animago
AWARD & CONFERENCE
THURSDAY, 16 OCTOBER

Status quo: 29 September 2014.
We reserve the right to make changes to the lessons (times, titles, speakers).

Time	Studio WEST (400 seats)	Studio EAST (300 seats)	animago TRADE FLOOR (50 seats)	Recruiting/Networking
10 am	Deconstructing the element Water – Oceans, Rivers and Splashes Sven Bliedung, VFXbox, Germany	The 12 Principles of Animation – and Beyond Prof. Melanie Beisswenger, Freelance animator and director, Germany	animago REEL	10:30 pm – 12:30 pm
10:30 am			The Foundry pipelines for VFX & Animation Martin Mayer, The Foundry, UK	M.A.R.K.13 Holger Weiss, Tino Nettling, Germany
11 am	Digital Sushi Cookbook Michael Landgrebe, Celluloid Visual Effects, Germany	Daily Life of a Motion Graphics Designer Robert Hranitzky, Freelance creative director, Germany	Discussion Panel (in German) Arbeiten weltweit: Wie ticken Studios in Europa oder in den USA? Welche Perspektiven haben Artists? List of Guests [1]	VFXbox Sven Bliedung, Germany
12 am	Making-of: "Game of Thrones" Season 4 Joern Grosshans, Mackevision Medien Design GmbH, Germany	Racecars, Spaceships and a sweet Chocolate Explosion – living every boys dream Matthias Zabiegly, Aixsponza, Germany	What's New in Cinema 4D R16 Glenn Frey, MAXON Computer, Germany	
12:30 am			[0x1] IrayForMaya and CADnetwork: A professional GPU rendering solution Christoph Berndt, [0x1] Software und Consulting GmbH, Germany for CADnetwork	
1 pm	lunch break			
2 pm	Methods & Workflow, Acting, Animating, Directing a Performance Richard Arroyo, iAnimate.net, Canada	X-Men Days of Future Past – Creating the Future Tony Micilotta, MPC Moving Picture Company, UK	Discussion Panel (in German) Was müssen Hochschulen und Akademien bieten, um die Digital Artists von morgen ausbilden zu können? List of Guests [2]	1:30 pm – 4:30 pm nhb studios Carsten Kuhoff Germany
3 pm	The 7th Dwarf – Characters and Animation at TRIXTER Jan Stoltz, Trixter Film, Germany	Glassworks' Latest: High End VFX and Character Animation for Commercials Ruediger Kaltenhaeuser & Markus Lauterbach, Glassworks, The Netherlands	Hacking Cities: The Future of 3D City Modeling Dominik Tarolli, Matthias Buehler, Esri Inc., USA	Celluloid Visual Effects Michael Landgrebe Germany RISE	Visual Effects Studios Kerstin Kensy Germany
4 pm	GRAVITY – weightless with Sandra Bullock, Audrey Hepburn for a Galaxy Chocolate Commercial & Virtual Reality Mike McGee, Framestore, UK	Feeding the inner child – an insight into our approach to producing animated content Ilija Brunck, Fabian Pross, Polynoid/Woodblock, Germany	Fast-turnaround VFX in Commercials with 3ds Max 2015 Alex Horst, Autodesk, Germany	
4:30 pm			V-Ray rendering technology in VFX Gerrit Corsmeier, Qoobee IT, Germany/Bulgaria for Chaos Group	
5 pm	reconstruction	Step Away From the Computer! and Other Advice on Creating Great Character Animation Scott Clark, Pixar Animation Studios, USA		
6 pm	animago LOUNGE: Official Welcome & Catering		SKETCH BATTLE: presented by Dosch Design, supported by Wacom	
7 pm	animago AWARD Show 2014	reconstruction	reconstruction	
10 pm	reconstruction	animago LOUNGE: After Show Party		

FRIDAY, 17 OCTOBER

Time	Studio WEST (400 seats)	Studio EAST (300 seats)	animago TRADE FLOOR (50 seats)	Recruiting/Networking
10 am	How Ubisoft Designs Great Games Guido Schmidt, Ubisoft/BlueByte, Germany	Making-of: "VFX in Austria + the secret strengths of Cinema 4D" Guenter Nikodim, cybertime GmbH, Austria, supported by MAXON Computer	animago REEL	10:30 pm – 12:30 pm
10:30 am			Game Changers – Standardization for a brighter Future Kubilay Topal, Topalsson, Germany	nhb studios Carsten Kuhoff, Germany
11 am	VFX of Terry Gilliams Zero Theorem Eric Schaechter, Chimney Group, Germany	Through the Eyes of Death – The Invisible Visual Effects of "The Book Thief" Florian Gellinger, RISE	Visual Effects Studios, Germany	Discussion Panel (in German) Medienrecht: Bilder und Musik holen wir uns aus dem Internet, mein Demoreel veröffentliche ich auf Youtube,… – was ist hier erlaubt und was nicht. List of Guests [3]	The Mill Jorge Montiel Meurer, UK
12 am	Making-of: "Maya the Bee Movie" Holger Weiss, Tino Nettling, M.A.R.K.13, Germany	ILM Effects and Procedural Animation on Lucy, Transformers 4 and Pacific Rim Florian Witzel, Industrial Light & Magic, USA	Discussion Panel Pushing Innovation – Poland meets Berlin-Brandenburg with: S. Wojciechowska (Digital Entertainment Cluster), P. Gamracy (Alvernia Studios), A. Peters (media.net), F. Zahn (Exozet), Host: M. Liebe (International Game City Berlin), Germany/Poland	
1 pm	lunch break			
2 pm	VFX for Saphirblau including the animated character Xemerius Juergen Schopper, ARRI Visual Effects, Germany	The Mill's Theory of Evolution: Characters in Commercials Jorge Montiel Meurer, The Mill, UK	Canada goes animago: CASO (Computer Animation Studios of Ontario) – A Canadian Group of VFX & Animation Companies 2:00 – 2:30 Catherine Andrews, CASO/Rocket Science VFX 2:30 – 3:00 Tavia Charlton, Master Key VFX 2:45 – 3:10 Christa Tazzeo Morson, SPIN VFX 3:10 – 3:30 Thomas Knop, Stargate Studios Canada	1:30 pm – 2:30 pm VFXbox Sven Bliedung, Germany Chimney Group Eric Schaechter, Germany RISE	Visual Effects Studios Kerstin Kensy, Germany
3 pm	Sleepy Hollow – VFX from Hell Thilo Ewers, Pixomondo, Germany	Success and failure in high end VFX commercial productions Nhat Quang Tran, nhb studios, Germany		
4 pm	End of animago AWARD & CONFERENCE 2014			

DISCUSSION PANELS at animago TRADE FLOOR with following guests

[1] Florian Witzel (ILM), Ruediger Kaltenhaeuser (Glassworks), Prof. Melanie Beisswenger (Freelancer), Alexandre Espigares (Freelancer)
[2] Prof. Felix Goennert (Filmuni. Kondrad Wolf), Prof. Melanie Beisswenger (Freelancer), Florian Gellinger (RISE | Visual Effects Studios)
[3] Dirk Waldhoff (Mediadesign HS), Kai Bodensiek (Law firm Brehm & v. Moers), Michael Landgrebe (Celluloid Visual Effects)

Event location

Metropolis Hall
Großbeerenstraße 200
14482 Potsdam-Babelsberg
GERMANY

RECRUITING/NETWORKING at animago TRADE FLOOR

Well known studios and companies will be available in the animago recruiting/networking area. Take the opportunity to present your own skills and showreels. Get in contact with international experts representing their companies, who are the right people for e.g. new job challenges, human resources and to assess your qualification.