

BFX Core programme information

The unique three day BFX Core programme is aimed at students, professionals and hobbyists, and is your chance to see world class studio presentations, take part in artist masterclasses and launch your career or find your next move at our dedicated Recruitment day.

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Wednesday 3 October

Time	Venue	Event type	£	Event
09:00 - 09:30	Tregonwell Hall Foyer	Registration		BFX Registration
09:30 - 10:30	Tregonwell Hall Main Stage	Speaker		KEYNOTE: BBC Arts Editor Will Gompertz followed by Musion 3D Think Like an Artist by BBC Arts editor Will Gompertz. Followed by Ian O'Connell of Musion on their unique delivery!
10:45 - 11:45	Tregonwell Hall Main Stage	Speaker		Avengers: Infinity War with Charlotte Tyson & Alan Clappison from FRAMESTORE Framestore artists talk through their extensive work recreating environments in CG for Marvel Studios' Avengers: Infinity War
10:45 - 11:30	Purbeck Lounge	Speaker		Creative Assembly Magic for Massive Battles in Total War: WARHAMMER II
11:35 - 12:25	Purbeck Lounge	Speaker		Sumo Digital Senior animator Tony Jackson will delve into the animation pipelines and workflows of Sumo Digital's Project NOVA
12:00 - 13:00	Tregonwell Hall Main Stage	Speaker		Anatomical rigging for feature film, James Hood of MPC An in-depth look into building a skeletal, muscle and skin rigging workflow for VFX. With examples from The Jungle Book and The Dark Tower.
12:30 - 13:15	Purbeck Lounge	Speaker		RARE - The Tech Art of Sea of Thieves with Valentine Kozin A selection of visual techniques and tools developed in the production Sea of Thieves and driving principles behind cutting edge effects

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Wednesday 3 October (continued)

Time	Venue	Event type	£	Event
13:00 - 14:00	Bourne Lounge	Lunch		Lunch break MEAL DEAL £7 inc drink and choice of Taco Sabrosa: Pork carnitas in flour tortilla or Life of Pho: Rice noodles in broth with tofu (V)
14:00 - 14:45	Tregonwell Hall Main Stage	Speaker		Axis Animation Early Man Visual Effects with Howard Jones Early Man had a large VFX component. In his talk Howard will go through the creation of stadium and it's 20,000 crowd.
14:00 - 15:00	Purbeck Lounge	Speaker		FRONTIER DEVELOPMENTS Creating the Crowd System for Planet Coaster How Frontier used flow fields to simulate the crowd and built our animation system to support the large scale of Planet Coaster
14:00 - 17:15	Bay View Suite 1	Masterclass	£	MPC Production tips for Crowds in Houdini with Mikael Pettersén Mikael will present crowd workflows and tips on how to set up crowd scenes in a production friendly way. Check with registration for spaces
14:00 - 15:30	Bay View Suite 2	Masterclass	£	Theoretical context and tricks of the underwater world SOUND DESIGN with Ben Cozens 18+ Design theory re: sonic projects and insight to techniques of underwater sounds of the Blues Crab. Check with registration for spaces.
14:50 - 15:55	Tregonwell Hall Main Stage	Speaker		ILM The VFX of Solo – creating the train heist with Julian Foddy The talk will cover how ILM approached staging a western style train heist sequence in an almost fully digital mountain environment.
15:15 - 16:15	Purbeck Lounge	Speaker		PLAYGROUND GAMES Dream Machines: Making the Most Desirable Cars for Forza Horizon 4 This talk from Yibo Liu, Senior Technical Artist, will uncover the many facets making the high-quality vehicles for a AAA racing game.
15:45 - 16:45	Bay View Suite 2	Panel Discussion	£	Keyframes for Success with Animated Women UK Animated Women UK presents a panel celebrating the women who have succeeded in the animation business. Check with registration for spaces.
16:00 - 16:45	Tregonwell Hall Main Stage	Speaker		CINESITE: Q-Ship battle, from killing Maw to the Avengers and Guardians encounter Helen Newby and Andy Kinnear will talk about the challenges involved in creating a major sequence for Marvel's Avengers: Infinity War.
16:30 - 17:15	Purbeck Lounge	Speaker		VFX in Games - a panel discussion hosted by 3D Artist The increasing role of visual effects technology & artistry within the games industry.
16:45 - 17:45	Tregonwell Hall Main Stage	Speaker		Shelley Page – The Eye Candy Show A series of special screenings representing some of the brightest young talents emerging on the international animation scene as well as award-winning work from renowned independent studios around the world.
18:30 - 21:30	Tregonwell Hall Main Stage	Film screening	£	A screening of SOLO: A Star Wars Story with Q&A A screening of SOLO: A Star Wars Story, preceded by a Q&A with Julian Foddy, the 2nd Unit VFX Supervisor on the film.

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Thursday 4 October

Time	Venue	Event type	£	Event
09:00 - 09:30	Tregonwell Hall Foyer	Registration		BFX Registration
09:30 - 10:30	Tregonwell Hall Main Stage	Speaker		Double Negative: Creative lighting on Avengers: Infinity War Lighting Supervisor Malcolm Neailey shares insight about the lighting work on Avengers: Infinity War at DNEG.
09:30 - 12:45	Bay View Suite 1	Masterclass	£	Electronic Arts @ Criterion Games presents Creating Visceral Game Experiences Max Boughen leads this workshop Creating Visceral Game Experiences, Designed for Fun and Looking Great. Check with registration for spaces.
10:45 - 11:45	Tregonwell Hall Main Stage	Speaker		Fox Searchlight: Tim Ledbury on Isle of Dogs An overview of the processes from design to post production of Isle of Dogs, Wes Anderson's highly detailed stop-motion feature animation.
12:00 - 13:00	Tregonwell Hall Main Stage	Speaker		Blue Zoo An exclusive look at Blue Zoo's latest animated short and how a real-time pipeline has aided the storytelling process and animation pipeline.
13:00 - 14:00	Bourne Lounge	Break		Lunch MEAL DEAL £7 inc drink & choice of This Little Piggy: Texan pulled pork in a bun OR Patty and the Baker: Lemongrass & edamame bean burger(V).
14:00 - 14:55	Tregonwell Hall Main Stage	Speaker		The Blues Crab with Ari Rubenstein Premiere of short film 'The Blues Crab', continues with a behind the scenes look at the short film's production, followed by a Q&A.
14:00 - 16:45	Bay View Suite 1	Masterclass	£	AnimDojo with Bader Badruddin After learning the AnimDojo method of animating you will help shape the animation by suggesting poses. Check with registration for spaces.
14:00 - 17:15	Bay View Suite 2	Masterclass	£	Designing a Creature with Flipped Normals Henning and Morten will be showing how to design a creature with a focus on Design Principles. Check with registration for spaces.
15:00 - 15:45	Tregonwell Hall Main Stage	Speaker		"Let's Talk About Your Animation Career" with Ed Hooks Ed Hooks will help you sort out where you are going career-wise in 2018 and how you might best get there.
16:00 - 16:45	Tregonwell Hall Main Stage	Speaker		EPIC GAMES: Ben Lumsden Uses of game-engine technology in film, TV and new media.
16:50 - 17:40	Tregonwell Hall Main Stage	Speaker		Walt Disney Animation Studios: the Art of Layout Juan Hernandez, Layout Artist, will share how choices in scene staging and camera animation enhance a story's arc.
18:30 - 21:45	Bay View Suite 2	Masterclass	£	Paul Wells presents The Seven Deadly Sins of Animation Screenwriting... Re-visited An overview of the 7 main errors and mistakes that recur in the writing and devising of animated films. Check with registration for spaces.
19:30 - 21:00	Tregonwell Hall Main Stage	Awards		BFX COMPETITION AWARDS sponsored by Kingston Smith Announcing the winners of the BFX Competition 2018 and a screening of all short films.

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Friday 5 October

Time	Venue	Event type	£	Event
09:00 - 09:30	Tregonwell Hall Foyer	Registration		BFX Registration
9:30 - 13:00	Purbeck Lounge	Fair		BFX Recruitment Day Fair 3rd Year, MA & Graduate session Meet the recruiters from top studios at the Recruitment Day Fair. 9.30am-1pm for Undergraduate 3rd years, MA's and graduates only.
09:30 - 13:00 14:00 - 17:00	Tregonwell Seminar Suite 1	Speakers		BFX Recruitment Day Talks 20mins presentations from HR departments of top studios. Limited seating. First come basis.
09:30 - 17:30	Bay View Suite 2	Drop in		Centre for Digital Entertainment Showcase Pop in and meet with the CDE students and experience some of their interactive research.
11:15 - 12:45	Bay View Suite 2	Masterclass	£	The Blues Crab – V-Ray for Nuke pipeline with Ari Rubenstein Learn how Ari created the first short film rendered exclusively inside compositing application using the production renderer Vray for Nuke.
14:00 - 17:00	Purbeck Lounge	Fair		BFX Recruitment Day Fair Meet the recruiters from top studios at the Recruitment Day. Open to all.

Saturday 6 October

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		BFX Registration
09:30 - 17:15	Bay View Suite 1	Masterclass	£	Scott Eaton presents Essential Anatomy for Artists An intensive workshop covering the critical anatomy that every character artist needs in the animation, VFX and game industries.
10:00 - 16:00	Bay View Suite 2	Masterclass	£	Ed Hooks – Acting for Animators Part 1 Acting for Animators is an acting class designed especially for animators. Day #1: The basics and essential theories of acting.

Sunday 7 October

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		BFX Registration
09:30 - 13:45	Bay View Suite 1	Masterclass	£	Intuitive Digital workflow with Lois Van Baarle Technical tips on sketching digitally, choosing colours, rendering & digital painting and theory & philosophy of successful image generation
10:00 - 16:00	Bay View Suite 2	Masterclass	£	Ed Hooks – Acting for Animators Part 2 Day 2: Review of the basics & complete acting analysis of a well-known animated feature film, either 'Grave of the Fireflies' or 'Coco'.
14:00 - 17:15	Bay View Suite 1	Masterclass	£	Izzy Burton – Bringing Environment Artwork to Life How the things you learn studying the real world can help bring to life illustrative or stylised concepts & shots in artistic short films

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