



## **NIFFF 2019: MEETINGS THAT SHAPE THE FUTURE OF AUDIOVISUAL ARTS**

The Neuchâtel International Fantastic Film Festival (NIFFF) is happy to reveal the second part of its NIFFF EXTENDED programme, which includes a series of conferences that focus on the main challenges of contemporary audiovisual creation. World-class experts will discuss their practices and the way they envision the future in terms of imaging technologies (IMAGING THE FUTURE), audiovisual screenwriting (STORYWORLDS), contemporary fantasy literature (NEW WORLD OF FANTASY), and the gamification of society (GSGS).

Many experts and creators will be in attendance: GREG BROADMORE (Director, Weta Gameshop, NZ), DENIS PELLERIN (Historian of photography and custodian of the Brian May collection), NICOLAS LEU (VFX Supervisor, RISE, DE) and SAMIR ANSARI (VFX Supervisor, PIXOMONDO, UK), PIODOR GUSTAFFSON (Producer, REAL HUMANS, DK) and JOHNNY ANDERSEN (New Danish Screen), as well as guests invited for the DANES DO IT BETTER retrospective. Swiss fantastic web series projects selected as part of the FANTASTIC WEB CONTEST (in collaboration with the RTS) will face off during an epic pitching session at the end of which one project will be greenlit for a scheduled 2020 release.

### **GSGS'19 / 04.07.2019 - 05.07.2019 / The Gamification of society**

The GSGS symposium is a pole for observing the changes game processes and technologies will bring to tomorrow's workspace. As part of the NIFFF19, this event will have over 70 national and international players partake. In addition to the 40 presentations and demos, the audience will be able to actively participate through conferences and roundtables. Times and full programme: [www.gsgs.ch](http://www.gsgs.ch)

### **IMAGING THE FUTURE / 08.07.2019 - 09.07.2019 / Digital creation – New technologies**

#### **CONFERENCE IN MULTIPLE DIMENSION: STEREOSCOPY AS A PRECURSOR OF FANTASTIC CINEMA (08.07, 11:30 - 12:30)**

The enthusiasm for stereoscopy that started in 1850 made it possible for audiences to discover worlds through 3D lenses. In the meantime, some inspired photographers and publishers decided to explore the fantasy genre. Ghosts, fairies and demons engaged in day-to-day activities started to appear and became instantly popular. These mythological scenes, fairy tales and other Diableries worked as a brutal and hilarious satire of society. The retrospective is dedicated to this pioneering phenomenon.

**Denis Pellerin** (Historian of photography, Custodian of Dr. Brian May's collection of Stereo photographs, Director of the London Stereoscopic Company, UK)

#### **STARTING A ROBOT WAR, FOR PLEASURE AND PROFIT - THE MAKING OF DR. GRORDBORT'S INVADERS FOR MAGIC LEAP ONE (08.07, 14:00 - 15:00)**

Member of Weta Workshop since 2002 (as a designer, artist/sculptor and writer), Greg Broadmore made a name for himself in major projects. Now in charge of the New Zealand studio gaming department, he is developing an innovative mixed reality game in collaboration with American start-up Magic Leap.

**Greg Broadmore** (Studio Director of Weta Workshop, NZ)

## **GLOBAL SCI-FI VFX (09.07, 10:00 - 11:30)**

Delve into the visual effects of Germany's first Netflix original, **DARK** (2nd season coming June 2019) and of sci-fi blockbuster **THE WANDERING EARTH**, China's second-highest box office hit in history (700 millions dollars), which debuted on Netflix in April 2019.

**Nicolas Leu** (VFX Supervisor, RISE, DE) / **Julia Strack** (Compositing Supervisor, RISE, DE) / **Samir Ansari** (VFX supervisor, PIXOMONDO, UK) / Moderation: **Ian Fails** (Author, Journalist, AU)

## **COMPUTER-GENERATED ACTORS IN DISCUSSION (09.07, 11:45 - 13:00)**

A demo/discussion on the use of visual effects to digitally recreate actors, whether they be dead, unavailable or willing to change their appearance. This overview covers everything from Elton John to Siren, the world's first high fidelity digital human!

**Kamen Markov** (VFX Supervisor, MPC, UK) / **Andy Wood** (President of Cubic Motion, UK) / Moderation: **Ian Fails** (Author, Journalist, AU)

## **STORYWORLDS / 10.07.2019 / Audiovisual storytelling**

### **NEW MODELS OF DEVELOPMENT (14:00 - 15:15)**

Explore the Scandinavian model through two presentations from producers who have accomplished great things by thinking outside the box: Piodor Gustaffson (**REAL HUMAINS**) and Johnny Andersen (**VALHALLA RISING, NEW DANISH SCREEN**). These will be followed by a discussion on initiatives that promote new generations of artists and innovation, with a special focus on Denmark.

**Johnny Andersen** (Producer, DK) / **Piodor Gustafsson** (Producer, Spark Film & TV, SE) / **Valeria Richter** (Creative producer, Scriptwriter, Nordic Factory Copenhagen, DK) / In the presence of Danish guests selected in the **DANES DO IT BETTER** focus

### **FANTASTIC WEB CONTEST III: THE MOST EXTRA-ORDINARY PITCHING SESSION BACK AGAIN (15.30 - 17:00)**

In collaboration with the RTS, this epic pitching session will help to identify the best fantastic web series among those selected after the **FANTASTIC WEB CONTEST III** call for projects. This snapshot of the fantasy genre and the new Swiss artists will submit to the audience's and the jury's evaluation, before one project is selected for production. The participating projects can be seen in the list attached with this press release !

### **FUTURE STORYWORLDS @CERN LAUNCH@REPORT (17:15 - 17:45)**

Presentation of the **NIFFF ON TOUR@CERN 2019** call for projects and spotlight on the previous two winners. The participating projects can be seen in the list attached with this press release!

### **CINÉFORUM SUPPORTS INNOVATION IN ROMANDY (17:45 - 18:00)**

Presentation by **Laurent Kempf**, in charge of the support for innovation, CINÉFORUM, CH

## **NEW WORLDS OF FANTASY / 11.07.19 / Contemporary fantasy literature**

### **THE INFLUENCE OF ROLE-PLAYING GAMES ON STORIES (15:15 - 16:15)**

Writer, novelists and RPG players will partake in this roundtable dedicated to writing (idiosyncrasies, adaptations, co-writing with the players, links to video games) and the influence of RPGs on literature.

**Coralie David** (Publisher, Researcher, Writer, Co-manager of RPG company Lapin Marteau, FR) / **David Javet** (Co-founder UNIL Gamelab, Tchagata Games, CH) / **Julien Blondel** (Games creator, Journalist, Comic book writer, FR) / **Boris Bruckler** (RTS archivist, Comic book history teacher at HEG (Haute École de Gestion de Genève), CH)

**See more conferences and events, as well as the complete guest list, in the NIFFF Extended leaflet attached to this press release!**

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