Communications and Media**

► **Press contact**

[press@fmx.de](mailto:press@fmx.de)

**Franziska Ullrich**

Public Relations & Social Media  
+49 (0)7141 969828-76

► **Press Downloads**

On [www.fmx.de](http://www.fmx.de), journalists can download the [FMX 2021 logo](#) as well as the [FMX CI Guidelines](#).

► **Editor's Notes:**

FMX is an event by [Filmakademie Baden-Wuerttemberg GmbH](#), organized by [Animationsinstitut](#) and funded by the [Ministry of Science, Research and Arts](#) and the [Ministry of Economic Affairs, Labour and Housing](#) of the State of Baden-Württemberg, the [City of Stuttgart](#) and [MFG Baden-Wuerttemberg](#). Together with the [Stuttgart International Festival of Animated Film \(ITFS\)](#), FMX organizes the [Animation Production Days \(APD\)](#).

Further information at [www.fmx.de](http://www.fmx.de)