animago
AWARD & CONFERENCE

OUT NOW: The official animago AWARD & CONFERENCE programme has something for everyone – guaranteed!

Munich, 25 September 2018. What do *Paddington*, *Jim Knopf and Lukas the Engine Driver* and *Game of Thrones* have in common? That's right, the creative minds behind the impressive visual effects seen in these productions will be at this year's *animago AWARD & CONFERENCE on 25 and 26 October at the Gasteig Centre in Munich*. The programme schedule is packed full of high-ranking speakers from all over the world and will focus on themes of animation, visual effects and much more.

Have you ever been asked to complete a high-demand VFX job in a very short period of time? *Yacoob Essack* from *Infected* will explain how he managed to successfully complete a project for a premium client – in this case Mercedes – in the face of many such constraints. *Florian Dehmel, Head of Production* at *Liga 01 Computerfilm*, will illustrate how to create full-CG advertising clips for mobile-phone and browser games using concrete examples and common problems – from the development of the story all the way to the finished TV spot. *Erik Smitt* will divulge the methods he used to move from the original design sketch to the powerful cinematic language achieved in *Incredibles 2*. As the *Director of Photography* at *Pixar*, he is uniquely destined to share his experience in the field.

These are just three of the many insightful presentations awaiting visitors to the animago CONFERENCE 2018. As in previous years, the 2018 animago CONFERENCE will provide a broad information platform and function as a great catalyst for making contact to VIPs drawn from the international CG sector. Among the highlights this year is a behind-the-scenes look at the work of a concept artist on *Star Wars: The Last Jedi*, the design of cinematic VR experiences, the art of delivering a story in very few words, and *valuable pieces of advice for individuals just starting their careers in the VFX industry.*

Click here for a more detailed look at the conference programme schedule www.animago.com/animago2018/programm/.

And, last but not least, there's the *official animago AWARD ceremony* on the evening of 25 October. This year, we received almost 1,000 submissions from 61 countries across the globe, and on this night, we will be awarding those sought-after animago trophies to the creators of the best productions in 12 categories – from feature film productions to motion design.

And, as if that weren't enough, the Gasteig Centre will also be hosting the free-access trade show known as the *animago EXHIBITION*, where companies active in the industry will be showcasing their products, technologies and services. Our exhibiting companies are looking forward your visit and answering any questions you might have.

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Sponsor partners of the 2018 animago AWARD & CONFERENCE:

Avid: Avid delivers the industry's most open, innovative and comprehensive media platform connecting content creation with collaboration, asset protection, distribution and consumption, www.avid.com.

Chaos Group: Chaos Group is a worldwide leader in computer graphics. We create the technology that helps artists and designers create photoreal imagery and animation for design, television, and feature films. Our physically-based rendering and simulation software is used daily by top design studios, architectural firms, advertising agencies, and visual effects companies around the globe. Our research and development in cloud rendering, material scanning, and virtual reality is shaping the future of creative storytelling and digital design, www.chaosgroup.com.

Esri: Esri is the world's leading software manufacturer of geo information systems (GIS). This technology uses in large part 3D, graphic data processing, visualization, animation and other multimedia resources, www.esri.com.

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Wacom: Leading manufacturer of pen tablets, interactive pen displays and digital interface solutions, www.wacom.com.

Funding partners are the **Bavarian State Chancellery** as well as the **City of Munich's Culture and Creative Industries Team**.

The animago is organised by the German-language trade magazine DIGITAL PRODUCTION, www.digitalproduction.com. The publisher of DIGITAL PRODUCTION is DETAIL Business Information GmbH, www.detail-business-information.de.

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