

SATURDAY, 2 ND NOVEMBER 2019				
Time	Kongresshalle	Theresiensaal	Raum 6	Time
10:00 - 10:45 AM	"The characters of 'The Secret War' from Netflix's 'Love, Death & Robots'" Tamás Varga Digic Pictures Hungary	<i>Business & Education Track</i> "The 3D Industry seen from the perspective of an educator" Mike Hermes MH Tutorials Netherlands	animago AWARD Nominee Screening	10:00 - 10:45 AM
11:00 - 11:45 AM	<i>3D Urban Environments Part 1</i> "Challenges in the Creation of Believable 3D Architecture" Matthias Buehler vrbn studios Switzerland	<i>Business & Education Track</i> "From Classroom to Production" Sean Ellis iCreate UK	animago AWARD Nominee Screening	11:00 - 11:45 AM
12:00 - 12:45 PM	<i>3D Urban Environments Part 2</i> "3d urban environments: Mood and Atmosphere" Yvonn Muinde Ikweta Arts Kenya	<i>Business & Education Track</i> "The 3D Industry seen through the eyes of a Freelance 3D Artist" Cristian Koch Rumpf Freelance 3D Generalist Germany	"What the F%#& is Production?" Isabell Mayrhofer Freelance Producer Germany	12:00 - 12:45 PM
1:00 - 1:45 PM	"Scientific Eyecandy - VFX for TV-Documentaries" Marc Potocnik renderbaron Germany	<i>Business & Education Track</i> "Creating and Persevering through the Business World: Owning and Managing a Video Game Studio" Sam Martino Dogwood Gaming, USA	"TV Commercial Producer Crash Course: How to produce a TVC" Stina McNicholas Freelance Producer Germany	1:00 - 1:45 PM
2:00 PM	lunch break			2:00 PM
3:00 - 3:45 PM	"Love, Death & Robots - From the Yogurto to the Robots" Alejandro Jimenez Blow Studio Spain	"Building a Dancing Rebellion of CG Robots for Chemical Brothers - Free Yourself" Carlo Carfora The Mill UK	<i>Character Animation Track</i> "The animated character - design and performance" Prof. Melanie Beisswenger Ostfalia University of Applied Sciences Germany	3:00 - 3:45 PM
4:00 - 4:45 PM	powered by ESRI "Game of Thrones: The extraordinary visual effects of the final season" Mohsen Mousavi ScanlineVFX Canada	German Talk "Kreativität und Zauberei - über die Entstehung der magischen VFX im Kinofilm 'Die Wolf-Gäng'" Jan Burda, Mackevision Germany	<i>Character Animation Track</i> "Animation for Disney's 'Christopher Robin'" Arslan Elver Framestore UK	4:00 - 4:45 PM
5:00 - 5:45 PM	reconstruction	"How the Grinch Stole Christmas - Artistic and technical challenges" Fabien Polack Illumination MacGuff France	"Games and Movies: Blurring the Lines" Mauro Frau Treehouse Ninjas Hungary	5:00 - 5:45 PM
6:00 - 7:00 PM	Official welcome to animago AWARD			6:00 - 7:00 PM
7:00 - 9:00 PM	animago AWARD gala			7:00 - 9:00 PM
9:00 PM - open end	Get-together & party			9:00 PM - open end

animago 2019

SUNDAY, 3RD NOVEMBER 2019

Time	Kongresshalle	Theresiensaal	Raum 6	Time
10:00 - 10:45 AM	"Metro Exodus: Artyom's Nightmare" Tomék Suwalski Platige Image Poland	Location Based VR Track "Keynote Location Based VR" Track presented by HOLOGATE "HUXLEY VR Escape Rooms" Sven Haeberlin, EXIT-VR	"Studio Mals - Handcrafted eyecandy" Martin von der Molen, Silas Nout Studio Mals The Netherlands	10:00 - 10:45 AM
11:00 - 11:45 AM	<i>Character Animation Track</i> "Animation for Disney's 'Christopher Robin'" Arslan Elver Framestore UK	"ICARACE Events - eSports and VR fitness on a global scale" Johannes Scholl, ICAROS "Insights from the VR experiences of MEET THE MINER and DAS BOOT VR" Stefan Kreutzer, remote control productions	"Improve your CC Workflow but don't forget to Rock'n'Roll!" Nils Calles v-cut Creative Visions Medienagentur Germany	11:00 - 11:45 AM
12:00 - 12:45 PM	<i>3d Urban Environments Part 3</i> "Real Cities for Digital Worlds" Paolo Emilio Selva Weta Digital New Zealand	"TOWER TAG LBVR meets Esports" Phillip Steinfatt, VR Nerds "SPREE Interactive - location based VR entertainment for kids & families" Jonathan Nowak, Spree Interactive	animago AWARD Nominee Screening	12:00 - 12:45 PM
1:00 - 1:45 PM	<i>3d Urban Environments Part 4</i> "Urban Realities - The creation of urban 3d sets" Fredi Voß Freelancer Germany	"HOLOGATE, The world's largest VR LBE network" Leif Petersen, HOLOGATE Discussion Panel "Location Based VR" Leif Petersen, HOLOGATE	"Unreal graphics optimization for standalone VR" Cornel Hillmann Studio.CGArtist.com Singapore	1:00 - 1:45 PM
2:00 PM	lunch break			2:00 PM
3:00 - 3:45 PM	"Creating Chucky for the horror movie 'Child's Play' 2019" Benedikt Laubenthal, Dennis Rettkowski, Florian Wittmann, Lars Krüger BigHugFX Germany	powered by Chaos Group "Using V-Ray to craft miniature worlds" Ralph Meijer, Will Jeffers Ambassadors The Netherlands	"Improving design, animation and dancing skills throughout production" Manuel Kotulla, Tanja Kerner Neverest Germany	3:00 - 3:45 PM
4:00 - 4:45 PM	"Love, Death & Robots - From the Yogurt to the Robots" Alejandro Jimenez Blow Studio Spain	powered by Chaos Group "Photoreal CGI animals for the ad industry" Boyo Frederix Postoffice The Netherlands	powered by ESRI "How to build city environments" Taisha Fabricius Esri R&D Center Zurich Switzerland	4:00 - 4:45 PM
5:00 - 5:45 PM	"How the Grinch Stole Christmas - Artistic and technical challenges" Fabien Polack Illumination MacGuff France	"Studio Mals - Handcrafted eyecandy" Martin von der Molen, Silas Nout Studio Mals The Netherlands	Discussion Panel "Better Together? Let's Talk About Women in German Animation" AG Animationsfilm hosted by Susanne Molter Prof. Melanie Beisswenger, Reka Kaloczy, Imke Fehrmann	5:00 - 5:45 PM
6:00 - 6:45 PM	"Let's Just All Go to the Same Room Every Day: Collaborative Creative Problem Solving on Toy Story 4" Francisco DeLaTorre Pixar Animation Studios USA			6:00 - 6:45 PM

CONFERENCE PROGRAM

MONDAY, 4TH NOVEMBER 2019

Time	Kongresshalle	Theresiensaal	Raum 6	Time
10:00 - 10:45 AM	<p><i>3d Art: Design and Concepts</i></p> <p>"The stories of Job, Joris & Marieke"</p> <p>Marieke Blaauw Job, Joris & Marieke The Netherlands</p>	<p><i>Business & Education Track</i></p> <p>"The 3D Industry seen from the perspective of an educator"</p> <p>Mike Hermes MH Tutorials Netherlands</p>	<p>"Improving design, animation and dancing skills throughout production"</p> <p>Manuel Kotulla Neverest Germany</p>	10:00 - 10:45 AM
11:00 - 11:45 AM	<p>(German Talk)</p> <p><i>3d Art: Design and Concepts</i></p> <p>"From L to Z - A journey from design to animation and everything in between"</p> <p>Stefan Salcher, Tobias Schererbauer, Martin Lorenz LWZ Studios, Austria</p>	<p><i>Business & Education Track</i></p> <p>"From Classroom to Production"</p> <p>Sean Ellis iCreate UK</p>	<p>"It is not just about Pixels"</p> <p>Robert Hranitzky Freelancer Germany</p>	11:00 - 11:45 AM
12:00 - 12:45 PM	<p>"Scientific Eyecandy - VFX for TV-Documentaries"</p> <p>Marc Potocnik renderbaron Germany</p>	<p><i>Business & Education Track</i></p> <p>"The 3D Industry seen through the eyes of a Freelance 3D Artist"</p> <p>Cristian Koch Rumpf Freelance 3D Generalist Germany</p>	<p>(German Talk) powered by Avid</p> <p>"Avid Post Production Workflow mit DJI Drohnen"</p> <p>Dirk Weinreich Avid Germany</p>	12:00 - 12:45 PM
1:00 - 1:45 PM	<p>Character Animation Track</p> <p>"MPC Film presents animating 'The Lion King'"</p> <p>El Suliman MPC Film UK</p>	<p><i>Business & Education Track</i></p> <p>"Creating and Persevering through the Business World: Owning and Managing a Video Game Studio"</p> <p>Sam Martino Dogwood Gaming USA</p>	<p>"Running a 3D/VR business in Asia"</p> <p>Cornel Hillmann Studio.CGArtist.com Singapore</p>	1:00 - 1:45 PM
2:00 PM	lunch break		lunch break	
		<i>Visual Effects Society Track</i>		
3:00 - 3:45 PM	<p>"The fairies of Carnival Row"</p> <p>Max Riess Pixomondo Germany</p>	<p><i>VES Videoclass</i></p> <p>"A JIT Expression Language for Fast Manipulation of VDB Points and Volumes"</p> <p>Nick Avramoussis</p> <p><i>VES Videoclass</i></p> <p>"Extend Nuke's Interface and functionality using PySide"</p> <p>Falk Hoffmann, RISE FX</p>	<p>"Automating the path from raw CAD data to a production ready product shot"</p> <p>Calvin Bacon InstaLOD GmbH Germany</p>	3:00 - 3:45 PM
4:00 - 4:45 PM	<p>"Creating the Dragons of 'Game of Thrones'"</p> <p>Mark Spindler Pixomondo Germany</p>	<p><i>VES Talk</i></p> <p>"Introduction to Deep Learning for VFX"</p> <p>Jonas Kluger das element</p>	<p><i>3d Art: Design and Concepts</i></p> <p>"How I did 30 animated personal projects in 5 years while making money doing other stuff"</p> <p>Sebastian Pfeifer everfresh, Germany</p>	4:00 - 4:45 PM
5:00 - 5:45 PM	<p>"Let's Just All Go to the Same Room Every Day: Collaborative Creative Problem Solving on Toy Story 4"</p> <p>Francisco DeLaTorre Pixar Animation Studios USA</p>	<p>"Chair of the VES Germany"</p> <p>Thomas Knop, Trixter</p>	<p><i>3d Art: Design and Concepts</i></p> <p>"Tactile Design and Animation in the Digital Age"</p> <p>Florian Stumpe IAM ONO Germany</p>	5:00 - 5:45 PM
6:00 - 6:45 PM	<p>Character Animation Track</p> <p>"Swing Behing-The-Scenes of 'Spider-Man: Into the Spider-Verse'"</p> <p>Josh Beveridge Sony Pictures Imageworks USA</p>	<p><i>VES Discussion Panel</i></p> <p>"Visual Effects Society Panel - The State of the German VFX Industry"</p> <p>hosted by Thomas Knop, Trixter Imke Fehrmann, Hahn Film; Thomas Hullin, RodeFX; Simon Spielmann, Animationsinstitut; Julia Strack, RiseFX</p>		6:00 - 6:45 PM

TUESDAY, 5TH NOVEMBER 2019

Time	Kongresshalle	Theresiensaal	Raum 6	Time
10:00 - 10:45 AM		<i>FX-Track</i> "VFX used in the creation of the destructible world of Remedys Oldest house in CONTROL" Johannes Richter Remedy Entertainment, Finland	"Improve your CC Workflow but don't forget to Rock'n'Roll!" Nils Calles v-cut Creative Visions Medienagentur Germany	10:00 - 10:45 AM
11:00 - 11:45 AM		<i>FX-Track</i> "Art directing Pyro - The Houdini combustion model demystified" Fuat Yüksel RISE FX Germany	"Urban Realities - The creation of urban 3d sets" Fredi Voß Freelancer Germany	11:00 - 11:45 AM
12:00 - 12:45 PM		<i>Blender Track</i> "Blender 2.8 (R)Evolution" Pablo Vazquez Blender The Netherlands	"Looking into the making of the visual effects for the television series 'Spides'" Nico Ostermann, Cornelia Richter Baby Giant Hollyberg Germany	12:00 - 12:45 PM
1:00 - 1:45 PM		<i>Blender Track</i> "3D Nebulae and the Power of the Blender Community" Gleb Alexandrov Creative Shrimp Poland	"The VFX of 'Dark' Season 2" Julia Strack, Nicolas Leu Rise FX Germany	1:00 - 1:45 PM
2:00 PM	lunch break			2:00 PM
3:00 - 3:45 PM		<i>Blender Track</i> "How your renderer produces an image - Introduction to Cycles' internals without any math or code" Lukas Stockner, Genesis Cloud Germany	"Small Scale Character Animation" Chris Unterberg, Manuel Weiss Tetsuo Animation Studio Germany	3:00 - 3:45 PM
4:00 - 4:45 PM		<i>Blender Track</i> "Rejoice at the Blender 2.8 UX" Gottfried Hofmann Blender Diplom	-	4:00 - 4:45 PM



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