

Tuesday, April 23

	Meidinger-Saal	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	List-Saal: Turm B	König-Karl-Halle	Raum Reutlingen	Grosser Saal	Gloria 2
	FMX Screenings Filmakademie Screenings: New Shorts 1					FMX Screenings Ars Electronica Screening 1		FMX Screenings ITFS Screening 1	
10 ⁰⁰	Case Study Cloud Atlas Florian Gellinger, RISE	Lean, Smart, Agile CANCELED! Digital Disruption and the New Renaissance Miles Romney, Yekra	Workshops Chaos Group Setting up a V-Ray pipeline Konstantin Gaytandzhiev		Autodesk Suite Autodesk 3ds Max Entertainment Creation Suite 2014 Alex Horst	Case Study "Wreck-It Ralph": Bringing Characters to Life Renato dos Anjos, Disney Animation	Recruiting Presentations Framestore Framestore VFX Anna Swift Recruiting Presentations Method Studios Method Studios Recruiting Presentation	Indie Games Best indie games 2013 Lea Schönfelder	
11 ⁰⁰	Concept Design The Art of MPC Virginie Bourdin, MPC	Lean, Smart, Agile On Being Pixelated Jon Peddie, Jon Peddie Research	Workshops MAXON Motion Graphics Design Robert Hranitzky	Workshops Adobe 2D Animation Tips & Tricks Jamie Badminton, Andy Blazdell, Michael O'Neill	Autodesk Suite Autodesk Autodesk Maya in data preparation and automotive visualisation David Schäfer	Case Study Cinematography of Epic Karyn Monschein, Blue Sky	Recruiting Presentations Axis Animation Axis Animation Recruiting Presentation Recruiting Presentations TOPALSSON we want you! Kubilay Topal	Indie Games Vlambeer Rami Ismaeli, Vlambeer	3D Stereo Conversion of Frankenweenie Matt Bristowe, PFW
12 ⁰⁰	Concept Design Conceptual Art for the Entertainment Industry Christian Lorenz Scheurer	Lean, Smart, Agile Diruption Through Mobile Power Teut Weidemann, Blue Byte	Workshops Chaos Group V-Ray in Production at ILM Jeroen Schulte	Workshops Adobe Animate Edit Output toTV& iOS Michael O'Neill	Autodesk Suite Autodesk Autodesk Smoke Robert Coulin	Lean, Smart, Agile Le Big Shift in VFX Marc Petit, Rob Bredow, SPI, David Morin, Autodesk, Don Parker, Shotgun, Ludwig von Reiche, NVIDIA ARC, Cevat Yerli, Crytek	Recruiting Presentations Traffix Traffix Recruiting Presentation Recruiting Presentations Mackevision Mackevision Recruiting Presentation	Keynote Envisioning MirrorWorld Cornelia Funke, Andy Merkin, Mirada	3D Stereo Pixar 3D Joshua Hollander, Pixar
13 ⁰⁰					Autodesk Suite Autodesk Reality Capture for Digital Asset Creation in Film and Games Alex Horst	Welcome Address Welcome to FMX 2013			
14 ⁰⁰	Lighting & Rendering Rendering Color Tarek Elaydi, Animal Logic	Toronto Discovering Greater Toronto R. McLean, B.Skolnik, A.Spreng	Workshops Red Giant Visual Storytelling Simon Walker	Workshops Imagineer Systems mocha Pro VFX Workshop Mary Poplin	Autodesk Suite Autodesk Maya Entertainment Creation Suite 2014 - Maya and Mudbox Roland Reyer	VES Specials An Interview with Kim Libreri Kim Libreri, Lucasfilm, Eric Roth, VES	Turkey Colorgrading for Commercials Andreas Brückl, Colormeup!	Indie Games Keynote: The Perversity of Games Eddo Stern, UCLA	Wild 'n Strange The Power of Black&White Kote Camacho, Ekaitz Aguirre Elizondo, Zasta
15 ⁰⁰	Lighting & Rendering PBGi for Feature Animation Eric Tabellion, DreamWorks	Toronto Creativity: Partners without Borders Neishaw Ali, SPINVFX, William Cheng, Brian Simpson, Surface2airmedia, Wesley Lui, Houseofcool, John Helliker, Sheridan College, Colin Doncaster, Peregrine		Workshops metaio Easy AR creation and 3D design Oliver Gerl, Matthias Greiner	Autodesk Suite Autodesk CGI for print and productdesign - workflow samples with Autodesk Maya Andreas Krämer		Turkey VFX by 1000Volt Baran Sadik Bayburt, Cenk Koksai, 1000Volt	Indie Games Between Design and Chaos Mario von Rickenbach	Wild 'n Strange Bydlo Patrick Bouchard, NFB
16 ⁰⁰			Workshops SideFX Destruction FX Jeff Wagner	Masterclasses Elemental Magic Workshops, Volume 2 Joseph Gilland	Autodesk Suite Autodesk Maya Entertainment Creation Suite 2014 - Maya and Motionbuilder Roland Reyer		Turkey Gradient FX Olcun Tan, Erkan Ozgur Yilmaz, Gradient FX	Indie Games The Art of Motion Controls Chris Solarski, SOL	Wild 'n Strange "OA" Reno Armanet, Flavie Darchen, tigobo
17 ⁰⁰	Lighting & Rendering Lighting in The Blue Umbrella Christophe Hery, Pixar		Workshops SideFX Procedural Modeling Jeff Wagner			VES Specials Panel Discussion on the Future of the VFX Industry Eric Roth, VES, Pierre Buffin, BUF Compagnie, Mark Driscoll, LOOK Effects, Christian Vogt, PIXOMONDO, Jean-Noël Portugal, jnko	Fast Forward Education High-speed presentation by 15 media schools Students, alumni and start-ups from fifteen international media schools each present a standout project in just 5 minutes	Indie Games Crowds, Cash and Chaos Adrian Goersch, Black Forest Games	Wild 'n Strange The Making of Jonah Sam Howell, Jellyfish Pictures, Paul Nicholls, Factory Fifteen
18 ⁰⁰	Lighting & Rendering Creating Believable Worlds Sean Jenkins, Disney Animation	Toronto Reception: Toronto Social Hour						Indie Games The mechanics of User Acquisition Caspar Strandbygaard,	
19 ⁰⁰	Lighting & Rendering The Evolution of Katana Steve LaVietes, SPI						School Presentations Media Design School Media Design School Presentation	FMX Screenings SIGGRAPH CAF Terrence Masson, Northeastern University Boston	

Wednesday, April 24

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	FMX Screenings Filmakademie Screenings: New Shorts 2				FMX Screenings New Media Film Festival Screening		FMX Screenings ITFS Screening 2		FMX Screenings Filmakademie Screenings: S3D Shorts	
10 ⁰⁰	Real-time Rendering Hair Rendering in Tomb Raider Wolfgang Engel, Confetti, Stephan Hodes, AMD	Masterclasses Story for Artists & Scientists Craig Caldwell	Workshops Adobe Tips & Tricks for Movies & RAW Michael Moertl	Workshops faceshift realtime facial motion capture Brian Amberg, Thibaut Weise	Simulation Brave Simulation Alexander Nehls, Pixar	Recruiting Presentations Disney Animation Walt Disney Animation Studios Camille Eden, Collin Larkins, Andrew Selle	Building Worlds Storyworlds Jörg Ihle Building Worlds DOCUMENTING FICTION Juan DiazB.		Commercials CG Face Replacement Simon French, Framestore	10 ⁰⁰
11 ⁰⁰	Real-time Rendering PBS in Game Engines Christian Schüler, MBL	Workshops Autodesk Autodesk Student Experience Steve Vasko, Bjørn Wittenberg	Workshops MAXON After Effects and CINEMA 4D Angie Taylor	Workshops Imagineer Systems mocha Pro VFX Workshop Mary Poplin	Simulation Character Simulation in Physical and Non-Physical Worlds Keith Stichweh, Blue Sky	Recruiting Presentations MPC MPC Global Recruitment Plans Recruiting Presentations Mackevision Mackevision Recruiting Presentation Simon Boy	Building Worlds Methodology for the Creation and Exploration of Worlds Building Worlds Transmedia Storytelling Since 3000 B.C. Mauricio Mota, Alchemists		Commercials Unexpected Commercials Steffen Hacker, Alex Kiesl, Unexpected	11 ⁰⁰
12 ⁰⁰	Real-time Rendering The Art & Tech behind Crisis 3 Tiago Sousa, Pierre-Yves Donzallaz, Crytek		Workshops Adobe Hollywood Colourist Techniques Simon Walker	School Presentations Media Design School Media Design School Presentation	Tech Talks Camera Physics Anthony Jacques, Technocrane	Recruiting Presentations Double Negative DNeg Recruitment Presentation	Building Worlds Living Worlds: Pushing the Limits of Immersive Storytelling Building Worlds World Building: Going from Design into Prototyping		Commercials Cloudy with a chance of Guinness Tom Raynor, The Mill	12 ⁰⁰
13 ⁰⁰										13 ⁰⁰
14 ⁰⁰	Cloud Computing Cloud Computing Jon Peddie, Kathleen Maher, Jon Peddie Research	Open Source Open Source: The Walls are Coming Down Rob Bredow, SPI	Workshops Solid Angle An Arnold workshop Marcos Fajardo, Benjamin Greasley, Szabolcs Horváth	Workshops Esri The Future of 3D City Modeling Pascal Mueller, Dominik Tarolli	VES Specials Keynote: New Business Models in the VFX Industry Ed Ulbrich, Digital Domain	Filmakademie Projects Transmedia / Games	Procedural Animation Maridane the Subconscious Mind Simo Santavirta	Masterclasses Improv Workshop for Animators Dörthe Eickelberg	Visual Arts Face Tech of HALO 4 Matt Aldridge, 343i	14 ⁰⁰
15 ⁰⁰		Open Source Pixar's OpenSubdiv Bill Polson, Pixar	Workshops 3Lateral HQDigital Double Animated Face Steven Caulkin, Vladimir Mastilovic	Workshops Next Limit RealFlow 2013 Gustavo Sanchez	Case Study Art & Design of Pacific Rim William Cheng	Filmakademie Projects Technical Directing	Procedural Animation Headless Chicken Run Nicolas Barradeau		Visual Arts The Procedural Animator Simon Clavet, Ubisoft	15 ⁰⁰
16 ⁰⁰	Cloud Computing Collaborating with Competitors Ron Stinson, Rainmaker			Workshops SideFX Cloud FX and OpenVDB Jeff Wagner		Filmakademie Projects ITFS Trailers 2013	Procedural Animation A Trick of Light David Lenaerts, Away3D		Visual Arts Character Animation in Games James Zachary, LEC	16 ⁰⁰
17 ⁰⁰	Cloud Computing "Flight" Heads to the Cloud Ryan Tudhope, AF, Todd Prives, ZYNC	Tech Talks The Magic behind the Magic Michael Stein, MPC	Workshops Blender Foundation Blender for VFX Sebastian König	Workshops SideFX Lighting Rendering Alembic Jeff Wagner	Case Study Skyfall Title Sequence: The journey from Concept Art to Final Picture William Bartlett, Framestore	Austria Storytelling Animation Martin Michl, MMM Austria Making of Disney's "You Get Me" Kris Staber, Paul	Procedural Animation Computing in WebGL Felix Woitzel, S&N Datentechnik			17 ⁰⁰
18 ⁰⁰	Cloud Gaming Gaming is Changing Franck Diard, NVIDIA		Workshops Utopia People We present UtopiaBook Stefan Ström	Workshops 4D Views Capturing 4D reality in a snap Richard Broadbridge	Case Study The Seamless VFX of "Bourne Legacy" Peter Jopling, Tom Rolfe, Double Negative	Austria "Microworlds" Reinhold Fragner, Martina Föschl, Industrial Motion Austria Paper Creature Design Maik Perfahl, mostlikely	Procedural Animation The fallacy of a snowflake Frederik Vanhoutte, W:Blut			18 ⁰⁰
19 ⁰⁰		Tech Talks Illumination Editing for Physically-based Rendering C. Dachsbacher, A. S. Kaplanyan, J. Meng, Jan Novak, T. Reiner, T. Schmidt, KIT			FMX Screenings Shelley's Eye Candy Shelley Page, DreamWorks	Austria Alternative Production Pipelines Roman Saravia, Philipp Austria Getting Austria Involved in Narrative Animation Johannes Friedrich				19 ⁰⁰

Thursday, April 25

	Meidinger-Saal	Bertha-Benz-Saal	Raum Karlsruhe	Raum Mannheim	List-Saal: Turm B	König-Karl-Halle	Raum Reutlingen	Grosser Saal	Kleiner Saal	Gloria 2	
	FMX Screenings Filmakademie Screenings: New Shorts 1				Autodesk Suite Autodesk Autodesk Suite	FMX Screenings Ars Electronica Screening II		FMX Screenings ITFS Screening 3		FMX Screenings Filmakademie Screenings: S3D Shorts	
10 ⁰⁰	Visual Communication Summit The Common Language of Humanity Terrence Masson, Northeastern University Boston, Marc Petit	SIGGRAPH Papers Lightweight Face Capture Christian Theobalt, MPI Informatik	Workshops Digimania Muvizu Barry Sheridan	Workshops Next Limit Maxwell Render Mate Steinforth		Virtual Production Today's Previs....Faster, Smarter and More Versatile David Morin, Autodesk, Ron Frankel, Proof	Workshops BOO Games Boo-Games Seminar Steffen P Walz, Bertil Kilian, Alexander Pieper - Mareike Ottrand, René Bauer, Michaela Haberlander, Alex Woolner, Michel Vust	Case Study Polynoid - Recent Productions J. Bitzer, I.Brunck, C.Letay, F.Pross, T.Weber, Ploynoid	Masterclasses Acting for Animators - Part I Ed Hooks	3D Stereo Native Stereo Production Parag Havalдар, SPI	10 ⁰⁰
11 ⁰⁰	Visual Communication Summit Visualizing Knowledge: Imagery for Learning and Understanding Terrence Masson, Northeastern University Boston, Uwe Brückner, <i>Atelier brückner</i>	SIGGRAPH Papers Deformable Objects Alive! Stelian Coros, DR	Workshops MAXON CINEMA 4D and After Effects Angie Taylor	Workshops Adobe 2D Animation Tips & Tricks Jamie Badminton, Andy Blazdell, Michael O'Neill		Virtual Production Visualizing the World of Oz Trevor Tuttle, The Third Floor		Case Study Inventing Tangible + Digital Games and Toys Bertrand Duplat, les éditions volumiques		3D Stereo "Witch Hunters" in 3D Stereo Florian Maier, Stereotec	11 ⁰⁰
12 ⁰⁰	Visual Communication Summit Visualizing Change: Imagery for a New Tomorrow Reno Armanet, tigobo, Ed Cookson, Crystal London, Flavie Darchen	SIGGRAPH Papers Plastic Trees Oliver Deussen, Konstanz University	Recruiting Presentations LIGA 01 Working at LIGA 01 Sarah Neuner	Workshops Adobe Animate Edit Output toTV&iOS Michael O'Neill		Virtual Production Virtual Production for Television: "Once Upon a Time" n n, Zoic Studios		Case Study An ARG for Plus Belle La Vie Stephane O Natkin, ENJMIN/CNAM		3D Stereo Stereoscopic Matchmove Tim Mendler, MoveMatchers	12 ⁰⁰
13 ⁰⁰											13 ⁰⁰
14 ⁰⁰	Animation Production Day Financing & Brands	Games for Change Europe Using Game Mechanics for a Better Life Gael Seydoux, Ubisoft	Workshops Shotgun A sneak peak of Shotgun 5.0 Don Parker	Workshops Mighty Instruments Mighty Tiles Pro Raphael Diziol, Dieter Finkenzeller		Virtual Production Virtual Production in Animation: "The Croods" Markus Manninen, DreamWorks	Filmakademie Projects Animated Shorts	Case Study Console to Mobile Alex Schwartz, Owlchemy	Masterclasses Improv Workshop for Animators Dörthe Eickelberg	3D Stereo Life of Pi's Stereo 3D Chris Kenny, Rhythm & Hues	14 ⁰⁰
15 ⁰⁰		Games for Change Europe Autodesk and Games for Change Global Contest Steve Vasko, Autodesk		Workshops Chaos Group Kon-Tiki by ILP Niklas Jacobson		Virtual Production From Avatar to Jack and Halo 4: Virtual Production at Giant Studios Matthew Madden, Giant Studios	Filmakademie Projects Animation & Effects Producing	Workflows & Strategies How Smart Math is Democratizing Character Animation Stefano Corazza, Brent Jentzsch, Mixamo		3D Stereo Special Aspects of Shooting Native 3D Sebastian Cramer, Screen Plane	15 ⁰⁰
16 ⁰⁰		Games for Change Europe "Half the Sky:" The Game - Raising Awareness through Gamification Marie-Hélène Bellemare, Frima Studio	Workshops SideFX Ocean FX and FLIP Fluids Jeff Wagner	Workshops Blender Foundation Blender Cycles Thomas Dinges			Filmakademie Projects FMX and ITFS Trailers	Workflows & Strategies If only we knew THEN what we know NOW Andy Orrick, The Mill		3D Stereo Tools for the Stereo/post-Processing Pipeline Michael Bußler, Filmakademie, Daniel Kondermann, Rahul Nair, HCI, Simon Spielmann	16 ⁰⁰
17 ⁰⁰		Games for Change Europe Reality Bytes Katharina Tillmanns, G4CE				Virtual Production Virtual Production for Independent Movies Nic Hatch, Nvizage	Filmakademie Projects Animation & Effects	Workflows & Strategies MPC's Global VFX Pipelines Hannes Ricklefs, MPC		3D Stereo Prototype and first results with a novel RGB-Z camera Johannes Steurer, Arri	17 ⁰⁰
18 ⁰⁰	Case Study Character, Craft and Connection Andrew Ruhemann, Passion Pictures	Games for Change Europe A Serious Game to Question Management Training Principles	Workshops SideFX Character FX Jeff Wagner	Recruiting Presentations LUXX Studios LUXX Studios Recruiting Presentation		Virtual Production Unified Workflows for Virtual Production Duncan Burbidge, The Third Floor, Graham Jack, Double Negative, Kim Libreri, Lucasfilm, Matthew Madden, Giant Studios, Markus Manninen					
18 ⁰⁰		Games for Change Europe Earth Girl Casual Game Isaac Kerlow, EOS	Workshops Dreamwalks Assimilate Scratch Waheed Zamani	Fast Forward Education High-speed presentation by 10 media schools Students, alumni and start-ups from ten international media schools each present a standout project in just 5 minutes				FMX Screenings Ron Diamond's Show of Shows Ron Diamond, AWN, ACME			18 ⁰⁰
19 ⁰⁰											19 ⁰⁰

Friday, April 26

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	FMX Screenings Filmakademie Screenings: New Shorts 2				Autodesk Suite Autodesk Autodesk Suite			FMX Screenings ITFS Screening 4		FMX Screenings Filmakademie Screenings: S3D Shorts	
10 ⁰⁰	Cinematics Injustice: GAU Cinematics Dominic Cianciolo, NetherRealm	Masterclasses Bringing Stories to Life Craig Caldwell	Workshops Adobe Tips & Tricks for Movies & RAW Michael Moertl	Workshops Inka3D Web based and on set previsualization using Inka3D Jochen Wilhelmy, Caroline Fetzer		FMX Screenings Klik! Screening		Financing Crowdfunding Boot Camp Corey Rosen, Tippett	Masterclasses Acting for Animators - Part II Ed Hooks	Case Study The making of "Moon Man" Dieter Reinhold	10 ⁰⁰
11 ⁰⁰	Cinematics Epic Games Cinematic Pipelines Greg Mitchell, Epic		Workshops MAXON CINEMA 4D & NUKE 7 Workflow Helge Maus	Workshops Dreamwalks Dreamwalks-Assimilate Scratch Mark Wagner				Financing Crowdfunding-Risks and Chances Kai Bodensiek, BREHM & v. MOERS		Case Study Aardman Talks Dirty Philip Child, Bram Tweham, Aardman	11 ⁰⁰
12 ⁰⁰	Cinematics Cinematics in CryENGINE Hannes Appell, Crytek		Workshops Adobe Hollywood Colourist Techniques Simon Walker			Case Study Weta Digital: Iron Man 3 VFX Guy Williams, Aaron Gilman, Weta		Financing In-Game Promotion Management Miganoush Magarian, Dave Schikora, SAP Innovation Center		Case Study "Despicable Me 2" Animation Challenges Jacques Bled, Illumination Mac Guff, Pierre Leduc	12 ⁰⁰
13 ⁰⁰											13 ⁰⁰
14 ⁰⁰	Virtual Humans Forum Massive & The Illusion of Life Stephen Regelous, Massive	3D Printing 3D Printing und Rapid Manufacturing Bernd Bickel, Disney Research Zurich	Workshops SAP Innovation Center Business impact of your data Miganoush Magarian, Dave Schikora	School Presentations Media Design School Presentation		Keynote The Blue Umbrella Saschka Unseld, Pixar	Eurographics Papers Automatic Shape Variations Thorsten Thormaehlen, Eurographics Papers Data-Driven Cloth Derek Bradley, Disney Research Zurich	Technology Virtual Backlot Live Ernst Feiler, Grundy UFA		VES Specials The Making of Warm Bodies Dan Schrecker, LOOK Effects	14 ⁰⁰
15 ⁰⁰	Virtual Humans Forum Virtual 2Pac Ed Ulbrich, Digital Domain	3D Printing Prototyping Ideas Moritz Dörstelmann, Steffen Reichert, ICD, Stuttgart University, Christoph Völcker, Purmundus					Eurographics Papers Rendering using Reprojection Huw Bowles, Studio Gobo	Technology Creating CG Animation for TV Shuzo John Shiota, PPI		Case Study Oz the Great and Powerful VFX Troy Saliba, Scott Stokdyk, SPI	15 ⁰⁰
16 ⁰⁰	Virtual Humans Forum Face Animation and Beauty Steven Stahlberg	3D Printing LAIKA & RP's Changing Face Michael Laubach, LAIKA				Case Study Using Reference in Animation to be True to Your Material Scott Carroll, Blue Sky	Eurographics Papers HDR metering Kari Pulli, NVIDIA	Technology Towards the Tangible Holodeck Ken Perlin, NYU/MRL		Case Study Oblivion Thilo Ewers, Bjørn Mayer, PIXOMONDO	16 ⁰⁰
17 ⁰⁰	Virtual Humans Forum Follow the Crowd Nicolas Chaverou, Golaem					Case Study The Croodaceous Markus Manninen, DreamWorks		Case Study VFX for "White House Down" Andrea Block, LUXX Studios		Case Study Wolfblood Jan Stoltz, Trixter	17 ⁰⁰
18 ⁰⁰	Virtual Humans Forum VHF Panel Discussion S. Regelous, E.Ulbrich, S.Stahlberg, N. Chaverou					Movie Screenings The Croods					18 ⁰⁰
19 ⁰⁰											19 ⁰⁰