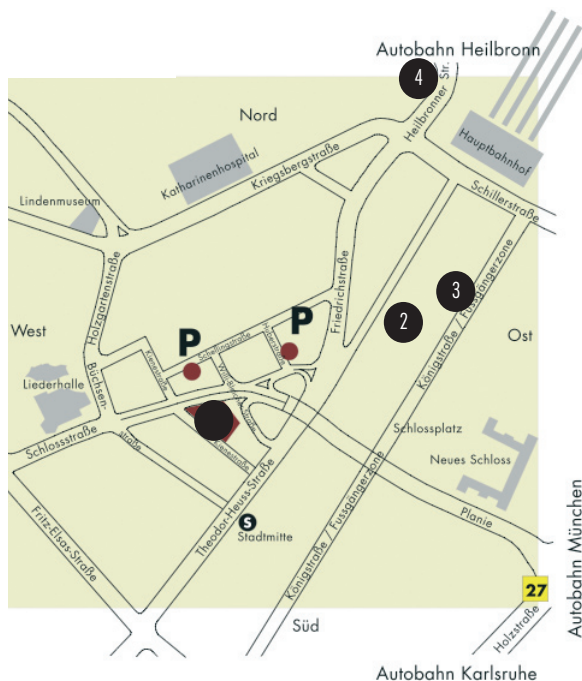


# Schedule April 30 / May 01 / May 02

	Metropol 2 Screenings	Metropol 3 Screenings	Gloria 1 Opening
<b>Sunday April 30</b>			
21.00		21:00-23:00   fmx/screenings Howl's Moving Castle	
<b>Monday May 01</b>			
21.00		21:00-23:00   fmx/screenings The Chronicles of Narnia: Thr Lion, The Witch and The Wardrobe	
<b>Tuesday May 02</b>			
14.00	14:00-18.00   <b>Realtime Screenings</b> Realtime Film Festival presents a selection of submitted films p.205	14:00-15:00 fmx/talents   Schools Turku University of Applied Sciences, Priti Pärn, Turku Polytechnic, Digital Arts, Arts Academy p.165	
15.00		15:00-16:00 fmx/talents   Schools Volda University College, Torbjorn Lien, Volda University College p.165	
16.00		16:00-17:00 fmx/talents   Schools Games Academy, Thomas Długaiczky, GAMES ACADEMY GMBH p.165	
17.00			
18.00			
20.00			13th International Festival of Animated Film Stuttgart Award Ceremony / fmx/06 Opening <b>Opening Keynote:</b> The Next Innovation in Computer Graphics is the Artist's Interface Doug Cooper, VFX Supervisor, DreamWorks Animation <b>Address of Welcome</b> Willi Stächele MdL, Minister des Staatsministeriums und für europäische Angelegenheiten, Staatsministerium Baden-Württemberg p.23
21.00		21:00-23:00   fmx/screenings Academy Award Winner King Kong	



- 1. Haus der Wirtschaft**  
Willi-Bleicher-Straße 19, 70174 Stuttgart
- 2. Kino Metropol 1-3:**  
Bolzstraße 10, 70173 Stuttgart
- 3. Kino Gloria 1-2:**  
Königstraße 22 (Gloria-Passage), 70173 Stuttgart
- 4. Rocker33, Echtzeitparty:**  
Heilbronnerstraße 7, 70174 Stuttgart

# Schedule | Wednesday May 03

	König-Karl-Halle fmx/conference	Eyth-Saal fmx/conference	Bertha-Benz-Saal fmx/conference	Raum Karlsruhe Realtime Film Festival fmx/conference	Raum Reutlingen fmx/forum	List-Saal:Galerie A fmx/forum	List-Saal:Galerie B fmx/forum
10.00			<b>fmx/screenings</b> 15 Years Filmakademie: Retrospective 1 p.180	<b>fmx/screenings</b> Best of Realtime Film Festival p.183	<b>fmx/screenings</b> FH Nürnberg SAE Institute/Qantm Turku Polytechnik		
11.00	<b>fmx/essentials</b> Films Action Event: "The Magic Roundabout" Experience Molly Connolly, Hewlett-Packard, Laurent Rodon, Claude Gorsky, Films Action p.27	<b>fmx/technologies</b> Digital Cinema: Introduction and Overview Hosted by Prof. Katja Hofmann, Hochschule der Medien Anders Geertsen, The Danish Film Institute p.83	<b>fmx/screenings</b> Making of "ITFS Trailer" Institute of Animation, Filmakademie Baden-Wuert- temberg p.179	<b>Realtime Film Festival</b> Keynote: Pursuing Film Quality Rendering in Real Time Curtis Beeson, NVIDIA p.201	<b>fmx/workshops</b> Adobe Systems GmbH The new Adobe Production Studio Premium Sven Brencher Adobe Systems GmbH p.107	<b>fmx/workshops</b> more3D GmbH 3D-Stereo-Film Production: Animation & Rendering Robert Mayer, weltenbauer. Ingo Nadler, more 3D GmbH, Remko Jakobs, ACT3D, Andre Sommer ACT3D p.119	<b>fmx/workshops</b> Autodesk, Media & Entertainment Productdesign using PowerNURBS and V-Ray in 3ds Max Alex Horst, YELLO! digital production tools AG p.110
12.00	<b>fmx/essentials</b> Films Action Event: "The Wizard of Oz" Strategy Pascal Rodon, Pierre Marie Fenech, Action Synthèse p.29	<b>fmx/technologies</b> Digital Cinema: Digital Image Acquisition Klaus Weber, Grass Valley Gisbert Hochgürtel, Sony Oliver Temmler, Arri p.83	<b>fmx/talks</b> Writing for Animation Gabriele Röthemeyer, MFG Baden- Württemberg, Film Funding Gerhard Hahn, Hahn Film Ed Hooks	<b>Realtime Film Festival</b> BloodSpell Hugh Hancock, Strange Company p.201	<b>fmx/workshops</b> Apple, HD workflow with FCP, Apple Storage and Shake Joachim Jojo Lincke, Galerie der Medien GmbH, Stephan Buchmann, Apple Computer GmbH p.109		
13.00	<b>fmx/talks</b> A.Film and Its Projects Karsten Kiilerich, A.Film A/S p.39	<b>fmx/technologies</b> 13:30 Digital Cinema: Color for Digital Inter- mediate Harald Brendel, ARRI p.84	Harald Siepermann, Harald Siepermann Studios Eberhard Junkersdorf, Munich Animation Film Armin Toerkell p.67	<b>Realtime Film Festival</b> Interactive Films and Digital Actors Mark Stephen Meadows p.201	<b>fmx/screenings</b> 15 Years Filmakademie Retrospective 1	<b>fmx/workshops</b> more3D GmbH 3D-Stereo-Film Production: Realtime VR & Interactive Robert Mayer, weltenbauer. Ingo Nadler, more 3D GmbH, Remko Jakobs, ACT3D, Andre Sommer ACT3D p.119	<b>fmx/workshops</b> The German Filmschool GmbH Immersive Virtual Adven- tures Bernd Willim, The German Filmschool GmbH p.127
14.00	<b>fmx/screenings</b> Chris Landreth Retrospective Chris Landreth, Rogers	<b>fmx/technologies</b> Digital Cinema: Grading and Mastering Morris Lindenkreuz, Grass Valley Mark Horton, Quantel Oliver Gappa, DVS Robert Coulin, Dreamwalks p.85		<b>fmx/screenings</b> ITFS TV Series Winner	<b>fmx/workshops</b> Softimage Digital Acting with SOFTIMAGE®FACE ROBOT™ James Rogers, Softimage p.125		
15.00	<b>fmx/talks</b> New Directions in Visual Development Christian Schellewald, DreamWorks Animation p.39	<b>fmx/technologies</b> 15:30 Digital Cinema: Compression and Packaging Christoph Nufer,IRT Ernesto Santos, MOG Solutions p.87	<b>fmx/talks</b> European Producers: Making of "Splinter" Wojtek Wawsczyk p.68	<b>fmx/talks</b> TV Buyers: The growing CCTV Animation Fan Ling, CCTV / Animation Department Children's Programming Center p.75	<b>fmx/workshops</b> RTT AG The future of automotive visualization Andrea Gunschera, RTT AG p.123	<b>fmx/workshops</b> NVIDIA High-End GPU Rendering with Gelato John Schlag, NVIDIA p.119	<b>fmx/workshops</b> Apple HD workflow with FCP, Apple Storage and Shake Joachim Jojo Lincke, Galerie der Medien GmbH Stephan Buchmann, Apple Computer GmbH p.109
16.00	<b>fmx/talks</b> "One Man Band": Pixar Production Pipeline Patrick James, Pixar Animation Studios p.40	<b>fmx/technologies</b> 16:30 Digital Cinema: Facility Production for Digital Intermediate Kris Kolodziejki, Digital Film Lab Copenhagen p.87	<b>fmx/talks</b> European Producers: "Der Räuber Hotzenplotz" Jürgen Schopper, Arri Film & TV Services p.68	<b>fmx/talks</b> TV Buyers: What formats are TV Buyers looking for? Hosted by Susanne Schosser, EM.TV Manuela Schöbel-Lumb, WDR Karen Mitrega, Super RTL Nathan Waddington, Jetix Europe Francesca Dandolo, France 3 p.74	<b>fmx/workshops</b> Autodesk, Media & Entertainment Sanjoy M. Mistry, Electronic Arts p.110		
17.00	<b>fmx/talks</b> Disney Animation Visual Delights Karen Dejong, Kyle Odermat, Disney Animation p.40	<b>fmx/technologies</b> Digital Cinema: Projection and Theatre Systems Matt Cowan, Loren Nielsen Entertainment Technology Consultants,RealD p.88	<b>fmx/talks</b> European Producers - hosted by Michael Schmetz Tony Loeser, MotionWorks Tamas Liszka, SzimplaFilm Manuel Christobal, Zinkia p.69		<b>fmx/screenings</b> animago Audience Award p.187	<b>fmx/workshops</b> Adobe Systems GmbH How the Flash platform can deliver a better Video experience on the web Greg Rewis, Adobe Systems GmbH p.107	<b>fmx/workshops</b> The DRAKE HD Adventure Markus Rupprecht, The DRAKE project Steffen HACKER, unexpected gmbh
18.00	<b>fmx/talks</b> What Filmmakers Should Know About Games Doug Cooper, DreamWorks Animation p.41	<b>fmx/technologies</b> Digital Cinema: New projection technologies Jürgen Burghardt, Sony Deutschland CinemaNet Europe Björn Koll, Salzgeber&Co. p.88	<b>fmx/talks</b> European Producers: The "Ugly" Co-production Ralph Christians, Magoma Films Karsten Kiilerich, A.Film p.69		<b>fmx/workshops</b> 3D live action without glasses Volker Hahn, Benjamin Klapper, Kristof Köhler, Marcus Zaiser, Octoscope		
19.00	<b>fmx/screenings</b> Yoichiro Kawaguchi Retrospective Yoichiro Kawaguchi	<b>fmx/technologies</b> Digital Cinema and the 4k Dilemma Kay Hofmann	<b>fmx/screenings</b> animago Audience Award				
20.00							

# Schedule | Wednesday May 03

List-Saal:Turm A fmx/forum	List-Saal:Turm B fmx/forum	Raum Mannheim fmx/conference fmx/talements	Keppler: Studio B fmx/talements	Raum Freiburg	Metropol 2	Metropol 3 fmx/talements	
						<b>Schools</b> <b>Truemax academy</b>  p.167	10.00
<b>fmx/seminars</b> <b>VFX Producing</b> Sacha Bertram idagrove vfx There will be a lunch break from 14:00 to 15:00. p.151	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: ProBooleans (3ds Max)</b> Michael Langmayer, Autodesk, Media & Entertainment p.133	<b>fmx/talks</b> <b>Focus on Asia: Beijing Film Academy</b> Jia Duan, Beijing Film Academy / School of Animation p.61	<b>European Talents</b> <b>Pitching Training</b> Sibylle Kurz p.171			<b>Schools</b> <b>Moholy-Nagy University of Art and Design</b> Geza Tóth, Hungarian University of Art and Design (MIE), Dept of Visual Communication p.166	11.00
	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: FX Paint with PDPPro and Gertrudis (Maya)</b> Martin Dürr, cybersign productions p.133	<b>fmx/talks</b> <b>Focus on Asia: University of Tokyo</b> Seiji Hori, The University of Tokyo p.61			<b>Schools</b> <b>Georg-Simon-Ohm-FH Nürnberg</b> Jürgen Schopper, FH Nürnberg Georg-Simon-Ohm, Fachbereich Gestaltung p.166	12.00	
	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: WireFusion (and 3ds Max)</b> Alex Horst, YELLO! digital p.133				<b>Schools</b> <b>University of Novi Sad</b> Mileta Postic, Arts Academy / Animation and Visual Effects p.166	13.00	
	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: Tips &amp; Tricks Speedmodelling in 3ds Max</b> Michael Langmayer, Autodesk, Media & Entertainment p.133	<b>Eyes &amp; Ears Juniorshowcase</b> <b>Eyes &amp; Ears Junior-Showcase</b> p.176			<b>fmx/screenings</b> <b>Lunch Special: Nina Paley</b> 35mm Flash Animation "Fetch"	14.00	
	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: Polygon Modelling in Maya 7</b> Roland Reyer, Autodesk, Media & Entertainment p.133				<b>Schools</b> <b>Central Saint Martins College of Art and Design</b> Birgitta Hosea, Central Saint Martins College of Art and Design / Dept. Of Animation p.167	15.00	
	<b>fmx/seminars</b> <b>VFX Agreements</b> Heiko Burkardsmaier, EuroArts Medien AG p.151	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: „Realtime Authoring“</b> Rene Nold, weltenbauer. p.133				<b>Schools</b> <b>SAE Institute / QANTM</b> Christian Mösbauer, SAE Institute / QANTM p.167	16.00
	<b>fmx/suites</b> p.133 <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: Animation Workflow in 3ds Max (loopable cloth)</b> Michael Langmayer Autodesk, Media & Entertainment			<b>fmx/screenings</b> <b>Best of Bitfilm</b>	<b>Schools</b> <b>The German Filmschool</b> Bernd Willim, The German Filmschool GmbH p.169	17.00	
	<b>fmx/suites</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Hands-On: Interactive interior design using 3ds Max and Quest3D</b> Alex Horst, YELLO! digital production tools AG p.133				<b>Schools</b> <b>Kunsthochschule Kassel</b> Joel Baumann, University of Kassel, Artschool p.169	18.00	
						<b>Schools</b> <b>The Warsaw Film School</b> Wojtek Wawrzczyk p.169	19.00
							20.00
						<b>fmx/screenings</b> <b>Academy Award Winner "Wallace &amp; Gromit in The Curse of the Were-Rabbit"</b>	21.00

# Schedule | Thursday May 04

	König-Karl-Halle <i>fmx/conference Realtime Film Festival</i>	Eyth-Saal <i>fmx/conference</i>	Bertha-Benz-Saal <i>fmx/talks, fmx/conference</i>	Raum Karlsruhe <i>Realtime Film Festival fmx/conference</i>	Raum Reutlingen <i>fmx/forum</i>	List-Saal:Galerie A <i>fmx/forum</i>	List-Saal:Galerie B <i>fmx/forum</i>
10.00	<b>fmx/screenings</b> <b>The CAF Siggraph Selection</b> Terrence Masson, ACM Siggraph	<b>fmx/screenings</b> <b>15 Years... Filmakademie</b> Retrospective 2	<b>Recruiting Panel 1</b> metricminds GmbH, A.Film A/S, BFC Berliner Film Company, DreamWorks Animation p.154 <i>Animation</i>	<b>fmx/screenings</b> <b>animago Audience Award</b> p.187	<b>fmx/screenings</b> <b>Student Reel</b> <b>University of Novi Sad</b>		
11.00	<b>fmx/talks</b> <b>"Flyboys" - VFX Breakdown</b> Graham Jack, Double Negative p.43	<b>fmx/talks</b> <b>Animated Commercials: fmx/trailer and Other Commercials</b> Steffen Hacker, unexpected gmbh Axel Kiesel, unexpected gmbh p.53	<b>Recruiting Panel 2</b> Framestore CFC, CA Scanline, QUADRIGA/FX, Mackevision, RTT AG p.155	<b>Realtime Film Festival</b> <b>Will the Future Archaeologists Please Stand up!</b> Chris Allen, The Light Surgeons p.203	<b>fmx/workshops</b> <b>Dreamwalks GmbH</b> <b>Collaborative VFX with Autodesk Toxik</b> Fabio Ticco, Dreamwalks Solutions for Moving Pictures p.113	<b>fmx/workshops</b> <b>Grass Valley Germany GmbH</b> <b>BONES</b> Morris Lindenkreuz, Grass Valley p.115	<b>fmx/workshops</b> <b>SAE Institute / QANTM</b> <b>No pain, no gain!</b> Christian Mösbauer, Daniel Sönnichsen, Phillip A. Hellmann, SAE Institute / QANTM p.123
12.00	<b>fmx/talks</b> <b>Let it flow!</b> Danielle Plantec, CA Scanline p.43	<b>fmx/talks</b> <b>Animated Commercials: Studio aka</b> Philip Hunt, studio aka p.53	<b>Recruiting Sessions</b> <b>Finding THE job</b> Peter Plantec p.161	<b>Realtime Film Festival</b> <b>Flash and the Professional Animator</b> Nina Paley p.203	<b>fmx/workshops</b> <b>Autodesk, Media &amp; Entertainment</b> <b>Production of Movie Sequences in a Computer Game</b> , Thomas Langhanki, Marco Roeth, SEK GmbH p.110		
13.00	<b>fmx/talks</b> <b>Behind the Roar</b> Hans Rijpkema, Character Techno- logy Lead, Rhythm&Hues Studios p.44		<b>Recruiting Sessions</b> <b>Dreamworks Recruiting Session</b> Shelley Page, DreamWorks Animation p.161	<b>Realtime Film Festival</b> <b>How The Prophecy Came to Be</b> Gergely Szelei, Conspiracy p.203	<b>fmx/screenings</b> <b>animago Audience Award</b> p.187	<b>fmx/workshops</b> <b>Softimage</b> <b>Digital Acting with SOFTIMAGE®IFACE ROBOT™</b> James Rogers, Softimage p.125	<b>fmx/workshops</b> p.111 <b>Autodesk, Media &amp; Entertainment</b> <b>Tips &amp; Tricks : Speedmodelling in 3ds Max</b> Michael Langmayer, Autodesk, Media & Entertainment
14.00		<b>fmx/talks</b> <b>Animated Commercials: Ancient Animated Television Commercials</b> Marv Newland International Rocketship Limited p.54		<b>fmx/screenings</b> <b>Best of Scene.org Awards</b> Bent Starnes, Scene.org p.181	<b>fmx/workshops</b> <b>weltenbauer.</b> <b>Motion Capturing and Character Animation</b> Sam Berey, Animazoo Roland Reyer, Autodesk Robert Mayer, weltenbauer. p.129		
15.00	<b>fmx/talks</b> <b>"Wallace &amp; Gromit in The Curse of the Were- Rabbit"</b> David Sproston, Aardman Anima- tions p.45	<b>fmx/talks</b> <b>Animated Commercials: 3D Animation in Commercials</b> Andy Boyd, Framestore cfc p.54	<b>fmx/technologies</b> <b>New Developments on HDRI</b> Paul E. Debevec, University of Southern California, Institute for Creative Technologies p.89	<b>fmx/talks</b> <b>Mobile Entertainment: Mobile and Convergence</b> Hosted by Inga von Staden, Medienboard Berlin-Brandenburg, <b>It's a Wild, Wild World</b> Michael Rüger p.76	<b>fmx/workshops</b> <b>NVIDIA</b> <b>High-End GPU Rendering with Gelato</b> John Schlag, NVIDIA p.119	<b>fmx/screenings</b> <b>Filmakademie: TD Presentations</b> Institute of Animation p.179	
16.00	<b>fmx/talks</b> <b>CG Effects in "Wallace &amp; Gromit in The Curse of the Were-Rabbit"</b> Jason Wen, The Moving Picture Company p.45	<b>fmx/talks</b> <b>Animated Commercials: Baselworld 2006 - A Race Against the Clock</b> Guillaume Hellouin, TeamTo p.54	<b>fmx/technologies</b> <b>Building a CGI Production Pipeline</b> Rainer Söhnlein, BFC Berliner Film Compagnie Productions GmbH Ludwig von Reiche, mental images p.89	<b>fmx/talks</b> <b>Mobile Entertainment: 3D Mobile Games</b> Michael Schade, Fishlabs Entertainment GmbH p.77	<b>fmx/workshops</b> <b>PNY Technologies GmbH</b> <b>Optimize use of current graphics hardware</b> Stefan Hummel, PNY Technologies GmbH p.121	<b>fmx/screenings</b> <b>Filmakademie: Film Presentations</b> Institute of Animation p.179	
17.00	<b>fmx/essentials</b> <b>The Weta Experience: Bringing the Beast to Life</b> Matt Aitken, Weta Digital Ltd. p.31	<b>fmx/talks</b> <b>Animated Commercials: Things We Don't Know</b> Jakob Schuh, Studio Soi p.55	<b>fmx/technologies</b> <b>The CELL Microprocessor</b> Nicolas Mading, IBM Deutschland Entwicklung GmbH p.101	<b>fmx/talks</b> <b>Mobile Entertainment: Procedural Texture Generation</b> Dierk Ohlerich, Farbrausch/ the produkt p.76	<b>fmx/screenings</b> <b>15 Years Filmakademie</b> Retrospective 2 p.180		
18.00		<b>fmx/talks</b> <b>Animated Commercials: Frankenskippy Mockumentary</b> Lars Magnus Holmgren, Frankenskippy p.55	<b>fmx/talks</b> <b>What Makes Great Animated Films?</b> Terrence Masson, ACM Siggraph p.61	<b>fmx/talks</b> <b>Mobile Entertainment: UFA and Masters of Maya</b> Gerrit Peter Wahle, UFA Film & TV Produktion GmbH, Michael Rüger p.77	<b>fmx/workshops</b> <b>Digital image sequence restoration</b> Rainer Matthias Engel		
19.00	<b>fmx/screenings</b> <b>Pixar's "One Man Band"</b> Patrick James, Pixar Animation Studios	<b>fmx/talks</b> <b>Animated Commercials: Entertainment Marketing for King Kong</b> Phillip Schilling, DOB Entertainment p.55	<b>fmx/screenings</b> <b>animago Audience Award</b> p.187	<b>fmx/screenings</b> <b>Best of Realtime Film Festival</b>			
20.00	<b>Realtime Film Festival</b> <b>Realtime Awards Ceremony</b> Until 22:00 <b>Realtime Party</b> 22:30, Rocker 33 p.213						



# Schedule | Friday May 05

	König-Karl-Halle <i>fmX/Conferences, fmx/venues</i>	Eyth-Saal <i>fmx/conference</i>	Bertha-Benz-Saal <i>fmX/venues, fmx/conference</i>	Raum Karlsruhe <i>fmx/conference</i>	Raum Reutlingen <i>fmx/forum</i>	List-Saal:Galerie A <i>fmx/forum</i>	List-Saal:Galerie B <i>fmx/forum</i>
10.00	<b>fmx/screenings</b> <b>Shelley's Eye Candy</b> Shelley Page DreamWorks Animation	<b>fmx/screenings</b> <b>15 Years Filmakademie Retrospective 3</b>	<b>Recruiting Panel 3</b> animato GmbH, Centroid Animation, Greenpost, Fiftyeight 3D, Disney Feature Animation p.156		<b>fmx/screenings</b> <b>animago Audience Award</b> p.187		
11.00	<b>fmx/talks</b> <b>Invisible Effects</b> Kelly Part, Matthias Wittmann, Digital Domain p.46	<b>fmx/technologies</b> <b>Digital Cinema: Interlinking Postproduction</b> Bernd Hellholler, Niels Rinke Elektrofilm Postproduction Facilities GmbH p.57	<b>Recruiting Panel 4</b> Double Negative, Pictorian das werk, tvrt. Postproduction, LIGA_01, unexpected, Locomotion p.157	<b>fmx/technologies</b> <b>Visualisation: Welcome and Introduction</b> Klaus Haasis, MFG Baden-Württemberg Hans-Peter Meinzer, German Cancer Research Center p.95	<b>fmx/workshops</b> <b>MAXON Computer GmbH CINEMA 4D Release 9.5</b> David Samuel Drayton, MAXON Computer GmbH p.117	<b>fmx/workshops</b> <b>Dreamwalks GmbH Collaborative VFX with Autodesk Taxik</b> Fabio Ticca, Dreamwalks Solutions for Moving Pictures GmbH p.113	<b>fmx/workshops</b> <b>weltenbauer. Motion Capturing and Character Animation</b> Sam Berey, Animazoo Roland Reyer, Autodesk, Media & Entertainment Robert Mayer, weltenbauer. p.129
12.00	<b>fmx/talks</b> <b>Digital Noir</b> Ryan Tudhope, The Orphanage, Inc. p.47	<b>fmx/technologies</b> <b>Digital Cinema: Does Size Matter?</b> Wolf Basse, PICTORION das werk GmbH p.57	<b>Recruiting Sessions Resumes and Demo Reels</b> Pamela Thompson p.161	<b>fmx/technologies</b> <b>Visualisation: Interactive Flow Visualisation</b> Olaf Flebbe, Martin Schulz science + computing ag p.95	<b>fmx/workshops</b> <b>Softimage "ClipCharts" – The making of "Eddie Cool"</b> Christian Schiller, animato GmbH Oliver Stannius, animato GmbH p.125		
13.00	<b>fmx/talks</b> <b>CG Character Animation</b> Jeff Kleiser, Kleiser-Walczak Studios p.47	<b>fmx/talks</b> <b>Digital Cinema: Film restoration</b> Jean- Luc Desmond, France 3 p.57		<b>fmx/technologies</b> <b>Visualisation: Vamos</b> Ingo Boesnach, Jörg Moldenhauer Universität Karlsruhe p.96	<b>fmx/screenings</b> <b>15 Years Filmakademie Retrospective 3</b> p.181	<b>fmx/workshops</b> <b>Adobe Systems GmbH The new Adobe Production Studio Premium</b> Sven Brencher, Adobe Systems GmbH p.107	<b>fmx/workshops</b> <b>Autodesk, Media &amp; Entertainment Maya 7 and Motionbuilder 7.5</b> Roland Reyer, Nick Jovic, Autodesk, Media & Entertainment p.111
14.00	<b>fmx/essentials</b> <b>Virtual Humans Forum: Hosted by Christophe Hery, ILM Keynote- Understanding Facial Expressions</b> Paul Ekman, The Ekman Group p.33	<b>fmx/screenings</b> <b>SUPINFOCOM Students' Reel</b>			<b>fmx/workshops</b> <b>Quantel GmbH HD at ACHT Frankfurt</b> Christoph Zapletal, ACHT Frankfurt p.121		
15.00	<b>fmx/essentials</b> <b>Virtual Humans Forum: Facial Performance for "King Kong"</b> Mark Sagar, Weta Digital p.33	<b>fmx/talks</b> <b>Focus on Asia: Jilin College of the Arts</b> Xianghe Zhang	<b>fmx/technologies</b> <b>Delivering Rich-Media Experiences</b> Jim Guerard, Adobe Systems Inc. p.91	<b>fmx/technologies</b> <b>Visualisation: Industrial Production</b> Thomas Rühlmann Lumo Graphics GmbH p.96	<b>fmx/workshops</b> p.111 <b>Autodesk, Media &amp; Entertainment Music video Depeche Mode Precious- Compositing with Combustion</b> Holger Schaal, Effekt-Etage	<b>fmx/workshops</b> <b>more3D GmbH 3D-Stereo-Film Production: Live shooting &amp; Compositing</b> Jerome Hamacher, Virtual Experience p.119	<b>fmx/workshops</b> <b>Sony Deutschland GmbH HDV and XDCAM HD: The ideal start into the HD world</b> Claus Pfeifer, Sony Deutschland p.127
16.00	<b>fmx/essentials</b> <b>Virtual Humans Forum: Realistic Facial Reflectance</b> Paul E. Debevec, University of Southern California Institute for Creative Technologies p.35	<b>fmx/technologies</b> <b>Digital Cinema: VFX design of „Stay"</b> Kevin Tod Haug, MANIFXTO.ORG p.58	<b>fmx/technologies</b> <b>The Community of Digital Content Creation</b> Molly Connolly, Hewlett-Packard Company p.91	<b>fmx/technologies</b> <b>Visualisation: 3D-Plant Models</b> Boris Neubert Thomas Franken University of Konstanz p.97	<b>fmx/workshops</b> <b>Media, Sound &amp; Pictures HD PostPro</b> Gunnar H. Ohlenschläger, Media, Sound and Pictures p.117		
17.00	<b>fmx/essentials</b> <b>Virtual Humans Forum: Synthesizing Human Skin</b> Christophe Hery, Industrial Light and Magic	<b>fmx/technologies</b> <b>Digital Cinema: "Hui Buh" - Life Action But Fully Animated Main Actor</b> Michael Coldewey, Chris Stenner Hilmar Petersen, Trixter Productions p.59	<b>fmx/technologies</b> <b>Innovations Driving the Future of Entertainment</b> Georges Dolbier, IBM p.93	<b>fmx/technologies</b> <b>Visualisation: Archaeological remote sensing</b> Björn Menze, Simone Mühl, University of Heidelberg p.97	<b>fmx/screenings</b> <b>Best of Generation Flash</b>	<b>fmx/workshops</b> <b>SAE Institute / QANTM Student success stories</b> Christian Mösbauer, SAE Institute / QANTM p.123	
18.00	<b>fmx/essentials</b> <b>Virtual Humans Forum: Universal Capture and Realistic Faces</b> George Borshukov, Electronic Arts p.35	<b>fmx/technologies</b> <b>Digital Cinema: Visual Effects for "Oliver Twist"</b> Manfred Büttner, TVT Postproduction GmbH p.59	<b>fmx/screenings</b> <b>15 Years Filmakademie Retrospective 3</b>		<b>fmx/workshops</b> <b>Adobe Systems GmbH Rich Media Experiences for Broadcast, Web and Mobile</b> Greg Lewis, Adobe Systems GmbH p.109		
19.00		<b>fmx/technologies</b> <b>Digital Cinema: "Klang der Ewigkeit" - Music and Sound in CGI</b> Bastian Clevé, B & C Filmproduktion Martin Kuhnert, Artus Postproduktion p.59	<b>fmx/technologies</b> <b>The "Artificial Actors" Project</b> Volker Helzlsouer, Institute of Animation p.93		<b>fmx/workshops</b> <b>Kinomatik GBR, Wurster, Killenberger, Ratsch: MOVIEtube, the 35mm Camerasystem</b> Frank Wurster, Dietmar Ratsch, Kinomatik GBR		
20.00	<b>animago: Award 2006 Award Ceremony and animago Party 22:00</b> Mia-Seeger-Saal p.186						



# Schedule | Saturday May 06

	König-Karl-Halle fmx/conference	Eyth-Saal fmx/conference	Bertha-Benz-Saal fmx/talks, fmx/conference	Raum Karlsruhe fmx/conference	Raum Reutlingen fmx/forum	List-Saal:Galerie A fmx/forum	List-Saal:Galerie B fmx/forum
10.00	<b>fmx/screenings</b> <b>Dan Sarto's Choice</b> Dan Sarto, Animation World Network	<b>fmx/screenings</b> <b>15 Years Filmakademie Reception</b> p.181	<b>Recruiting Panel 5</b> YAGER Development, ACONY Games, Related Designs, Phenomic, EA Electronic Arts p.158		<b>fmx/screenings</b> <b>animago AWARD Winner</b> p.187		
11.00	<b>fmx/essentials</b> <b>Keynote - Movies and Videogames</b> Jordan Mechner Hosted by Joseph Olin, Academy of Interactive Arts & Sciences p.49	<b>fmx/screenings</b> <b>Premiere: 15 Years Filmakademie: New Films</b> p.181	<b>Recruiting Panel 6</b> Elektrofilm Postproduction Facilities, Pixion +, Pixomondo Images, Optix Digital Pictures p.159	<b>fmx/talks</b> <b>Digital Cinema: Digital Advantages for Production Design</b> Benjamin Kniebe p.79	<b>fmx/workshops</b> <b>Autodesk, Media &amp; Entertainment Postproduction for commercials (Maya)</b> Andreas Fuss, Südlicht p.111	<b>fmx/workshops</b> <b>Adobe Systems GmbH Rich Media Experiences for Broadcast, Web and Mobile</b> Greg Rewis Adobe Systems GmbH p.109	<b>fmx/workshops</b> <b>Autodesk, Media &amp; Entertainment Maya 7 and Motionbuilder 7.5</b> Roland Reyer, Nick Jovic, Autodesk, Media & Entertainment p.111
12.00	<b>fmx/talks</b> <b>Address</b> by Joseph Olin, Academy of Interactive Arts & Sciences <b>Next Gen Facial Animation Pipeline</b> Christoph Biehn, Sony Playstation p.50		<b>Recruiting Sessions</b> p.163 <b>Self-marketing</b> Dan Sarto, Animation World Network, D.Rivera-Erster, Disney Animation, S.Page, DreamWorks, P. Thompson, S.Liebich, Phenomic, T.Osterhold, fiftyeight 3D	<b>fmx/talks</b> <b>Digital Cinema: There and back again - New Adventures in Visual Effects</b> Alex Lemke p.79	<b>fmx/workshops</b> <b>weltenbauer. Game Development with Vtools Dev</b> Roland Wagner, bogengang Dominique Boutin, bogengang Robert Mayer, weltenbauer p.129		
13.00	<b>fmx/talks</b> <b>Creating a Digital Performance</b> Eric Armstrong, Electronic Arts p.50	<b>fmx/talks</b> <b>Focus on Asia: Nanyang University</b> Hannes Rall, Isaac Kerlow, Nanyang Technological University p.63	<b>fmx/screenings</b> <b>animago Award Winner</b> p.187	<b>fmx/talks</b> <b>Digital Cinema: Digital Photography in the Cinema</b> Daniel Gottschalk, Stefan Epmeier p.79	<b>fmx/workshops</b> <b>Adobe Systems GmbH Better Video experience on the web with the Flash platform</b> Greg Rewis Adobe Systems GmbH p.107	<b>fmx/workshops</b> <b>Softimage XSI Voodoo</b> Nikki Bridgman Softimage p.125	<b>fmx/workshops</b> <b>MAXON Computer GmbH CINEMA 4D Release 9.5</b> David Samuel Drayton, MAXON Computer GmbH p.117
14.00	<b>fmx/talks</b> <b>The Emotional Divide</b> Lee Sheldon, The Adventure Company/DreamCatcher Interactive p.51	<b>fmx/talks</b> <b>Focus on Asia: Animated commercials in China</b> James Huang, Daysview p.63	<b>fmx/talks</b> <b>Previz and Digital Effects</b> Frank Malmin, Def 2 Shoot p.71		<b>fmx/screenings</b> <b>Making of "ITFS Trailer"</b> Institute of Animation, Filmakademie Baden-Wuerttemberg p.179		
15.00	<b>fmx/talks</b> <b>Convergence of Film and Games</b> Scott Brew, LucasArts p.51	<b>fmx/talks</b> <b>Focus on Asia: Sarvagami</b> K.M. Ranjith Chandrashekar, Animation Today p.64	<b>fmx/talks</b> <b>Visual Effects 2.0 – The New World of Filmmaking</b> Scott Coulter, Worldwide FX p.71	<b>fmx/talks</b> <b>Using Flash for TV series</b> Nicolas Trout, 2 minutes p.81	<b>fmx/screenings</b> <b>15 Years Filmakademie: New Films</b> p.181	<b>fmx/workshops</b> <b>PNY Technologies GmbH Optimize use of current graphics hardware</b> Stefan Hummel, PNY Technologies GmbH p.121	<b>fmx/workshops</b> <b>GAMES ACADEMY GMBH How to get in the Games Industry?!</b> Thomas Długaiczky, GAMES ACADEMY GMBH p.113
16.00	<b>fmx/essentials</b> <b>The Sony Imageworks Special: Overview of the Company</b> Jenny Fulle, Sony Pictures Imageworks p.36	<b>fmx/talks</b> <b>Focus on Asia: Creating Intellectual Property in India</b> Kireet Khurana, ZNZ Animation CO., Climb Media PVT. LTD p.64	<b>fmx/talks</b> <b>Making of "Die Sturmflut" for RTL</b> Alexander Kiesel, Steffen HÄcker, Björn Mayer, unexpected gmbh p.73	<b>fmx/talks</b> <b>Making of "Urmel aus dem Eis"</b> Haggi Flöser-Krey, Ambient Entertainment p.181	<b>fmx/workshops</b> <b>3D live action without glasses</b> Volker Hahn, Benjamin Klapper, Kristof Köhler, Marcus Zaiser, Octoscope		
17.00	<b>fmx/essentials</b> <b>The Sony Imageworks Special: VFX for "Monster House"</b> Troy Saliba, Sony Pictures Imageworks p.37	<b>fmx/talks</b> <b>Focus on Asia: VFX in India</b> Yugandhar Tammarreddy, Pixelloid p.65	<b>fmx/talks</b> <b>VFX for "Die Luftbrücke" and developing a "Tornado"</b> Sven Martin, Elektrofilm Juri Stanossec, Elektrofilm p.73	<b>fmx/talks</b> <b>Making of...</b> Isaac Kerlow			<b>fmx/workshops</b> <b>GAMES ACADEMY GmbH Fragfist - "Making Of" the Student project "Fragfist"</b> n.n., GAMES ACADEMY GmbH p.113
18.00	<b>fmx/essentials</b> <b>The Sony Imageworks Special: The Art of "Open Season"</b> Doug Ikeler, Sony Pictures Imageworks p.37	<b>fmx/talks</b> <b>Focus on Asia: VFX and Animation in India</b> Vinod P. Vijay, Pixion + Amit Gupta, Pixion + p.65	<b>fmx/talks</b> <b>Pixomondo: Company - Projects - Visions</b> Thilo Kuther, Pixomondo Studios GmbH & Co. KG p.73				
19.00							
20.00							



