

animago AWARD & CONFERENCE 2016

current status
19 October 2016

Thursday, 27 October 2016					Friday, 28 October 2016				
Time	Carl-Orff-Saal COS (580 seats)	Black Box BB (225 seats)	Vortragssaal der Bibliothek VSB (132 seats)	Time	Time	Carl-Orff-Saal COS (580 seats)	Black Box BB (225 seats)	Vortragssaal der Bibliothek VSB (132 seats)	Time
09:30am	Slot 1 animago 2016 NOMINEE REEL	Slot 2 ARRI Webgate - cloud service for video streaming, file management and collaborative work Constantin Seiler ARRI Media Germany	Slot 3 A practical guide to clouderendering for small studios and freelancers Oliver Markowski Freelancer Germany	09:30am					09:30am
10:00am		Slot 2A The creative and commercial potential of virtual and augmented reality André Rittner ARRI Media Germany		10:00am	10:00am	Slot 23 The deadliest deadlines - the thing about cinematic works at Platige Olga Cyganiak Michał Azarewicz Platige Image Poland	Slot 24 Case Study: Mercedes Benz - Backstage - how we created a music concert fully digital Henning Westerwelle INFECTED Postproduction Germany	Slot 25 What smaller studios can learn from Hollywood's great VFX studios Rolf Mütze LAVAlabs Germany	10:00am
10:30am	Slot 4 Surfacing the dragons for "Game of Thrones" Sebastian Lauer Pixomondo Germany	Slot 5 Small companies, big projects: How a 15 person team creates animations for Disney, Marvel and Microsoft Ian Dominic Kirby The Sequence Group Canada	Slot 6 Cinema 4D R18 features Glenn Frey Maxon Germany	10:30am	10:30am				10:30am
11:00am				Slot 7 POWERED BY EMBASSY OF CANADA Take me to Valhalla: A look into the VFX behind Vikings Tom Morrison Mr. X Inc. Canada	Slot 8 The Visual Effects of "Gotthard" Juri Stanossek Mackevision Medien Design Germany	Slot 9 "Manou the Swift" work in progress Andrea Block Christian Haas LUXX Studios Germany	11:00am	11:00am	Slot 26 POWERED BY EMBASSY OF CANADA Animation on Major VFX films: "Independence Day 2" vs. "Pixels" vs. "Deadpool" Phil Cramer Digital Domain Canada
11:30am				11:30am	11:30am				11:30am
12:00pm				12:00pm	12:00pm				12:00pm
12:30pm	lunch break			12:30pm	12:30pm				12:30pm
01:30pm				01:30pm	01:30pm	lunch break			01:30pm
02:00pm	Slot 10 Digital Production Tools & Workflows in Live Entertainment + Live Presentation "Perspective Tracking in Realtime" Matt Finke loop light Germany	Slot 11 A breakdown of Motion Design Commercials Jan Sladecsko Freelancer Czech Republic	Slot 12 Maya 2017: Working with the new Time Editor & Workspaces Roland Reyer Autodesk Germany	02:00pm	02:00pm				02:00pm
02:30pm			Slot 13 Maya 2017: The new Interactive Grooming in Xgen Roland Reyer Autodesk Germany	02:30pm	02:30pm	Slot 32 Of Monsters and Magic - Creating the World of the "Shannara Chronicles" Thilo Ewers Pixomondo Germany	Slot 33 Skipping the agency; projects where the studio decides what's going to be done Matthias Zbiegely Aixsponza Germany	deconstruction	02:30pm
03:00pm	Slot 14 The Audience's Eye: Camera and Staging in Animated Filmmaking Adam Habib Pixar Animation Studios USA	Slot 15 From idea to design to production - until delivery Regina Welker, Henrik von Müller Woodblock Germany	Slot 16 Boost your Advertising Production Pipeline Paolo Tamburrino Autodesk Germany	03:00pm	03:00pm				03:00pm
03:30pm			Slot 17 Model Cities with the Tech Behind "Independence Day: Resurgence" Dominik Tarolli Esri, USA Matthias Buehler vrbn, Switzerland	03:30pm	03:30pm	Slot 34 TRIXTER's work on "Independence Day: Resurgence" Dominik Zimmerle Trixter Film Germany	Slot 35 Animating creatures with Framestore Kevin Spruce Framestore UK		03:30pm
04:00pm	Slot 18 The Art and Technology of "Zoomania" Brandon Jarratt Walt Disney Animation Studios USA	Slot 19 The story of DigiC Pictures via award winning CG cinematics Alex Sándor Rabb, Péter Svéd DigiC Pictures Hungary	Slot 20 „Avid Mastering VideoGraphics“ Avid Graphic Authoring, - Control and Media Composer NLE integration Dirk Weinreich AVID Germany	04:00pm	04:00pm	deconstruction	deconstruction		04:00pm
04:30pm	reconstruction	Slot 21 Concept design for "Star Wars" and more Luis Guggenberger Industrial Light & Magic UK	Slot 22 Bending Reality for "Doctor Strange" Florian Gellinger RISE FX Germany	04:30pm	04:30pm				04:30pm
05:30pm	DIGITAL PRODUCTION LOUNGE 20 years of animago AWARD: Welcome & Champagne Reception POWERED BY VOGELSÄNGER Sketch Battle POWERED BY WACOM "Draw a so-called Wolpertinger - a mythical creature from the Bavarian forest"			05:30pm	05:30pm				05:30pm
06:30pm	Ceremony animago AWARD 2016 "and the winner is ..."	reconstruction	reconstruction	06:30pm	06:30pm				06:30pm
08:30pm	DIGITAL PRODUCTION LOUNGE Get-together with Catering & Live Music by "Soul Junction"			08:30pm	08:30pm				08:30pm