Tuesday, May 05

Full day events: fmx/expo, Deutsche Telekom, Recruiting Desks, School Campus Desks, Into The Pixel - Color legends: fmx/conference fmx/forum fmx/events

	Raum Reutlingen	Raum Mannheim	List-Saal: Turm B	Raum Tübingen	Raum Ulm	König-Karl-Halle	Meidinger Saal	Bertha-Benz-Saal	Raum Karlsruhe	Metropol 2
9						opening **Welcome to fmx/09**	screenings **ITFS Screening**	screenings **Imagine**	screenings **invaZion '09**	
10	fmx/recruiting Recruiting Presentation **Sony Imageworks, Mackevision,**	masterclasses **Elemental Series - Fire** **Autodesk® 3ds Max®** Allan McKay	best of eurographics **Welcome and Introduction**	financing & brands **Where to get the Money From? - Financing & Brands** MFG Film Funding	masterclasses **Acting for Animators** Ed Hooks	visualization **Previs 9/11** John Scheele Georgia Scheele, Ron Frankel	animation **"Lost and Found" - Book and Film** Philip Hunt Studio aka	interactive content **User Generated Media Powered by Community**		screenings **"Glago´s Guest" & "Bolt!" 3D Stereo**
11	fmx/recruiting Recruiting Presentation **Deutsche Telekom, Double Negative,**		best of eurographics **Programmable graphics hardware** Marc Stamminger	financing & brands **Where to get the Money From? - Financing & Brands** MFG Film Funding		digital media **A Global Production Pipeline** Xavier Nicolas Lucasfilm Animation	animation **"Varmints"** Philip Hunt Studio aka	interactive content **Empower the User to Tell His Own Story** Hania Bitar Pyalara	fmx/workshops **Procedural** CityEngine 2009 Launch Pascal Müller	
12	fmx/workshops **Maxon Computer** CINEMA 4D R11 3D Animation Software	masterclasses **High-Quality Renders** **Autodesk Maya** Cathy McGinnis	best of eurographics **Graphical Simulation** Matthias Teschner	specials **German Producers**		digital media **Sony Pictures Animation and VFX** Bob Osher		interactive content **Digital Fairytales! Online World for Kids** Linus Feldt	fmx/workshops **Chaos Software** V-Ray - Rendering 3D environments Peter Mitev	3d stereo **Bolt 3D: Integrating 2D and 3D Production** Robert Neuman
13							opening **Press Conference** Professor Dr. Wolfgang Reinhart Mdl, Ministry of State			
14	fmx/workshops **Mackevision** 3D visualization for the car advertising Armin Pohl	masterclasses **Pipeline of CG Crow** **Autodesk Softimage** Mostafa Badran	best of eurographics **3D Scanning Technologies for Cultural Heritage** Paolo Cignoni	fmx/workshops **Xsens** Xsens MVN Inertial MoCap Hein Beute	digital media **I got a Job Abroad... Now What?** Sjovall, Wild, Fehrmann,	effects/ves **Creative Development with Digital Tools** Chris deFaria		screenings **Reminiscing the Early Days in France** Pierre Hénon		
15	fmx/workshops **Dosch Design** HDRI & Cinema4D Get the best results. Holger Schömann		best of eurographics **Interactive Image Manipulation** Dani Lischinski	fmx/talents **ifs köln** Mobile Animation Content Sonja Weber	digital media **Making of "Oktapodi"** Emud Mokhberi Eric Riewer	effects **Production Design for "Watchmen"** Alex McDowell	focus on china **Cultural Revolution** Kevin Geiger Animation Options LLC	interactive content **Tools as Toys Promoting Creativity with "Spore"**	berlin-brandenburg **VFX@Berlin-Brandenburg**	3d stereo **Cinderella** Pascal Herold Delacave
16	fmx/workshops **Craft Animations** Production pipeline with SpeedAnimation Luigi Tramontana	masterclasses **Advanced Compositing** **Autodesk Toxik** Ken LaRue	best of eurographics **Rendering Realistic Materials** Reinhard Klein	fmx/talents **FH Ansbach** Student Productions Christian Barta	digital media **Visual Effects for "Vestel" - a Making Of** Alexander Kiesl	effects **The VFX of "Watchmen"** John DJ Desjardin	focus on china **The Road to Home** Wen Feng Kevin Geiger Magic Dumpling	interactive content **Community Driven Development Environment** Balázs Balin Serényi		3d stereo **Cube Creative - 15 Years of 3D Movie Production** Lionel Fages
17	fmx/workshops **Side Effects Software** Houdini in Production,		best of eurographics **Modeling Realistic Human Faces** Markus Gross	fmx/talents **Bilgi University** VCD & POV Presentation Volkan Cetin	digital media **VFX for "Palermo Shooting", "Adam Resurrected" and "Hilde"**	effects **"Watchmen´s" Doctor Manhattan** Pete Travers Sony Imageworks	focus on china **The Chinese Animation Industry** Lifeng Wang Xing Xing	interactive content **Creative Commons** Markus Beckedahl Newthinking Communications	berlin-brandenburg **Animation@Berlin-Brandenburg**	3d stereo **The First Live 3D Sports Events** Nicholas Routhier
18	fmx/workshops **RTT** Essentials of a Successful CG Project Tim Rau		best of eurographics **Perception-oriented Rendering** Karol Myszkowski	fmx/talents **MHMK** Perspectives computer generated animation	digital media **Rainbow CGI Animation Studio** Francesco Mastrofini Barbara Nicolai	screenings **Animation Show of Shows** Ron Diamond AWN	focus on china **Creativity Flows from Greater China** Vance Yang Stella Huang	interactive content **Your Personal Digital Acting Troupe** Ken Perlin		3d stereo **It's not "Shrek", it's not "Madagascar"- what is it?** David Burgess
19										screenings **"Watchmen" - in Metropol 2 cinema, until 10pm**

Wednesday, May 06

Full day events: fmx/expo, Deutsche Telekom, Recruiting Desks, School Campus Desks, Into The Pixel - Color legends: fmx/conference fmx/forum fmx/events

	Raum Reutlingen	Raum Mannheim	List-Saal: Turm B	Raum Tübingen	Raum Ulm	König-Karl-Halle	Meidinger Saal	Bertha-Benz-Saal	Raum Karlsruhe	Metropol 2
9							screenings **ITFS Screening**	screenings **Imagine**	screenings **invaZion '09**	
10	fmx/recruiting Recruiting Presentation **Disney Animation, rise|fx,**		visual computing **Opening and Keynotes** Klaus Haasis Thomas Ertl	specials **VIEW Conference** Maria Elena Gutiérrez VIEW Conference	masterclasses **Acting for Animators - Part 2** Ed Hooks	effects **Cities, Creatures, Explosions and Some Fallen Superheros**	visualization **The Henson Digital Puppetry Studio** Steffen Wild Jim Henson	effects **Trouble at Timpeltill** Francois Dumoulin La Maison	automotive **CGI for the Automotive Industry - Possibilities and**	screenings **Screening of "Coraline" in 3D Stereo**
11	fmx/recruiting Recruiting Presentation **Pixomondo, Unexpected,**	fmx/suites **Pixar** RenderMan: Creating the Impossible Speakers to be announced	visual computing **Simulation & Animation** Volker Helzle Lionel Barret	specials **The SAND Conference** Martin Capey Felicity Blastland		animation **The Art Direction and Lighting of "Bolt"** Paul Felix	visualization **The New Art of Virtual Moviemaking** Tim Doidge Autodesk	effects **Meeting with Jan Kounen** Rodolphe Chabrier Jan Kounen	automotive **Porsche 917 Spot** Ingo Zirngibl Jangled Nerves	
12	fmx/workshops **Autodesk** Autodesk 3ds Max Advanced Animation Michael Langmayer		visual computing **Embodied Interfaces/ Enha. Visual Experience** Oliver Mack	specials **Siggraph 2010 CAF** Isaac Kerlow		animation **Story Telling** Chris Williams Disney Animation	visualization **Games and the Future of Interactivity** Mary Beth Haggerty	effects **Speed Racer -A New Visual Grammar** Simon Vanesse BUF	automotive **Visualization at Mercedes-Benz Design** Andreas Fischer	3d stereo **Shooting Coraline in 3D** Brian Van´t Hul Laika
13										
14	fmx/workshops **Deutsche Telekom** Shaping the Future of Design Caroline Seifert	fmx/suites **Pixar** Pixar Career Gears Robin McDonald		fmx/workshops **EIZO** LCD Monitors for DCC and Production Anton Gerhardt	digital media **A New Model for VFX and Animation Production** Jenny Fulle	effects/ves **My Role as a Visual Effects Supervisor** Richard Edlund Eric Roth	visualization **The History of Previs** Ron Frankel	effects **The Visual Effects of "Krabat"** Alex Lemke	echtzeit **Colonia 3D Research Project** Rafael Pokorski KISD, Matthias	
15	fmx/workshops **Autodesk** Dynamics / nDynamics Autodesk Maya		visual computing **Realtime Applications & Automatic Solutions** Robert Mayer	fmx/talents **MEDIADESIGN FH** Digital Film Design and Game Design Manfred Büttner	baden-wuerttemberg **Mackevision/Pixomo / M.A.R.K.13** Pohl, Burkardsmeier, Schuchmann, Gauss	effects/ ves **Concept, Idea, Design** Syd Mead Roger Servick,	visualization **Realtime GPU Lighting Preview For Film VFX** Paul Hogbin	effects **The River God - The Chronicles of Narnia: Prince Caspian** Thomas Zauner	echtzeit **Electrification and Volatile Time** Yunchul Kim Tobias Grewenig	
16	fmx/workshops **Chaos Software** V-Ray - Rendering 3D environments Peter Mitev	fmx/suites **Pixar** RenderMan: Creating the Impossible Speakers to be announced	visual computing **3D Mass Costumization** Heiko Wenczel Stephan Lauschke	fmx/talents **SAE / QANTM** Your study path at SAE / QANTM Christian Mösbauer	baden-wuerttemberg **Luxx/ Unexpected/ Jangled Nerves** Wichmann, Block, Kiesl, Hacker, Hundt	effects/ves **Production Design in Games vs. Films** Habib Zargarpour EA	visualization **From Previs to Postvis to Final** Kevin Tod Haug FX Cartel	effects **Visual Effects for "Vorstadtkrokodile"** Jan Stoltz	echtzeit **Demoscene: Realtime GFX Underground Art** Ekkehard	
17	fmx/workshops **Impossible Software** Realtime video interaction Jan-Till Manzius			fmx/talents **MBS** Multi Platform Business School Jose Garasino	baden-wuerttemberg **Studio Film Bilder / Studio Soi / Elektrofilm** Thomas Meyer-	effects/ves **Visual Storytelling in Computer Graphics** Harrison Ellenshaw	visualization **A Look at Previs Past, Present and Future** Ron Frankel	effects **Germany as Location for Large, International Co-Productions**	echtzeit **Scene.org Awards: The Best of 2008** Bent Stamnes Scene.org	
18	fmx/workshops **Side Effects Software** Fire and Smoke in Houdini 10			fmx/talents **ADM-NTU, Singapore** Digital Animation education at ADM Melanie Beisswenger	screening **Filmakademie Films 1** Thomas Haegele	screenings **Shelley's Eye Candy** Shelley Page DreamWorks	visualization **Previs 2020** Frankel, Edlund, McDowell, Scheele, Haug		echtzeit **Machinima: Research, A Performance & Movies**	
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Thursday, May 07

Full day events: fmx/expo, Deutsche Telekom, Recruiting Desks, School Campus Desks, Into The Pixel - Color legends: fmx/conference fmx/forum fmx/events

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9							screenings **ITFS Screening**	screenings **Imagine**	screenings **invaZion '09**
10	fmx/recruiting Recruiting Presentation **MPC,** **Trixter Film,**	fmx/suites **Pixar** RenderMan: Creating the Impossible Speakers to be announced	fmx/suites **Autodesk** Autodesk Education Summit David Della-Rocca	fmx/talents **Escape Studios** How do you get your first job in 3D? Lee Danskin	screening **Filmakademie-Films 1** Sabine Hirtes	tech talks **PhotoReal Facial Animation** Patrick Davenport Steve Caulkin,	digital media **Creating Realism in Games** Filippo Costanzo Activision	animation/ apd **Rusty Knight** Gabriele M. Walther Caligari	flashconference **Creating Real-time Flash Apps** Tomas Krcha Adobe
11	fmx/recruiting Recruiting Presentation **ScanlineVFX,** **Red Vision,**			fmx/workshops **NaturalMotion** Runtime character motion & physics Simon Mack	specials **Diploma Films Institute of Animation** Sabine Hirtes	tech talks **Live Facial Performance Scanning** Paul E. Debevec	digital media **Cross-Disciplinary Filmmaking** Kevin Tod Haug FX Cartel	animation/ apd **D11B** Jan Bonath Scopas Medien	flashconference **Designing Immersive Experiences** Tali Krakowsky
12	fmx/workshops **Deutsche Telekom** Shaping the Future of Communication Lars Grau	fmx/suites **Pixar** Pixar Career Gears Robin McDonald			specials **Technical Director Sessions** Volker Helzle	tech talks **Light Footprints** Parag Havaldar Sony Imageworks	5d conference **5D: The Present and Future of Immersive Design** Peter Plantec	animation/ apd **The Bunjies** Thomas Meyer-Hermann Studio Film Bilder	flashconference **How to Create Cartoons Using Flash** Raul Escolano Nikodemo Animation
13				fmx/talents **10th Eyes & Ears Junior Showcase** Eyes & Ears of Europe Welcome address Media & stimulus satiation Utopia Standby Kubrick Don't Angerwood Is beauty feasible? Stencil Sequence The Spectacle Machine Image trailer AFK TV Ki.Ka - station ID's Goldenwire A flat share with three FF-Info surfin' cinema XChange Alice in Wonderland Real images www.chemieraum.com Lumatik Illucinated Discussion					
14	fmx/workshops **AixSponza** Making Of Red Bull F1 Manuel Casasola		tech talks **Photorealism and Beyond: Analog Artifacts in CGI** Barbara Flückiger		specials **Trailers for ITFS 2009, fmx/09 and Cartoon Forum 2008** Sabine Hirtes	virtual humans **Skin and Lighting Research** Christophe Hery ILM	5d conference **Imagination: Visual Arts and Science** Gryn, Schaedler, Ware, Rebecca and	games/aias **Stylization, Rendering Styles and Visual Identity in Games**	flashconference **Ingredients and Processes for The Interaction Designer**
15	fmx/workshops **Autodesk** ICE MotionGraphics Autodesk Softimage Helge Mathee	fmx/suites **Pixar** RenderMan: Creating the Impossible Speakers to be announced	tech talks **How CGI Can Use the Power of Game Tech** Remi Arnaud Intel		screening **Filmakademie-Films 2** Sabine Hirtes	virtual humans **"Benjamin Button": Lighting, Rendering, and Compositing** Jonathan Litt	5d conference **Creation: Authorship of the Narrative** F. Costanzo, C. deFaria, J.Diaz B.	games/aias **Art and Game Design** Emmanuel Guardiola Seaside	flashconference **Making the Invisible Visible** Zachary Lieberman eyebeam
16	fmx/workshops **Side Effects Software** Lighting and Rendering		tech talks **Ogre 3D: Open Source Graphics Engine** Steve Streeting		screening **Filmakademie-Films 3** Sabine Hirtes	virtual humans **"Benjamin Button": Animation&Performa** Steve Preeg Digital Domain	5d conference **Construction: Designing Immersive Experiences**	games/aias **Video Games and Virtual Worlds** Margherita Balzerani Eurasiam	flashconference **The Tinkerer's Box** Mario Klingemann Quasimondo
17	fmx/workshops **Autodesk** Boosting VFX Pipeline Autodesk Toxik		tech talks **Towards Virtual Hair** Arno Zinke GfaR GmbH		asf **Animation Sans Frontières- The Animation Production**	virtual humans **Rebalancing Production Resources** Bay Raitt	5d conference **Perception: Interface as Experience** H. Zargarpour, C.	games/aias **Prince of Persia** Jan-Erik Sjovall Ubisoft	flashconference **Drag, Connect and Wonder** Balázs Serényi Visual Minds
18	fmx/workshops **weltenbauer.** VFX Pipelines for Professionals Robert Mayer		tech talks **Nordic TD Forum - Creating Pipeline Consensus for Better Results**		digital media **USC School of Cinematic Arts on its 80th Anniversary** Elizabeth Daley	screenings **2008 SIGGRAPH Computer Animation Festival** Jill Smolin ACM Siggraph	5d conference **Interaction: Intelligent Choreography, Building Worlds**	games/aias **Distributed Virtual Game Development** Kellie-Bea Cooper Mark Soderwall	digital media **Coopetition** Jean-Charles Hourcade Red Cat
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Friday, May 08

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9							screenings **ITFS Screening**	screenings **Imagine**	screenings **invaZion '09**
10	fmx/recruiting Recruiting Presentation **Ubisoft, BUF Compagnie**	school offerings **Gobelins - a Tapestry of Talent and Skills** Eric Riewer	tech talks **Widening the Spectrum: Organic VFX** Hannes Appell	fmx/suites **Walt Disney Animation Studios** Peer Portfolio Review Tanja Knoblich	digital cinema **Basic Principles of Digital Acquisition** Jan Fröhlich Jonas Küpper	effects **"Hellboy II: The Golden Army"** Tom Rolfe Double Negative	games/aias **The Gears of War 2 Cinematics Pipeline** Greg Mitchell Epic Games	animation **Plankton Invasion** Guillaume Hellouin, Joeri Christiaen, Frédéric Engel Lenoir	3d stereo **Shooting 3D: Live-Action, Miniatures, Stop-Motion**
11	fmx/recruiting Recruiting Presentation **Lucasfilm | LucasArts,**	school offerings **CalArts - California Institute of the Arts** Leo Hobaica CalArts	tech talks **Royal Render 6.0 Render Management** Holger Schönberger Binary Alchemy		digital cinema **Case study RED DI "Lourdes"** Matthias Saulich Ansgar Kruetzmann	effects **The Dark Knight Sonar Vision** Alain Lalanne BUF	games/aias **The Art Behind Making a Game** Matt Aldrich Lucasfilm Animation	animation **"Jasper" - A Pan European Production and its Challenges**	3d stereo **Story Structure and Visualisation From 2D to "4D"** Francois Garnier
12	fmx/workshops **e-on Software** Landscapes for TV Robert Mayer	school offerings **Animation Education** Weihua Gao Communication University of China	tech talks **Artistic efficiency via technical innovation** David Maas		digital cinema **3D Cinema: from DI to Screen** Carsten Schuffert Harald Schaefer	effects **Dante 01 Mystical VFX** Marc Caro Pierre Buffin, BUF	games/aias **Film Directors in the 21st Century** Jim Sonzero	animation **Digital Doubles** Christian Guillon L´Est	3d stereo **Stereo-3D Film Post Tools and Algorithms** Simon Robinson
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14	fmx/workshops **Adobe Systems** Adobe CS4 Production Premium Steffen Hacker	school offerings **BFA Presents** Li-jun Sun Beijing Film Academy	tech talks **Agent Framework & Facial Toolset 2.0** Volker Helzle Simon Spielmann	fmx/workshops **projectiondesign** Large screen display of 3D content Anders Løkke	animation **The Asian Animation Industry** Rajeev Dwivedi Animation Today	animation **"The Prodigies"** Viktor Antonov Building Studios	games/aias **Don't Fear the Small Game** Richard Hilleman Electronic Arts	early days in france **How CG began in France / Fantôme** Pierre Hénon Georges Lacroix	3d stereo **Console Games Going Into The Next Dimension** Andrew Oliver
15		school offerings **École Supérieure des Métiers Artistiques** Gérard Raucoules	virtual humans **Virtual Humans Forum: Q&A Session**	fmx/workshops **projectiondesign** Next generation Rendering with VRED Osman Dumbuya	digital media **nDragqueen** Andrew Daffy The House of Curves	animation **"The Tale of Despereaux"** Andy Lomas Framestore	games/aias **Developing Games with Pixar** Lyle Hall Heavy Iron Studios	early days in france **INA, TDI and Explore / BUF Compagnie** Jean-Charles	3d stereo **Stereoscopic 3D Entertainment & Its Future** Neil Schneider
16	fmx/workshops **Adobe Systems** Adobe CS4 Production Premium Steffen Hacker	school offerings **Performing with a Pencil** Angela Stukator Sheridan College		fmx/workshops **projectiondesign** Stereoscopic 3D in Maya Roland Reyer	digital media **Film Restoration** Rajeev Dwivedi Animation Today	animation **The Cinematography of "Wall•E"** Danielle Feinberg Pixar	games/aias **The Making of The LittleBigPlanet Graphical Style** Kareem Ettouney	early days in france **Sogitec and ExMachina** Xavier Nicolas Jerzy Kular	3d stereo **Evolution of 3-D Stereoscopic Display** Keith Elliott
17		school offerings **Animation Education in New Zealand** Gray Hodgkinson Massey University		fmx/workshops **projectiondesign** Stereo 3D production with Quest 3D Ron Martin	screening **Filmakademie - Films 2** Sabine Hirtes	animation **"Waltz with Bashir"** Michael Faust Bridgit Folman Film Gang	games/aias **The Challenge of Creating New IP** Chris Taylor Gas Powered Games	early days in france **MacGuff / IMAGIX-3D** Jaques Bled Olivier Emery	invazion **invaZion '09 Award Ceremony** Ingo Nadler
18		school offerings **Newport Animation: Process and Realisation** David Surman			screnning **Filmakademie-Films 3** Sabine Hirtes	screenings **Electronic Theater SIGGRAPH Asia 2008 Computer Animation**	games/aias **Panel Discussion** Joseph Olin	early days in france **Medialab / The Z-A Story** Francois Garnier Maurice Benayoun	
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