

# animago AWARD & CONFERENCE 2018

## Thursday, 25<sup>th</sup> October 2018

Time	Carl-Orff-Saal (580 seats)	Black Box (225 seats)	kleiner Konzertsaal (180 seats)	Carl-Amery-Saal Access only with MGC ticket	Time
10:30 - 10:45 AM	Slot 1 "Making of Mercedes Follow Up - How to handle a complex VFX project with no time but very high expectations" Yacoub Essack, Francesco Campobasso INFECTED	Slot 2 "Story is King - How to tell a story as a 3D artist without saying a word" Mike Hermes Freelance Netherland	Slot 3 "The role of CG in VR/AR" Christian Frahm Volkswagen	Making Games Conference "Welcoming Words" 10.30 AM Opening Keynote	10:30 - 10:45 AM
11:00 - 11:45 AM	Slot 4 "Game of Thrones" Season 7: Orchestrating Sea Battles and Blowing Up a Big Wall Thomas Hullin RODEO FX	Slot 5 "Shaping Ideas for ARVR" Prof. Markus Lauterbach University of Applied Sciences Ravensburg-Weingarten	Slot 6 in cooperation with Making Games Conference "Classic Post Mortem: 25 Years of Rip & Tear" John Romero Romero Games		11:00 - 11:45 AM
12:00 - 12:45 PM	Slot 7 Creating Titles, VFX & Screen Graphics for "Blame Game" Robert Hranitzky Freelancer	Slot 8 animago AWARD nomination screening	Slot 9 powered by chaosgroup "Creating Cinematic VR experiences with V-Ray by Cube Creative" Grain Sylvain Cube Creative	Making Games Conference "Open World RPGs - Pure Masochism!" Björn Panikratz Firanha Bytes	12:00 - 12:45 PM
1:00 PM	lunch break			"Intro to Narrative Design" Valentina Tamer King	1:00 PM
2:30 - 2:45 PM	Slot 10 "Jim Burton and Luke the engine driver" David Anastácio Mackevision	Slot 11 powered by Esri Create Procedural Worlds with Palladio: A CityEngine Plugin for Houdini Taisha Waeny, Dominik Tarolli Esri Matt Bühler vrbn AG	Slot 12 powered by Maxon "Design and animation for Tropfest - the largest shot film festival worldwide ... and so other projects" Tobias Alt, Sebastian Schmidt Büro Ubereck	Making Games Conference "Community Driven Development" Bastian Thun Ubisoft Blue Byte	2:30 - 2:45 PM
3:00 - 3:45 PM	Slot 13 "Concept Art for Production" Markus Brackelmann Trixter - A CineSite Partner Company	Slot 14 "A digital journey from CAD data to VR/AR experience" Calvin Bacon InstaLOD	Slot 15 MKG in cooperation with Making Games Conference "Creating Outstanding Cinematics in Destiny 2: Forsaken" Manuel Thomasser Digic Pictures Hungary	Making Games Conference Micro Talks: How to not waste Money showcasing your Games Chris Wulf, Nicolae Berbec, Valentina Birke	3:00 - 3:45 PM
4:00 - 4:45 PM	Slot 16 "Concept Art in VR" Jama Jurabaeu Lucasfilm UK	Slot 17 "Idealistic Design Notions in a Commercial Reality" Matthias Zabiegly Aixsponza	Slot 18 Talk is in German! Steve Heng "YouTube - Content Creator in Bayern/München" Steve Heng Bavaria Film GmbH	Making Games Conference "From Storytelling to Storytiving: How VR blurs the line between cinema and gaming" Ioulia Isserlis, Max Sacker Another World VR	4:00 - 4:45 PM
5:00 - 5:45 PM	reconstruction	Slot 19 "The cinematography of Incredibles 2 - function and style" Erik Smith Pixar Animation Studios USA	Slot 20 "Paddington & the Christmas Visitor" Gez Wright Framestore UK	Making Games Conference "Mixed Reality - The True Immersion" Evelyn Hriberek	5:00 - 5:45 PM
6:00 - 7:00 PM	Foyerlounge COS: official welcome & champagne reception				6:00 - 7:00 PM
7:00 - 09:30 PM	animago AWARD gala				7:00 - 09:30 PM
09:30 PM - Open End	DIGITAL PRODUCTION LOUNGE: Get-together & Catering				09:30 PM - Open End

## Friday, 26<sup>th</sup> October 2018

Time	Carl-Orff-Saal (580 seats)	Black Box (225 seats)	kleiner Konzertsaal (180 seats)	Carl-Amery-Saal Access only with MGC ticket	Time
10:30 - 10:45 AM	Slot 21 "Building a Children's Web Series Brick-by-Brick. Making of the Lego News Show International" Can Erduman Freelancer	Slot 22 "Define your own path by creating your own luck - navigate successfully in the Animation & VFX industry" Mickael Coedel Industrial Light and Magic USA	Slot 23 in cooperation with Making Games Conference "Scoring for Film and Games - Mastering the Challenges" Alon Kaplan Joy Tunes Biohex Games		10:30 - 10:45 AM
11:00 - 11:45 AM	Slot 24 "Virtual Production talk on MPC VP toolkit for filmmakers Genesis" James Callum MPC	Slot 25 Powered by Maxon "Inspiration vs. Motivation - What are the reasons that make us show up at work and how to get hired to do what you love" Benjamin Simon, Dirk Schuster FOREAL	Slot 26 "The Influence of VFX to the Camera Work" Pascal Bussmann Lavalabs	Making Games Conference "A couple of things you should know before developing a mobile multiplayer game with Unity" Matthias Rudy CipSoft	11:00 - 11:45 AM
12:00 - 12:45 PM	Slot 27 "Concept Art for Star Wars: The Last Jedi" Luis Guggenberger Freelancer	Slot 28 powered by chaosgroup Building the Old Street: The Creative and Technical Processes Behind a Wintry Scene Yana Andreeva Chaos Group	Slot 29 in cooperation with Making Games Conference "Creative Shorts: Creating Compelling Characters and Stories" Petra Nonheim, Fred Löffberg, Thomas Oger Goodbye Kansas	Making Games Conference "Indies on Mobile: how much independence can we afford?" Alexey Izvalov FLG Developer Relations	12:00 - 12:45 PM
1:00 PM	lunch break				1:00 PM
2:00 - 2:45 PM	Slot 30 "Building the Cities of Incredibles 2" Nathan Fariss Pixar Animation Studios USA			Making Games Conference "How not to get an Internship in AAA" Samel De Vos Ubisoft Massive Sweden	2:00 - 2:45 PM
3:00 - 3:45 PM	Slot 31 "The Girl in the Spider's Web" Christoph Malessa Pixomondo			Making Games Conference "Software Engineering for Indies" Andreas Pohl Microsoft	3:00 - 3:45 PM
4:00 - 4:45 PM					4:00 - 4:45 PM
5:00 - 5:45 PM					5:00 - 5:45 PM
7:00 - 9:00 PM	Outback				7:00 - 9:00 PM