

Schedule: Professional

Friday February 16th, 2018

TS

Jump the Queue!

Make sure you get a seat at the talk you want, with our booking service.

ticketsource.co.uk/movesummit

Or use the ticketsource app (code MS18)

CREATIVE REVIEWS

Slots of 15 minutes each will be available for sign-up at registration

Whitespace, Norloch House
Edinburgh, EH1 2EU

Codebase, 38 Castle Terrace,
Edinburgh EH3 9DZ

www.movesummit.co.uk

  #MoveSummit18

WHITESPACE

08:00 - 09:00 REGISTRATION

09:00 - 09:15 WELCOME
From Chris Davey (Whitespace)

09:30 - 11:00 DR STUART SUMIDA
Moving the Laboratory into the Studio and onto the Computer - Food, Sex, and Size: Strategies for Maximizing Scientific Literacy for Animators and Visual Effects Artists

11:15 - 12:15 MATHIEU MULLER (UNITY3D)
The convergence of game technologies and films: The future of entertainment? A look at how productions using realtime engines are moving the barriers between the offline and realtime worlds.

13:00 - 13:55 BRAM SELS (AXIS ANIMATION)
Visual Development Artist Bram Sels talks about his experiences art directing cinematic sequences for Xayah and Rakan: Wild Magic, part of the League of Legends series.

14:15 - 15:15 PAUL WELLS (ANIMATION ACADEMY)
Internationally established scholar, screenwriter and director, Paul Wells, revisits his Seven Deadly Sins of Animation Screenwriting.

15:30 - 16:30 CHRISTIAN GUTHRIE (MPC)
Careers in the vfx industry: Join Christian for a talk packed full of tips, insights and advice to those interested in a career in the fast-paced world of the visual effects industry.

16:45 - 18:00 ROB HOPPER (MPC)
Rob talks us through some of the detailed and impressive work MPC carried out on this blockbuster feature Pirates of the Caribbean: Dead Men Tell no Tales, including the amazing dynamic water effects.

CODEBASE A

09:00 - 09:15 WELCOME
From Tom Bryant (Interference Pattern)

09:30 - 11:00 SOLUIS AND RENDER STUDIO
Representatives from Soluis talk about their visualisation of the new Tottenham Hotspur football stadium. While Render studio speak about VR as a presentation tool for their work.

11:15 - 12:15 PANEL: THE IRISH ANIMATION INDUSTRY
A discussion on the successes of the Irish animation industry. With Ailbhe McCabe (JAM Media), Paul O'Flannagan (Boulder Media) and Damien O'Connor (Brown Bag).

12:15 - 13:00 LUNCH

13:00 - 13:55 PANEL: THE SCOTTISH ANIMATION INDUSTRY
With Anna Thomson (SellOut Pictures), Tom Bryant (Interference Pattern), Garry Marshall (Super Umami) and Aileen Rushton (STV Creative)

14:15 - 15:15 TOM FEIST WILSON (JELLYFISH PICTURES)
Tom talks about his amazing career journey, from studying at Abertay to working as Technical Lead at Jellyfish Animation.

15:30 - 16:30 NEIL REILLY (ELECTRIC THEATRE COLLECTIVE)
Join Neil Reilly as he offers a revealing behind-the-scenes case study on the beautifully animated campaign Five Go On A Great Western Adventure.

16:45 - 18:00 ROSS GILBERT & FRIEDL JOOSTE (AXIS STUDIOS)
Join Ross and Friedl as they talk through the process of translating the protagonist of graphic novel Happy (from author Grant Morrison) into a believable 3D character.

18:00 - 21:00 MOVE LATE: CLOSING PARTY

CODEBASE B

10:00 - 11:00 SELINA WAGNER (BLOBINA ANIMATION)
Animation gone Wild! From crows to eagles: Award winning animator and director Selina Wagner discusses the themes behind a new short.

11:15 - 12:15 THE MAKING OF NOTHING TO DECLARE
A screening of the short film, followed by a 'making of' talk, and a short Q&A session. With Tom Bryant (Art Director), Mal Young (Producer) and Will Adams (Director).

13:00 - 14:00 BRENDAN BODY (UNIVERSITY OF DUNDEE)
Animating Archaeopteryx: a talk about researching the movement of extinct species, and creating holographic fossils for exhibitions.

14:15 - 15:15 BRUCE SUTHERLAND (AXIS STUDIOS)
Careers in the VFX industry: The skills required to break into the industry, how to sell yourself and what to expect from a career in digital motion media.

15:30 - 16:30 FACIAL MOTION CAPTURE BY DI4D
Facial motion capture specialists DI4D talk us through their work and some of the high profile projects on which their system has been used.

16:45 - 18:00 BRENDAN BODY (UNIVERSITY OF DUNDEE)
An introduction to bird flight: With a deep understanding of flight animation, Brendan hosts a live 3D demonstration of how to animate avian motion.

CODECLAN

11:15 - 12:15 AN INTRODUCTION TO ONLINE ANIMATED PROMOS
Heehaw presents a fascinating hands-on skills workshop, covering how to approach a time sensitive client created brief for a short promotional animation.

13:00 - 14:00 AN INTRODUCTION TO ONLINE ANIMATED PROMOS
Another chance to join Heehaw as they present their hands-on skills workshop, covering how to approach a time sensitive client created brief.

14:15 - 16:30 FILM SCREENINGS
Screenings of a range of student films from universities and colleges throughout Scotland.