

FMX 2021
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Press Release #4 – Tickets now on sale for FMX 2021 online edition, new speakers confirmed & forum news

For immediate publication

FMX 2021

Conference on Animation, Effects, Games and Immersive Media

Online, May 4-6, 2021

Ludwigsburg/Germany, March 2, 2021. Tickets are now on sale for FMX's first online edition, taking place from May 4 to 6. Being one of the world's most influential digital entertainment conferences, FMX will feature a virtual program of exceptional media creators who will share their insights. To purchase tickets, visit www.fmx.de/tickets. Also, we are delighted to confirm new speakers for presentations on David Fincher's **Mank** by **Territory Studio**, George Clooney's **The Midnight Sky** by **NVIZ** and **The Liberator** by **Juice**. Furthermore, we are happy to confirm the first Forum Partners with workshops and their participation in the recruiting and schools sections.

► **FMX 2021 Tickets Sales have started**

Ticket sales for FMX 2021 are starting today. Unlike previous years, tickets for FMX will be valid from the first day of the conference on May 4th through July, giving the audience the opportunity to watch conference presentations via video on demand after the live conference has ended. **To purchase tickets and for more information** about prices and concessions, visit www.fmx.de/tickets.

► **Re-creating 1930's Wilshire Boulevard in CG for a real-time LED back projection in David Fincher's Mank**

For many, Orson Welles' Citizen Kane (1941) is still considered the best movie ever made. **Mank** portrays the film's co-screenwriter Herman J. Mankiewicz in a biographical drama in which great acting and atmospheric imagery bring old Hollywood's most glorious times back to life. This session will show how **Territory Studio's** meticulous research and efficient yet realistic **VFX techniques created an era-relevant, fully CG black and white environment**. And, how the environment was applied as a **real-time LED rear projection** to bring unprecedented fidelity and realism to a key scene. One, with no dialogue, which purposely evoked the traditional techniques used during the 1930's and 40's.

► **Inner space – How a collaborative virtual world helped to plan The Midnight Sky's most intense scenes**

In George Clooney's **The Midnight Sky** a global catastrophe has wiped out most of the earth's population and left the surface contaminated. Only an arctic base and a spaceship remain inhabited by a few who are set to save the future of humanity. For the movie's powerful imaging of space environments, the filmmakers previsualised key sequences using **NVIZ's** virtual camera system. Used in combination with detailed, directed animation, it enabled them to plan and to refine their ideas for shots in a stunningly precise manner. The system also permitted rushes generated from the virtual camera shoots to be supplied to editorial in an extraordinary flexible handling of digital workflows. **NVIZ's Head of Visualisation, Janek Lender**, talks about their approach to collaborative real time visualisation in a virtual space by exploring two key scenes from **The Midnight Sky**, underlining how recent **technological advances in previsualisation and virtual camera workflows** allows to visualise sequences anywhere, anytime.

► **The new visual language of The Liberator**

The Liberator is a four-part **live-action and CGI hybrid animation series** created for Netflix. It's an exciting proof of concept of a whole **new kind of visual language** that offers a fresh take on traditional storytelling. **Michał Misiński (art director)** and **Marko Zarić (VFX supervisor)** will talk about how the **Juice** team managed to transfer real emotions from live-action footage to the comic-stylized work, and also why a well-designed proof of concept is the key to the effective & successful pitch.

► **The FMX 2021 Forum is shaping up nicely and we're happy to present you our first partner confirmations:**

Series: **MAXON** with 2 x "The MAXON Series"

Workshops: **InstaLOD**, **New Audio Technology**, **Pixar'sRenderMan** and **SAE Institute**

Recruiting: **Axis Studios** and **One of Us**

Schools: **Filmuniversität Babelsberg Konrad Wolf**, **ifs internationale filmschule köln**, **MOME Anim | Moholy-Nagy University of Art and Design Budapest**, **SAE Institute** and **U-TAD | University of Technology, Arts and Design**

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► **Press Downloads**

On 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