[BFX]
Bournemouth University

Tuesday 8 November – Sunday 13 November 2022
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.

Buildings & Room Locations:

Kimmeridge House - KG01, Marconi, K101
Poole Gateway Building - PG106, PG302, PG307, Sound Stage

Speaker series

Wednesday 9 November — Film/TV VFX

Time	Speaker	Company	Event	Location
09:30 - 11:00	Mat Irvine		**Keynote: BBC centenary keynote: Cause & effect: life and time BC (before computers)**	**KG01**
11:15 - 12:15	Rikki Trembath Matt Traynar Tom Minor	Technicolor Creative Studios	R&D in technicolor for VFX/animation in film & TV	**KG01**
13:00 - 14:00	Andrew Robertson	DNEG	BBC centenary: VFX of Doctor Who series 13	**KG01**
14:10 - 15:40	James Brennan-Craddock Matt Kavanagh James Hattsmith	One of Us Untold Studios Untold Studios	The VFX of Sandman	**KG01**
15:10 - 16:10	Paul Hilton Doriana Re David Hurst	Treehouse Digital	Virtual production, real-time animation and everything in between	**Marconi**

Wednesday 9 November — The industry and us

Time	Host	Company	Event	Location
11:00 - 12:30	Boyan Georgiev Dara McGarry Sid Harrington-Odedra Engy Jarrouj Amy Backwell	DNEG DNEG Misc Studios Framestore ILM	Panel: Celebrating diversity in animation & VFX	**Marconi**
13:00 - 13:50	Phil Stuart	Preloaded	The power of play with purpose	**Marconi**
14:00 - 15:00	Sam Munro	Epic Games	All things Unreal	**Marconi**
16:15 - 17:30	Sian Warren Chris Hull Nanna Nielsen Matt Traynar Becky Wall	ILM EPM Media Random42 Technicolor Creative Studios Misc Studios	NCCA alumni panel: You in five years' time	**KG01**

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Thursday 10 November Advances in animation and VFX

Time	Speaker	Company	Event	Location
09:30 - 10:15	Paul Campion		From Lord of the Rings to the Rings of Power; the path of a visual effects artist	KG01
10:25 - 11.20	Hannah Kenton Jonathan Wannyn	Union VFX	Moon Knight environments: The icing on the cupcake	KG01
11:30 - 12:30	Marion Strunck David Fleet Vittorio Giannini	The Mill Untold Studios Freefolk	Panel: VFX in advertisement	KG01
13:00 - 14:00	Scott Pritchard	ILM	**Keynote: VFX of Star Wars: Andor**	KG01
14:15 - 16:15	Zak Chamberlain Tom Box John O'Reilly Simon Legrand	DNEG Blue Zoo Nexus Studios Untold Studios	Panel: Real-time animation	KG01

Thursday 10 November Games and gaming technology

Time	Speaker	Company	Event	Location
09:30 - 10:20	Tom Morledge	Frontier Developments	Riggging in games	Marconi
10:30 - 11:20	Simon Went	Dimension Studios	A Real-Time revolution	Marconi
11:30 - 12:30	Tara Sauners	PlayStation London	Leadership in the games industry	Marconi
14:15 - 15:15	Gerald Fitzgerald	Frontier Developments	Character art direction in Games	Marconi
15:30 - 16:30	Michael McKenna	Final Pixel	Phe rise of the Virtual Art Department: achieving 'Final Pixel' on-set	Marconi

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Thursday 10 November BFX Festival 2022 - Awards Ceremony

In this ceremony we'll announce and celebrate winners of all the 2022 BFX-branded competitions including: BFX Easter Jams, BFX Competition, BFX Game Jam, In-festival competitions. The reel of submissions will be screened followed by winner announcements.

18:00 - 19:30 | Share Lecture Theatre, Talbot campus.

You can also register to attend this event online.

Friday 11 November Recruitment Day

Time	Speaker	Company	Event	Location
10:00 - 11:00			**Fast-forward 1** The participating recruitment companies will talk about themselves, what skills they are looking for and everything else you need to know about how to get a job with them.	Marconi
11:00 - 12:00	Arpita Venugopal	One of Us	**Recruitment talk:** How to prepare yourself for the industry	Marconi
12:00 - 13:00	Brenda Ximena Roldan-Romero	Blue Zoo / ACM London SIGGRAPH	**Recruitment talk:** The 3D university survival guide	Marconi
13:00 - 14:00			**Fast-forward 2** The participating recruitment companies will talk about themselves, what skills they are looking for and everything else you need to know about how to get a job with them.	Marconi
14:00 - 15:00	Dasha Sherman	Koala VFX	**Recruitment talk:** Indie VFX & the benefits of working in it	Marconi

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Saturday 12 November Family animation

Time	Speaker	Company	Event	Location
10:00 - 11:00	Matthew Walker	Aardman	Developing Lloyd of the Flies: from 2D to CG	KG01
11:15 - 12:00	Georgina Hurcombe George Caton-Coult	Pop Paper City	Pop Paper City: The first animated TV series from Bournemouth	KG01
11:30 - 12:30	Paloma Baeza Emma de Swaef Marc James Roels Niki Lindroth von Bahr	Nexus Studios	A look behind the scenes of The House: the emmy-winning stop-motion anthology	Marconi
13:00 - 14:00	Elizabeth Rega	Western University of Health Sciences / Consultant to the film industry	**Keynote: Stranger than fiction? Disney's Strange Worlds and the scientific imagination**	KG01
14:15 - 15:15	Lisa Huxstep	Blue Zoo	BBC centenary: The production of Cbeebies show Numberblocks	KG01
15:30 - 16:30	Shelley Page	Locksmith Animation	Eye Candy show	KG01
17:00 - 18:00	Eric Piana	MPC London	Q&A with Chip 'n' Dale Rescue Rangers animator	KG01

Saturday 12 November Games/interactive media

Time	Speaker	Company	Event	Location
10:00 - 10:45	Nick Roberts	Amuzo Games	The power of mobile games	Marconi
14:05 - 15:35	Sylvia Pan Gavin Buckingham Zillah Watson Sam Watts	Goldsmiths, Univeristy of London University of Exeter Phase Space HTC VIVE	XR for non-gaming applications	Marconi
15:45 - 16:45	Guy Gadney Shaojun Bian Yi Zhe Song	Charisma:AI Humain University of Surrey/ SketchX	Panel: AI for media	Marconi

Masterclasses

Tuesday 8 November

Time	Host	Company	Event	Location
10:00 - 13:00	Stefan Evrard	Epic Games	**Creating high end visuals using Unreal Engine 5** Together, we will learn how to import a 3D mesh into Unreal Engine 5, and prepare a simple scene with studio lighting, and we will learn how to balance performance and visual fidelity depending on the use case. We will go over creating efficient master materials to quickly iterate them and add them to the mesh, lighting the scene to bring it all into a high quality product visualisation.	PG-302
14:00 - 17:00	Kristin Farrensteiner	DNEG	**Grooming in Houdini for VFX** Learn to efficiently groom characters and creatures in Houdini using advanced techniques by DNEG Grooming Artist, Kristin Farrensteiner.	PG-302

Wednesday 9 November

Time	Host	Company	Event	Location
14:00 - 17:00	George Caton-Coult	Pop Paper City	**Scriptwriting for animation** In this masterclass you will learn how to create a script for children animation series and beyond that from scriptwriters of Pop Paper City. Participants will have an opportunity to create a short script during the masterclass and if time allows, get a live feedback on it.	PG-302

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Thursday 10 November

Time	Host	Company	Event	Location
10:30 - 13:30	Paul Campion		**Digital Matte Painting for VFX: 2D matte painting in photoshop for film, tv and tv commercials.** In this masterclass Paul Campion, who has over 22 years experience creating visual effects for film, TV and TV commercials, will be going over digital matte painting techniques in Photoshop, and explaining the use and techniques of reference photography which is an essential part of the process.	**PG-106**
14:00 - 17:00	Arpita Venugopal	One of Us	**Simulation and VFX for beginners** Learn how to get into the world of Houdini to create stunning VFX from One of Us Head of CG, Arpita Venugopal	**PG-106**

Friday 11 November

Time	Host	Company	Event	Location
10:00 - 17:00	Christopher Antoniou	MPC / CAVE Academy	**Character Modelling for Feature Animation** Like many things, there is no 'one-way' to approach any task, however, this masterclass should give you a broad overview on how you could approach the creation of a character model for the purposes of CG Animation. The masterclass covers all the elements of the character modelling pipeline from blocking and sculpting to retopology and UVing and is aimed to beginners and those who want to master their character modelling skills further.	**PG-106**
10:00 - 13:00	Anna Wikstrom	Creative Assembly	**UX: what's the big deal?** In this masterclass, Anna Wikstrom, the Games User Experience (UX) designer from Creative Assembly, will be giving an intro to UI and UX in games. Participants will be able to understand the principles of game-user interaction and have hands-on experience in creating design elements for games.	**PG-302**
14:00 - 17:00	JP Vine & Ash Boddy	Locksmith Animation	**Storytelling in Animation** Everything in the animation industry and beyond that comes down to good storytelling. Want to learn more? Join the creative team behind Locksmith Animation's movie Ron's Gone Wrong, Director JP Vine and Head of Story Ash Boddy, to get their insights on storytelling in feature animation.	**PG-302**
14:00 - 17:00	Brenda Ximena Roldan-Romero	Blue Zoo / ACM London SIGGRAPH	**Character Animator's survival kit** In this masterclass animator at Blue Zoo, and BU alumna, Brenda Ximena Roldan-Romero teaches you tips & tricks of character animation necessary to survive in the animation industry.	**PG-307**

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Saturday 12 November

Time	Host	Company	Event	Location
10:00 - 11:30	Emily Davis	Pop Paper City	**Pop Paper Craft Workshop** Modelling with paper is not only about origami! In this masterclass participants receive a step-by-step demonstration by a model maker from Pop Paper City on how to create a character from their TV series.	**K101**
11:30 - 13:00 **Repeated at:** **14:00 - 15:30**	Jim Parkyn	Aardman	**Model Making Workshop** Learn the unique art of model making at this fun, interactive workshops. Participants receive a step-by-step demonstration by an expert model maker from Aardman studio, and discover how to craft their own model of one of our world-famous characters.	**K101**
14:00 - 17:00	Dasha Sherman	Koala VFX	**Producing for VFX: Money into movie &words into shots** In this masterclass, Director of indie VFX company Koala VFX, Dasha Sherman will touch upon primarily 2 aspects: 'money into movie', i.e. how to understand how much it'll cost to do the VFX and how to put the budget up/down, and 'words into shots', i.e. what is the VFX breakdown and how to identify VFX in the script. By the end of the masterclass you'lll be able to do a small breakdown for a piece of the script, budget it and see the final result from the existing movie with the case study + learn the budget.	**PG-106**

Sunday 13 November

Time	Host	Company	Event	Location
10:00 - 17:00	Ace Ruele	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.	**Sound Stage**
10:00 - 13:00	Alice McLoughlin	ILM	**Creature production for VFX** Have you ever wondered what someone who works in the Creature department does and how it works? Join this masterclass with Alice McLoughlin, Creature TD from ILM to learn tips and tricks from one of the best VFX companies.	**PG-302**
10:00 - 13:00	Jahirul Amin	CAVE Academy	**Shooting HDRis and panoramas** This masterclass will teach you how to shoot HDRIs for lighting under shoot conditions, and panoramas that can be used for texture and Digital Matte Painting / Environment work.	**PG-106**
14:00 - 17:00	Jahirul Amin	CAVE Academy	**Shooting textures and lookdev references** This masterclass will teach you how to shoot textures and look development references for VFX, animation and games projects.	**PG-106**

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