

# V THE FESTIVAL X2018

GAMES, ANIMATION,  
VFX AND MORE

AM

PM

DAY 1 — TUES 6 FEB

Schools and Colleges day, invitation only

## SCREEN 1

- MPC, Sam Hiscock - The Water Effects of Pirates of the Caribbean: Dead Men Tell No Tales
- The Mill - Heathrow Commercial 'It's a wonderful flight'

## SCREEN 2

- FreeJam and Climax Games, Phil Davidson, 10 Game Dev Things you should Probably Know
- Rhys Salcombe CG Supervisor at DNEG

## MAIN SPACE

- Workshop

## SCREEN 1

- Framestore Presents - Paddington 2

## SCREEN 2

- Creative Assembly 'Introduction to blowing stuff up in games' David Rolfe, VFX Artist

## MAIN SPACE

- Workshop

DAY 2 — WEDS 7 FEB

## SCREEN 1

- Blue Zoo The Making Of Mamoon, Co-founder Tom Box, Director Ben Steer
- From comic book to big screen: how the team at DNegTV brought Marvel's Lockjaw, the 200lb teleporting dog, to life.

## SCREEN 2

- MILK - Doctor Who Series 10 and Christmas special
- Panel: Careers and Recruitment

## SCREEN 3

- MPC - Making the VFX festival 2018

## MAIN SPACE

- Workshop

## SCREEN 1

- Jellyfish Pictures, Denis Jose Francois - Exploring the animation pipeline for Beano Studios/ CBBC's Dennis & Gnasher: Unleashed! with Jellyfish Animation
- Framestore presents Thor: Ragnarok Alexis Wajsbrot

## SCREEN 2

- Panel: Careers and Recruitment
- Territory Studio Brave New Worlds: Designing Tech Interfaces for cyborgs, replicants and megalomaniacs
- Climax Games AR/VR: Designing Reality
- Media Molecule: Performance Art: Digital Sculpture in Dreams

## SCREEN 3

- Side FX - Elements of VFX - Fire
- Side FX - Intro to Houdini FX

## MAIN SPACE

- Workshop - The Business of Creativity

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DAY 3 — THURS 8 FEB

AM

PM

## SCREEN 1

- MPC presents the making-of Rupert Sanders' Ghost in the Shell, Toby Dye's Phobos, and stunning CG creatures for Volkswagen and EDEKA

## SCREEN 2

- Aaron Hartline, Animator at PIXAR Animation Studios - Turning On Your Light Switch - Finding creative solutions for your animated shot
- Panel: How Is Technology Changing The Industry?

## SCREEN 3

- Media Molecule Recruitment Talk
- Jellyfish Pictures Recruitment Talk

## MAIN SPACE

- Creative Assembly - The secrets behind great FX in games - David Rolfe

## SCREEN 1

- The Mill - John Lewis Moz the Monster
- Double Negative, Rhys Salcombe - The Visual Effects of Blade Runner 2049
- ILM London, Ben Morris - The VFX of Star Wars: The Last Jedi

## SCREEN 2

- PANEL: How Is Technology Changing The Industry?
- REWIND - From VFX to VR - Ghost In The Shell VR
- Fire without Smoke - Walkers, Plumbers and Epic Battles" at Fire Without Smoke
- Creative Assembly – Mohrag Taylor and Steph Anderson on 'Magic for Massive Battles in TW: Warhammer II'

## SCREEN 3

- ILM Recruitment Talk

## MAIN SPACE

- Panel: Unlocking Creativity