



BFX Festival 2026 Programme

Masterclasses | Film Festival | Invited Speaker Series | Screenings | Socials

1-5 June 2026

Bournemouth University | Poole Lighthouse | PATCH Bournemouth

Full programme available here: www.bfxfestival.com

BFX FESTIVAL 2026

A week of masterclasses, screenings, and industry insights across Animation/Games/VFX



Mon 1 June

Masterclasses: Houdini Day

- Houdini Zero→Hero (full day)
- Grooming, Creature FX, Shader Writing
- Games Pipeline
- Evening Screening and Panel (PATCH)

Tue 2 June

Masterclasses: Skills & Production

- Texturing with Mari
- Animating Different Styles
- Creature Modelling for Production
- Fast sculpting competition

Wed 3 June

Masterclasses + Film Festival

- Concept Art & AI tools masterclasses
- Film Festival screenings
- “Arco” feature screening & awards
- Game Jam Awards (PATCH)

Thu 4 June

Speaker Series: Animation

- Keynotes & talks (KG01)
- Panels & screenings (Marconi)
- Specialist sessions (KG03)
- Portfolio reviews & pitching (K101)

Fri 5 June

Speaker Series: VFX and Games

- VFX & careers talks (KG01)
- AI, virtual production & careers panels (Marconi)
- Games (KG03)
- Portfolio reviews (K101)

MONDAY 1 JUNE

Masterclasses: Houdini Day



Poole Gateway Building PG-307

10:00am - 1:00pm | Masterclass

Grooming Techniques in Houdini

Gabriela Ruch Salmeron | Head of Grooming and Creature FX, Framestore

2:00pm - 5:00pm | Masterclass

Houdini Creature-FX

Abe Coyne, R&D Technical Director | REALTIME UK

Poole Gateway Building PG-106

10:00am - 1:00pm | Masterclass

Houdini from Zero to Hero!

Phil Spicer, Senior Lecturer | NCCA

Poole Gateway Building PG-306

10:00am - 1:00pm | Masterclass

Shader writing with Solaris and Arnold

Tom Minor, Senior Software Developer, Arnold for Houdini | Autodesk

2:00pm - 5:00pm | Masterclass

Houdini Copernicus Operations

Moeen Sayed, SideFX Houdini Educator | Co-Founder of Nine Between

Poole Gateway Building PG-303

2:00pm - 5:00pm | Masterclass

Creating and optimising a destructible building pipeline for Games.

Aoife Glover | Principal Technical Artist at Creative Assembly

PATCH Bournemouth

7:00pm - 9:30pm | Screening Real-time Horror and Uncanny

Dario Splendido, Chris Harrison, Sian Warren, Lily Larsimont, Thomas Saville, Radi Nikolov

TUESDAY 2 JUNE

Masterclasses: Skills & Production



Poole Gateway Building PG-106

10:00am - 5:00pm | Masterclass

**“Snails From Space”
Texturing a VFX asset
using production proven
techniques.**

Peter Aversten, Build technical
Supervisor | DNEG & Meshmen Studio
Founder

Poole Gateway Building PG-307

10:00am - 5:00pm | Masterclass

Animating different styles

Arran Baker, Lead Animator | DNEG
Animation | Mentor

Poole Gateway Building PG-302

10:00am - 1:00pm | Masterclass

**Creature Modelling for
Production**

Sian Warren | Freelance Senior
Creature/Character Modeler

1:30pm - 2:30pm | Other

**Fast Sculpting
Competition**

WEDNESDAY 3 JUNE

Masterclasses + Film Festival



Poole Gateway Building PG-302

10:00am - 5:00pm | Masterclass

**Creating the World of
Game of Thrones:
Environment Concept Art.**

Kieran Belshaw | Concept Artist

Poole Gateway Building PG-106

10:00am - 1:00pm | Masterclass

**An Introduction to Comfy
UI.**

Tristan Ashley | BU Student, SUBU
Animation Society Committee Member

PATCH Bournemouth

7:00pm - 9:30pm | Social

Gaming event

BFX game jam awards ceremony &
gaming night

Lighthouse Poole

1:00pm - 3:00pm | Screening

BFX Film Festival

**4:00pm - 6:00pm | Screening
Feature Film Screening
(Arco) and Festival
Awards (Cert – PG)**

THURSDAY 4 JUNE

Speaker Series: Animation



Kimmeridge House, KG01

10:00am - 10:15am | Welcome Talk

10:15am - 11:15am | Keynote Talk

Blue Zoo Animation 25 Year Legacy (Tom Box | Blue Zoo Animation Studio)

11:15am - 12:15pm | Talk

From Idea to Screen: The Stan & Gran Journey (Jon Mason, Simone Giampaolo)

12:15pm - 1:15pm | Talk

Cat in the Hat: Reimagining a Classic (Jean-Francois Leroux | DNEG Animation)

2:00pm - 3:00pm | Keynote Talk

Producing KPOP Demon Hunters (Jacky Priddle | Sony Pictures Imageworks)

3:00pm - 4:00pm | Talk

Netflix's animated short "400 Boys" (Lucie Friar, Idris Honor | Passion Pictures)

4:00pm - 5:00pm | Careers Talk

Careers (Unfiltered): Advice on navigating the industry. (Brenda Ximena Roldan Romero and Ethan Francis)

Kimmeridge House, Marconi LT

MASTERCLASS | BEGINNER

11:15am - 12:15pm | Panel

AWUK – Navigating Uncertainty with Confidence. (Debra Coleman, Harriet Gillian, Kat Sykes, Jane Paton, Eden Hawkes)

12:15pm - 1:15pm | Panel

Indie Animation in the UK (Baz Sells, Harriet Gillian, Tom Box)

3:00pm - 4:00pm | Talk

Experiencing the First Year as a VFX & Animation Commercial Company

(Charlotte Foster, Bhavya Sareen, Karstin Næs Hoydal, Ben Bayliss, Anthony Hampshire)

4:00pm - 5:00pm | Screening

Eye Candy Show

(Curated by Shelley Page | Locksmith Animation)

6:00pm - 8:00pm | Screening

K-Pop Demon Hunters Sing-A-Long

Kimmeridge House, KG03

12:15pm - 1:15pm | Talk

Environments Building Cognitive Support (Sam Swidzinski | Schologists)

3:00pm - 4:00pm | Panel

Coaching Panel – The Art of Pitching (Natalie Adams, Simone Giampaolo, Jon Mason)

4:00pm - 5:00pm | Panel

Supporting the Creative Sector and Computer Animation in BCP and the South West

Kimmeridge House, K101

11:15pm - 12:15pm | Other

Portfolio Reviews: Sony Pictures Imageworks

12:15pm - 13:15pm | Interactive

Speed Pitching One-to-one feedback

FRIDAY 5 JUNE

Speaker Series: VFX and Games



Kimmeridge House, KG01

10:00am - 11:00am | Keynote Talk

The Evolution of Framestore's Academy Award-Winning Rendering Tech

(Josh Bainbridge, Nathan Walster)

11:00am - 12:00pm | Talk

Chrysalis: A Tale of Working with Unruly Agents (Andy Lomas)

12:00pm - 1:00pm | Panel

From Access to Opportunity: Mentoring, Skills & Breaking Into VFX Today (Simon Devereux, Phil Attfield, Androula Theocharous, Jacob Percival, Max Dennison)

2:00pm - 3:00pm | Talk

From Digital Twin to Final Frame: The Lost Bus Previs Pipeline (Rick Leary | beloFX)

3:00pm - 4:00pm | Talk

Into the Smoke: Building Atmosphere for The Lost Bus (Max Dennison | Cinesite)

4:00pm - 5:00pm | Talk

Why working in Commercials is bad as* (Matt Fletcher | ETC)

Kimmeridge House, Marconi LT

MASTERCLASS | BEGINNER

11:00am - 12:00pm | Talk

Crafting Prehistoric Planet: Ice Age (Edward Ferrysienanda | Framestore)

2:00pm - 3:00pm | Talk

Building Elizabethan London: The VFX of Hamnet (Will Foulser | One of Us)

3:00pm - 4:00pm | Panel

AI for Indie Film/Animation Production (Jintao Sun, Yuqing Liu, Jacob Adler, Reza Yousefzadeh, Paula Callus)

Kimmeridge House, K101

3:00pm - 4:00pm | Other

Portfolio Reviews: ETC

4:00pm - 5:00pm | Other

Portfolio Reviews: CG101

Kimmeridge House, KG03

11:00am - 12:00pm | Talk

AI and games (Mark Flanagan | Educator)

12:00pm - 1:00pm | Talk

Playing Cards for Yards – Touchdown Poker (Mike Hawkyard | Ace High Sports)

2:00pm - 3:00pm | Panel

Virtual Production & Realtime for VFX (Aneta Postek, Melbourne Garber, Florian Gallier)

3:00pm - 4:00pm | Talk

The realities of coding in Games (Howard van Waard)

4:00pm - 5:00pm | Talk

An introduction to the multifaceted world of real-time VFX

(John Behrens | Electric Square)

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