[BFX]
Bournemouth University

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BFX Festival programme information

The unique four day BFX Festival programme is aimed at students, professionals and hobbyists, and is your chance to see world class studio presentations, learn new skills and launch your career or find your next move at our dedicated Recruitment day.

Tuesday 1 October VFX

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		**BFX Registration**
10:00 - 10:45	Tregonwell Hall Main Stage	Speaker		**KEYNOTE: DNEG - Paul Franklin** Paul Franklin's recent work includes credits as the Visual Effects Consultant on Blade Runner 2049 and First Man, both of which earned two Oscars for DNEG.
10:55 - 11:40	Tregonwell Hall Main Stage	Speaker		**ILM - Spider-Man - Far From Home: ILM's Suits, Webs and the BIG Apple** Julian Foddy will talk about the ILM work on Spiderman – digital suits, complex web effects challenges and creating a fully CG New York City for the final swinging sequence.
11:50 - 12:35	Tregonwell Hall Main Stage	Speaker		**Black Mirror: Mastering Character Performance and Animation for High-End TV** Using the Black Mirror episode – 'Rachel, Jack and Ashley Too' as reference, Head of VFX Andy Morley and Head of 3D Maurizio Giglioli, will discuss the unique aspects of animating a CG doll for live action and why everything isn't always as it seems.
12:45 - 13:30	Tregonwell Hall Main Stage	Speaker		**Framestore - Next Gen Rides** CG Supervisor, Amanda Johnstone-Batt, will discuss how the future of theme parks will leverage real-time technology to let the guests drive the narrative of their experience.
13:30 - 14:30		Lunch	£	**Lunch Break**
14:30 - 15:15	Tregonwell Hall Main Stage	Speaker		**Framestore - Spider-Man: Far From Home** Lead FX TD on the film, Igor Jovanovic, will discuss the challenges for his team working on the dazzling 'Illusion Battle' sequence.
15:25 - 16:10	Tregonwell Hall Main Stage	Speaker		**Jellyfish Pictures - Exploring the Visual Development and VFX of Captive State** Prepare to be whisked into the dystopian world of Captive State with Jellyfish's Head of 3D, Dave Cook, who will discuss the challenges in bringing beautifully complex pieces of concept art into a living, breathing extra-terrestrial for the big screen.
16:20 - 17:00	Tregonwell Hall Main Stage	Speaker		**MPC - The Lion King: MPC's Character Development** Cross Show Groom Lead, Gabriel Arnold, will discuss the process of bringing 86 species of animals to life for the Lion King and the technology implemented to achieve this.
18:00 - 21:45	Tregonwell Hall Main Stage	Speaker		**Avengers: Endgame - Film Screening** Before our film screening of Avengers: Endgame, Framestore's Mikhail Gubkin, will provide an introductory talk followed by a Q&A.

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Wednesday 2 October TV/Commercials/Science

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		**BFX Registration**
10:00 - 10:45	Tregonwell Hall Main Stage	Speaker		**Glassworks VFX - Black Mirror 'Bandersnatch'** Director of Composting, Duncan Malcolm, will explain the creative VFX process undertaken on black mirrors Emmy Award winning Bandersnatch.
11:00 - 11:45	Tregonwell Hall Main Stage	Speaker		**RealtimeUK - Crafting Believable Characters – Game of Thrones: Winter is Coming** Art Director, Stuart Bayley, takes you from concept to comp for RealtimeUK's latest hit trailer Game of Thrones: Winter is Coming.
12:00 - 12:45	Tregonwell Hall Main Stage	Speaker		**White Rabbit (Collective) - Presentation and Making of Black Shore – a short film** Award-winning VFX Supervisors and Directors, Jon Park & Grant White, will present and screen Black Shore, talk about their experience as first time film makers followed by a Q&A.
13:00 - 14:00		Lunch	£	**Lunch Break**
14:00 - 14:45	Tregonwell Hall Main Stage	Speaker		**Saddington Baynes - A Guide to R&D and Creative Development** Executive Creative Director, James Digby Jones, takes you through best practice for R&D, team management, previs, shoot setup and pipeline development.
15:00 - 16:00	Bay View 2	Discussion Panel	£	**Keyframes for Success with Animated Women UK** Not to be missed, Animated Women UK brings you Keyframes for Success, a panel celebrating the women who have succeeded in the animation and VFX businesses.
15:00 - 15:45	Tregonwell Hall Main Stage	Speaker		**Blink Ink - People Making Things: Captivating Audiences through the Magic of Craft** Blink Ink Founder, Bart Yates, will consider how hands-on, craft-focused methods, used in the creative and production process and elevated by technology, add richness to any story across all mediums.
16:00 - 16:45	Tregonwell Hall Main Stage	Speaker		**Funko Animation - What We Do at Funko Animation Studios** Director, Charlie Miller, will provide an introductory talk about the creation work-flow, making processes, and pipeline at Funko Animation Studios.
18:00 - 20:30	Tregonwell Hall Main Stage	Film Screening		**Spider Man Into the Spider Verse - Film Screening** Film screening followed by a Q&A

Wednesday 2 October Games

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		**BFX Registration**
10:00 - 10:45	Purbeck Lounge	Speaker		**Creative Assembly (Sega) - Bilateral Careers in VFX and Games** Principal Technical Animator, Simon Payne, will provide an insight into his own dual career in the VFX and Games industries and discuss the professionals future - tech, workflow and expectations.
11:00 - 11:45	Purbeck Lounge	Speaker		**Media Molecule - The Timeless of Dreams** Art Director, Kareem Ettouney, explores how timeless mediums inform the creation of Dreams innovative toolset and how the Mm team creates a platform to support artists.
12:00 - 12:45	Purbeck Lounge	Speaker		**Electronic Arts Criterion - The Creative and Technical Challenges of Battlefield V:Firestorm** Art Director, Christian Bense, will talk through some of the creative and technical challenges that the art and level design teams faced during development.
13:00 - 14:00		Lunch	£	**Lunch Break**
14:00 - 14:45	Purbeck Lounge	Speaker		**Playground Games - The Art of Lighting for Games** Senior Lighting Artist, Lukas Koelz, will explore software agnostic techniques and workflows applied during the production of Forza Horizon 4.
15:00 - 15:45	Purbeck Lounge	Speaker		**Frontier Developments - Bringing Dinosaurs To Life: Animation Meets Code** Frontier's Principal Animation Programmer, Ollie Powell, and Lead Animator, Chris Marsh, take a deep dive into the animation systems in 2018's Jurassic World Evolution.
16:00 - 16:45	Purbeck Lounge	Speaker		**Unity Technologies - How I learned to stop worrying and love realtime** Film & TV Solution Engineer, Benjamin Ratcliffe, will share the core fundamentals of Unity for Film and how realtime technology is changing the way content is created distributed and consumed.

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Thursday 3 October Animation

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		**BFX Registration**
10:00 - 10:45	Tregonwell Hall Main Stage	Speaker		**Blue Zoo - How to Develop an Animated TV series** Head of Development, Helen Arnsten and Development Manager, Laura Annis, explain how to develop, produce and create new TV shows from scratch at the multi-BAFTA award-winning studio.
10:55 - 11:55	Tregonwell Hall Main Stage	Speaker		**Sony Pictures Imageworks - Swing Behind-the-Scenes of Spider-Man: Into the Spider Verse** Animation Supervisor, Joshua Beveridge will be sharing insights into how Sony Pictures Imageworks artists were challenged with developing new tools and techniques to create a ground-breaking visual style for this fresh and highly original film.
12:05 - 13:05	Tregonwell Hall Main Stage	Speaker		**Laika - Puppets and Pixels: Exploring the Stop-Motion Animation and Visual Effects of Laika** Lead Compositor, Michael Córdova, will explore the latest of Laika's trailblazing work in the field of animation and visual effects.
13:05 - 14:05		Lunch	£	**Lunch Break**
14:05 - 15:05	Tregonwell Hall Main Stage	Speaker		**Pixar Animation Studios - From Bournemouth to Pixar Animation Studios** Supervising Animator, Jude Brownbill, will discuss what it's like working at Pixar Animation Studios, and animating on feature films including a step-by-step look at her animation process on Inside Out and Incredibles 2.
15:15 - 16:00	Tregonwell Hall Main Stage	Speaker		**Axis Studios - Imaginary Friends: and how VFX can help you believe** Compositing Supervisor, Ivelina Dobreva and CG SUpervisor, Ross Gilbert, will discuss some of the unique challenges presented working on this radically bizarre show.
16:10 - 17:10	Tregonwell Hall Main Stage	Speaker		**Walt Disney Animation Studios - Environments & Complexity: Art & innovation at Walt Disney Animation Studios** Join Head of Environments, Larry Wu, and Tech Lead for Environments and Effects,Todd Scopio, as they take you behind the scenes on how Walt Disney Animation Studio's art inspires innovation.
19:00 - 20:30	Tregonwell Hall Main Stage	Awards Ceremony		**BFX Competition Awards Ceremony** Join us to celebrate the work of this year's BFX Competition teams, including a screening of their films and awards ceremony.

Friday 4 October Recruitment Day

Please note: The Recruitment Day is not suitable for students in their first year of undergraduate study

Time	Venue	Event type	£	Event
09:00 - 10:00	Tregonwell Hall Foyer	Registration		**BFX Registration**
10:00 - 17:00	Purbeck Lounge	Speaker		**BFX Recruitment Day Fair** Meet the recruiters from top studios at the Recruitment Day Fair.
11:00 - 11:45	Tregonwell Hall Main Stage	Speaker		**Guys & Dolls Casting Ltd - Assistant Directing & Casting: The Good, The Bad, The Ugly** Client Manager, Simon English, will be sharing the ins and outs of life on and off set as an Assistant Director on all levels, what it was like working with Sir Peter Jackson in the heart of Middle Earth, New Zealand and sharing some lessons learnt to progress in the industry as a freelancer.
12:00 - 15:00	Tregonwell Hall Main Stage	Speaker		**BFX Recruitment Day Talks** 15 minute presentations from HR departments of top studios.

Saturday 5 October & Sunday 6 October BFX Masterclasses

Book online at **bfxmasterclasses2019.eventbrite.co.uk**

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