



Tuesday 2 November – Sunday 7 November 2021

What's on

BFX Festival programme information

The BFX Festival is aimed at students, professionals and hobbyists, and is your chance to see world class studio presentations, learn new skills and launch your career.

Speaker series

Tuesday 2 November VFX and Virtual Production

Time	Speaker	Company	Event
10:15 - 11:15	Anders Langlands	Weta Digital	The visual effects of Mulan In his talk, Anders discusses supervising visual effects for Disney's live-action remake of Mulan (2020), including the CG creation of the large-scale medieval Chinese city.
11:20 - 12:20	Theo Jones, Nathan Walster & Manne Öhrström	Framestore	Framestore - innovation in a converging media landscape Theo Jones, Nathan Walster and Manne Öhrström will discuss Framestore's approach to innovation in a landscape where realtime workflows and traditional VFX are converging, opening new approaches to filmmaking.
13:00 - 14:00	Ben Jones	MPC Film	VFX of The One and Only Ivan Award-nominated VFX Supervisor Ben Jones outlines the VFX for the movie The One and Only Ivan.
14:10 - 15:40	Mark Flanagan	Epic Games	Recent Unreal products and projects In this session Mark shares insights of recent projects and products from Epic Games and its subsidiaries, including Unreal Engine 5, Metahumans, Quixel Megascans and RealityCapture.
15:50 - 16:50	Alex Webster	Pixomondo	Is now a good time to enter the industry? The head of newly created branch of Pixomondo in London, Alex Webster, reflects on the industry and that for animation/VFX graduates now is a good time to start your career.
17:00 - 18:00	Bianca Cirdei Tom Minor William Stocks Brenda Ximena Roldan-Romero	DNEG MPC Film Hutch MPC Episodic	NCCA alumni panel: Where could you be five years after graduation? On the BFX Festival's annual panel, our alumni (who graduated around five years ago) will reflect on their experience in the animation/games/VFX industries.

Please note that there may be changes to the programme schedule on the day.

Wednesday 3 November Games and Interactive Media

Time	Speaker	Company	Event
10:00 - 11:30	Oliver Gingrich	Analema Group	Real-time generative media art practice The session will include artists who use real-time and interactive media in their art practices. The presentations will be followed by a panel discussion.
11:40 - 12:30	Tom Morledge	Frontier	Rigging creatures for games In this talk ,Frontier's Lead Rigger, Tom Morledge, talks about the rigging process for games using examples of Frontier's recent projects.
13:00 - 14:00	Kevin McDowell	Creative Assembly	Leading a creative team in the games industry Creative Assembly's Kevin McDowell looks at the softer skills needed to progress your career in the games industry from being an artist to leading large creative teams.
14:10 - 15:10	Matt Carroll	Sports Interactive	The future of games from the point of view of a digital entertainment professional With his experience of 20+ years in the digital entertainment industry, Matt is going to talk about the future for games and for game developers.
15:15 - 16:15	Ben Radcliffe	Unity	Road to real time In this talk Ben will discuss the series of articles and videos, the road to real time, and the most recent topics he is covering including virtual production with Unity.
18:00 - 20:00		London ACM SIGGRAPH Chapter	Bring your own animation and portfolio review, BFX edition (on-campus) If you're a student who is working on an assignment or a reel, bring your work and get feedback from industry professionals.

Thursday 4 November Animation and Media

Time	Speaker	Company	Event
10:00 - 11:30	Usman Riaz Jeff Wexler	Mano Animation Studio Ghibli Inc. Studio Ponoc	Mano Animation Studios: Making traditional animation in Pakistan The team from Mano Animation will talk about laying the foundation for an animation industry in Pakistan, a country with no background in hand-drawn animation.
11:40 - 12:30	Georgina Hurcombe	LoveLove Films/Pop Paper City	The journey of Pop Paper City Georgina Hurcombe, the Managing Director of 3D preschool craft show Pop Paper City, talks about the journey of the project so far, including being backed by Aardman.
13:00 - 14:00	Steve Holmes	Outpost VFX	Wild West: How VFX breathed life into western epic <i>News of the World</i> Join VFX Supervisor Ian Fellows and CG Supervisor Craig Tonks as they uncover the secrets behind creating three cities from one set, simulating raging rivers and sandstorms, and how to make CG cows behave like a real herd in Houdini.
14:10 - 15:10	Shelley Page	Locksmith Animation	From lockdown to a screen near you! Shelley Page of Locksmith Animation, with input from her colleagues, will review the past year of working together remotely as Locksmith launches the studio's first animated feature Ron's Gone Wrong.
15:20 - 16:20	Ross Burgess	MPC Episodic	Episodic animation production for TV MPC Episodic is a relatively new entity to the MPC family. In this talk, Ross Burgess discusses specifics of animation and VFX production for TV and streaming services.
16:30 - 17:30	Chris Drew & Tom Box	Blue-Zoo Animation	Adventures of Paddington Chris Drew and Tom Box of Blue-Zoo Animation talk about creating and directing the award-winning series Adventures of Paddington.
18:00 - 19:00			BFX Competition Awards Ceremony Join the session where we invite our external partners and charities to showcase the entries and to award the winners of our competitions.

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Masterclasses

Friday 5 November Masterclasses

Time	Speaker	Company	Event
10:00 - 13:00	Jahirul Amin	CAVE Academy	Introduction to the asset pipeline This masterclass will look at how we go from capturing onset data to modelling, sculpting, texturing, look development, groom, and then finally rigging while working individually or in a team.
10:00 - 17:00	Jon Reilly	CAVE Academy	Concept sculpting for VFX This masterclass will focus on creating concept sculpts for VFX. It will start with the ideation of a concept before moving on to adding shape and form, anatomy and character.
14:00 - 17:00	Jahirul Amin	CAVE Academy	Photogrammetry for beginners During this masterclass, we'll look at how to go about capturing reference for both assets and environments to support both teams across VFX, animation and games.

Saturday 6 November Masterclasses

Time	Speaker	Company	Event
10:00 - 13:00	Sefki Ibrahim	Cubic Motion	Creating photo-real characters in CG A walkthrough of how to achieve a photorealistic portrait with Arnold and Maya. The session will primarily focus on look-dev, with a brief discussion of modelling, texturing and grooming parts.
10:00 - 13:00	Simone Giampaolo	Axis Studios/ Aardman	Directing animation (for dummies) Animation Director Simone Giampaolo will be sharing his approach to tackling shots and sequences, from script to final animation passing through storyboards and acting.
14:00 - 17:00	Christopher Antoniou	MPC/ CAVE Academy	Modelling digi-doubles This masterclass covers the process of modelling a digi-double for VFX. It covers topics such as anatomy, skin flow and topology to create models that are fit-for-purpose and deformation friendly.
14:00 - 17:00	Luis Cataldi	Quixel	Exploring the Quixel ecosystem During this masterclass, we will explore the Quixel tools to access its over 16 thousand 3D models, surfaces, decals, and how to build worlds with this amazing tool-set.

Sunday 7 November Masterclasses

Time	Speaker	Company	Event
10:00 - 14:00	Jahirul Amin	CAVE Academy	Shooting HDRIs and panoramas This masterclass covers the process of shooting HDRIs with a full-frame Canon camera, a fisheye lens and a Ninja Nodal, and how to capture panoramas for VFX applications.
10:00 - 17:00	Ace Ruele	Creature Bionics/ CAVE Academy	Acting for animators In this workshop, Ace Ruele will help actors and animators develop a resilient mindset through teaching his process of becoming and creating creature characters for video games, VFX and animation.
14:00 - 17:00	Mark Spokes	Blue-Zoo Animation	Animating characters for fun and money Mark will provide a live demonstration of how to animate a simple 3D character shot for TV, breaking down the workflow step by step. The masterclass also includes discussion of specific 3D animation techniques.

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