

VAF Industry 2024

9. - 15. september 2024



Viborg
Animation
Festival



Find us / find us:

Viborg Animation Festival

Tickets

Tickets for the VAF Film screenings can be booked at nfbio.dk/biografer/viborg-fotorama or at animationsfestival.dk, where you can check out the full program and read more about the films. You can also get your tickets at the ticket counter in the cinema.

All screenings in the VAF Film and VAF ANIMOK programs are open to all. If a screening is fully booked we suggest you show up at the cinema 15 minutes before the screening – often there are last minute available seats. If you are prevented from coming to a screening, we kindly ask you to annul your order at least 2 hours prior to the screenings so others can book the seats.

The films are screened at Nordisk Film Biografer Viborg Fotorama, Tingvej 22, 8800 Viborg. The films start at scheduled time.

If you have questions to the above, please contact Nordisk Film Biografer Service Center at +45 7013 1211



Viborg Animation Festival

Welcome to the Industry Track at this year's Animation Festival, where we explore the dynamic intersection of Animation, Digital Arts, and Gaming.



Jane Lyngbye Hvid Jensen
Festival director

This year, we delve into key topics shaping the future of the industry, from Sustainability and Soft Skills to the growing potential of New Technologies that are revolutionizing creative processes and storytelling.

We also place a special spotlight on the Danish Animation and Gaming Industry, celebrating the innovations and talent driving these sectors to new heights. With a strong focus on Funding, Export, and New Markets, this track offers invaluable insights for professionals looking to expand their global reach.

One of the key highlights of this year's festival is the focus on international research in animation and cutting-edge technology. From virtual production to immersive experiences, the program explores how new advancements are not only transforming the way we create but also offering fresh opportunities for collaboration across borders.

At the heart of this event is the vibrant creative community in Viborg. Known as a UNESCO Creative City of Media Arts, and home to Creative Viborg and The Animation Workshop, Viborg is a hub for collaboration, innovation, and partnership. The city's strong network of industry professionals, educational institutions, and international partners fosters a thriving environment where creativity meets technology. VAF is a testament to the power of collaboration, with local and global partners coming together to drive the future of animation, gaming and creativity.

At VAF Industry, we invite you to connect, learn, and innovate with us as we debate and shape the future of animation, digital arts, and gaming on the national and global stage!

CAGA

CAGA Conference 2024
· The (R)Evolution of Animation

CAVE

The annual celebration of visual development in the games industry

VAF Pro

A collection of talks, events and experiences for professionals, industries, and businesses connected to animation.

Special events

Check out special industry events throughout the festival week

Life in the animation industry is often unpredictable. That is why, every year we invite artists to shed a light on the potential futures that you may encounter, if you have been struck by Cupid's animated arrow and are pursuing a career in animation.



Anna Degnbol

Join graphic designer, illustrator, and comic artist Anna Degnbol for a journey into visual storytelling and world-building. In this talk, Anna will share her approach to creating narratives through illustrations and comics. We will explore how speculative fiction can be used as a tool to create imaginary worlds, and how these worlds can be used to question future scenarios and ethical dilemmas.



Jim Capobianco

Join writer / director Jim Capobianco (Ratatouille) as he takes you on the journey of making of his 2024 stop-motion film The Inventor. Using lots of rarely seen photos and videos, learn about its long development process, finding the co-production partners, how the team came together as well as the design, creation and animation of the stop-motion itself.



Karl Johnsson – From comics to video games

In his VAF session, Karl will talk about his career as a comic book artist, both in Sweden and internationally. He will cover the transition into the video game industry, and how it differs from the publishing world. He will talk about how he is using the skills he gained making comics and illustration in his new field of game development. Karl will give his best tips. Both how to build a career and how to find the right publisher, and all of his finest comic drawing tricks! How to find yourself as an artist, and how to sell out a bit without totally losing your soul.

Through five encouraging talks our animation veterans share their experiences working with graphic story, computer graphic arts, and character animation, while giving us a taste of some of the software, technique or ways to work that has been definitive in their career

All VAF Sessions are in English and are particularly minded talents and students of film, gaming and animation.



Thore Ipsen – Marionette

Don't clean up. Animate! Get more out of animation reference video with Marionette. T. Thore Ipsen, CEO of Marionette, will demonstrate how Marionette's single-camera motion capture and key-pose extraction tools can be used to speed up pose-to-pose animation workflows in Maya or Blender. This will be followed by a Q&A session.



Iiti Yli-Harja – The making of BLUSH – an extraordinary journey

Director Iiti Yli-Harja talks about how she works with documentary filmmaking. Get a look into the process of fx her short film "BLUSH – an extr...", how she is creating animated documentaries, starting with a great recorded conversation, and how this recording becomes the guiding star through the making.



VAF Artist 2024

VAF ARTIST PROGRAM

VAF Artist exhibition

Location: Tinghallen
Time: Entire week

VAF Artist talk

Location: Ølluminati
Time: Wednesday 11th, 8.00–9.00 pm

VAF Artist short films

Location: Nordisk Film Biografer Viborg
Time: Wednesday 11th, 6.30–8.00 pm

VAF Artist presents:

Machinima short films

Location: Nordisk Film Biografer Viborg
Time: Thursday 12th, 10.00–11.30 am

VAF Artist presents:

Knit's Island

Location: Nordisk Film Biografer Viborg
Time: Sunday 15th, 4.00–6.00 pm

Viborg Animation Festival is proud to present the VAF Artist of 2024: Austrian artist and filmmaking collective, Total Refusal. By upcycling AAA video games like Red Dead Redemption, Battlefield and Grand Theft Auto, the self-proclaimed pseudo-Marxist media guerrilla group aims to reveal the political apparatus beyond the glossy and hyperreal textures of this media. Through in-game performances, exhibitions and Machinima short films Total Refusal challenges the game design put forward by game producers and industry.

"Films and games are much more than just entertainment – they are a reflection of our society and values, and they are a powerful force that shapes us as human beings. That is why we are very keen to share Total Refusal and their work with our audiences at this year's festival, to openly discuss and talk about what we consume and produce and how that feeds in to the world we live in, and the future we are building", Jane Lyngbye Hvid Jensen, Festival Director – Viborg Animation Festival.

What is VAF Artist?

VAF Artist is a defining cornerstone in VAF's DNA. Every year VAF search the international animation scene to select a brilliant and boundary-pushing artist to become the ambassador for the festival week. Here the artist presents their work and engages in multiple events in the local environment during the festival. The VAF Artist, whose works and ideas challenge the status quo, personifies the very spirit of the festival in breaking down boundaries and cultivating an inclusive and inspiring artistic community.

PROGRAM

Monday September 9th

VAF Pro

Animation Boot Camp 2024

09:00 – 16:00

The Animation Workshop



VAF Pro

VAF Sessions: Karl Johnsson – From comics to video games

13:00 – 14:30

Poul Gernes salen



VAF Film

Ars Electronica presents:

Ai&Human

19:00 – 20:00

Ølluminati



Special events

Special Filmmakers Workshop (Closed event)

09:00 – 16:00

The Temple, The Animation Workshop

VAF Film

Autism friendly screening: Robot Dreams

09:00 – 16:00

Nordisk Film Biografer Viborg

VAF Film

Opening Film: FLOW (Premiere)

16:30 – 18:30

Nordisk Film Biografer Viborg

Special events

Special Filmmakers workshop - show and tell

19:00 – 20:00

Big classroom, The Animation
Workshop

VAF Film

VAF Best Short 1

20:00 – 21:30

Ølluminati



PROGRAM

Tuesday September 10th

VAF Pro

Animation Boot Camp 2024

09:00 – 16:00

The Animation Workshop

Special events

Special Filmmakers Workshop (Closed event)

09:00 – 16:00

The Temple, The Animation Workshop

CAGA

CAGA Conference – "The (R)Evolution of Animation: Current Challenges and Future Directions (Day 1)"

09:00 – 17:00

Paletten



VAF Film

VAF Youth Jury

10:00 – 11:30

Nordisk Film Biografer Viborg

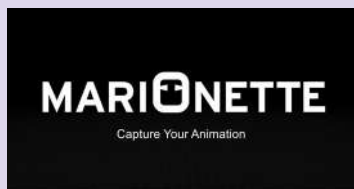
VAF Pro

VAF Sessions:

Thore Ipsen – Marionette

10:00 – 11:30

Poul Gernes salen



VAF Pro

VAF Sessions:

Anna Degnbøl

13:00 – 14:30

Poul Gernes salen



VAF Film

Club screening: Garfield

15:30 – 17:30

Nordisk Film Biografer Viborg

VAF Film

VAF Best Graduation

Film program 1

16:00 – 17:30

Nordisk Film Biografer Viborg

VAF Film

Fox and Hare save the Forest

16:30 – 18:00

Nordisk Film Biografer Viborg

VAF Pro

Open VAF Dinner

18:00 – 19:00

Tinghallen foyer

VAF Film

Ars Electronica presents:

Austrian Panorama

19:00 – 20:00

Ølluminati

VAF Film

VAF Feature: The Peasants

20:00 – 22:00

Nordisk Film Biografer Viborg



Networking events you don't want to miss

VAF Opening Ceremony

Join us for the official opening
of Viborg Animation Festival
2024!

Monday, Sep 9th

15:00 – 16:30

VAF Mixer

Join in for a night of mingling,
drinks and networking at the
VAF MIXER 2024!

Thursday, Sep 12th

21:00 – 00:00

Brunch and Brubbles

Kick off your VAF friday in
style and join us for a casual
networking event with brunch
and bubbles!

Friday, Sep 13th.

09:00 – 10:00

VAF Party

Bring a friend to the official
VAF Party!

Friday, Sep 13th.

21:00 – 00:00

VAF Awards

VAF wants to give thanks to all
the creators of the festival and
celebrate the courage they show
by sharing their work with the
festival audience

Friday, Sep 13th.

19:30 – 22:00

PROGRAM

Wednesday September 11th

VAF Pro

Animation Boot Camp 2024

09:00 – 16:00

The Animation Workshop

Special events

Special Filmmakers Workshop (Closed event)

09:00 – 16:00

The Temple, The Animation Workshop

CAGA

CAGA Conference – “The (R)Evolution of Animation: Current Challenges and Future Directions (Day 2)”

09:00 – 17:00

Paletten

VAF Pro

Paneurama partner meeting

09:30 – 15:00

CHECK WITH ROBERTA

VAF Pro

VAF Sessions:

Iti Yli-Harja “The making of BLUSH – an extraordinary journey”

10:00 – 11:30

Poul Gernes salen



VAF Pro

Jury Lunch

(by invitation only)

12:00 – 13:00

Restaurant Piano Man

VAF Pro

VAF Sessions:

Jim Capobianco – Behind the Scenes of the Stop-Motion film The Inventor: What goes into making a stop-motion film?

13:00 – 14:30

Poul Gernes salen



VAF Pro

Meet your future

15:30 – 17:30

Parolesalen, Arsenalet

VAF Pro

Special XR meet up (Closed event)

15:30 – 17:30

Galleri NB

VAF Film

VAF Best Graduation Film program 02

16:00 – 17:30

Nordisk Film Biografer Viborg

VAF Film

VAF Best Commissioned Work

16:00 – 17:30

Nordisk Film Biografer Viborg

VAF Film

Nina og Pindsvinets Hemmelighed

16:30 – 18:00

Nordisk Film Biografer Viborg

VAF Pro

Open VAF Dinner

17:30 – 18:30

Tinghallen foyer

VAF Film

VAF Artist Short film

18:30 – 20:00

Nordisk Film Biografer Viborg



VAF Film

They Shot the Piano Player

20:00 – 22:00

Nordisk Film Biografer Viborg

Special events

Special Plastic Collective Party (by invitation only)

21:00 – 00:00

Plastic Collective



Thursday September 12th

VAF Pro

Animation Boot Camp 2024

09:00 – 16:00

The Animation Workshop

Special events

Special Filmmakers Workshop (Closed event)

09:00 – 16:00

The Temple, The Animation Workshop

VAF Pro

Work environment and Soft skills in Creative Digital and Visual Industries – Paneurama

09:30 – 10:45

Paletten

CAVE

CAVE (Day 1) – Creative Technologies

10:00 – 17:30

Nordisk Film Biografer Viborg



VAF Film

VAF Artist presents: Machinima Short film

09:00 – 18:00

Tinghallen Foyer, Tingvej 20, Viborg

VAF Pro

Working in the Creative Industry with a Disorder – Ian Otto

11:00 – 12:00

Paletten



VAF Film

VAF Best Experimental – Program 01

13:00 – 14:00

Nordisk Film Biografer Viborg

Special events

Special ANIDOX:VR Seminar: Interactive Documentary narratives – meet the artists and makers

13:00 – 15:30

Galleri NB



VAF Pro

Funding Animation in Denmark

13:30 – 14:45

Parolesalen



VAF Pro

Do you care? Diversity and sustainability in the creative industry w. SYBO Games

13:30 – 14:15

Paletten



Special events

VIP TAW Tour

14:30 – 15:30

The Animation Workshop, Kasernevej 5

VAF Pro

The future of business development creative innovation, strategy, and digital tools

16:00 – 18:00

Paletten

VAF Film

VAF Best Short – program 02

16:00 – 17:30

Nordisk Film Biografer Viborg

VAF Pro

From local to global: Can Danish content take the lead? Danish animation and games in an inter- national context (Panel Discussion)

14:45 – 15:30

Paletten

VAF Film

Spy Family, Code: white

16:30 – 18:30

Nordisk Film Biografer Viborg

VAF Film

Hullet i Hækken (Premiere)

17:00 – 18:30

Nordisk Film Biografer Viborg

VAF Pro

Open VAF Dinner

18:00 – 19:00

Tinghallen foyer

VAF Pro

Speakers dinner (by invitation only)

18:30 – 20:00

PEAK 12

VAF Film

Ars Electronica presents:

Data Bodies Space

19:00 – 20:00

Ølluminati

VAF Film

Sultana's Dream

20:00 – 22:00

Nordisk Film Biografer Viborg

Special events

Special Jim Capobianco – A Story Artist's Journey

20:00 – 21:00

Paletten



Special events

VAF 2024 Mixer

21:00 – 00:00

Paletten

PROGRAM

Friday September 13th

Special events

Special Brunch & Bubbles

09:00 – 10:00
Tinghallen

CAVE

CAVE (Day 2)

– Directing engaging worlds
10:00 – 17:30
Nordisk Film Biografer Viborg

VAF Pro

Animating for the Public – Securing
great content for a Danish audience
10:00 – 12:00
Paletten



VAF Pro

VAF Digital Art Symposium:
Engagement and research as
dynamic forces for artistic
expression
09:00 – 12:00
Parolesalen



VAF Pro

VFX: is it worth it?
w. Saint John Walker
13:00 – 14:00
Parolesalen

VAF Film

Open Workshop screening
– New Talent: Introducing Open
Workshop
13:00 – 14:30
Nordisk Film Biografer Viborg

VAF Pro

Mark Flanagan – USD
14:00 – 15:00
Parolesalen

VAF Pro

Pitchin' – Pitch competition
for animated content aimed
at adult audiences
15:00 – 16:30
Paletten



VAF Film

VAF Best Experimental
– program 02
16:00 – 17:30
Nordisk Film Biografer Viborg

VAF Film

Pre premiere: Sirocco and the
Kingdom of the Winds
16:30 – 18:00
Nordisk Film Biografer Viborg

Special events

Viborg Creative Alliance
w. Motomichi Nakamura
(by invitation only)
18:00 – 19:00
Parolesalen



VAF Pro

VAF Closing Dinner
(by invitation or ticket only)
18:00 – 19:30
Tinghallen, Piano Man

VAF Film

Ars Electronica presents:
Electronic Theatre
19:00 – 20:00
Ølluminati

VAF Film

The Peasants
20:00 – 22:00
Nordisk Film Biografer Viborg

VAF Film

VAF Award Show
19:30 – 22:00
Nordisk Film Biografer Viborg



Special events

VAF Party
22:00 – 01:00
Paletten

Course Packages for companies



Are you a company within animation film, VFX, games, or another related field, and in need of a training offer specifically designed and tailored for your employees? Then contact us!

For the last 15 years, we have organised on-demand, tailored courses and workshops for private companies around Europe. These courses range from 1-day master classes to 1- to 2-week intensive workshops taught by experts selected from our large network of international guest professionals. You can choose one of the course packages presented in the tabs below, or contact us with specific wishes for competence development of your team. The contents to be taught are developed in collaboration between The Animation Workshop, the client and relevant experts chosen as tutors. Under each course package, you will find the course description, key objectives, as well as the course instructor.

Read more at the animationworkshop.via.dk



Pro courses

Interested in CG and VFX? Are you living in Denmark or the Nordics? Apply for a seat in the VFX residency. Develop your competences, create an awesome VFX sequence, build your showreel! The Animation Workshop offers 3-month residency periods, typically accommodating one artist at a time.



3D Character Animation

The 3D Character Animation 2025 course takes you through a series of lectures, assignments and mini productions in the field of 3D character animation - from concept to polish. You will be introduced to the industry standard modelling and animation software Autodesk Maya and to 3D character animation. You will be guided through a series of exercises designed to transfer the classical animation principles onto a 3D platform. The curriculum places a strong focus on understanding body mechanics and physical action during animation basics, gradually advancing into more sophisticated concepts including parkour, and interaction, and finishing with an introduction to 4-legged character animation.



Storyboarding

Are you a junior animation professional looking for a way to specialise in storyboarding? Then this course is what you need! Build up your portfolio and a set of skills that will significantly improve your chances of getting hired as a storyboard artist on TV series, animated feature films and VFX live-action films.

CAGA Conference

CAGA

CAGA24 is the 7th conference of AG Animation in collaboration with The Animation Workshop/VIA University College, Aalborg University and AG Animation, titled "The (R)Evolution of Animation: Current Challenges and Future Directions."

CAGA24 is an academic event that serves as a dynamic platform for scholars, professionals, industry artists, curators, and enthusiasts to explore and discuss the latest advancements, trends, and research in the realm of animation.

The conference aims to delve into the rapid evolution and the ecological, political, ethical and technological challenges of animation, investigating the factors that have propelled its growth and examining the obstacles it currently faces. This call for research seeks to foster critical discussions surrounding the (r)evolution of animation and its future directions in response to the changes and trials faced by the industry.

Keynote speakers



Bonnie Michell

Day 1: 9:10 am – 10:10 am



Uriel and Michelle Kranot

Day 1: 1:00 pm – 2:00 pm



Boris Eldagsen

Day 2: 9:00 am – 10:00 am



Henrik Schönauf

Day 2: 1:45 pm – 2:45 pm

Day 1: September 10th

8:30am – 9:00am	Conference Registration
9:00am – 9:10am	Welcome <i>By Theis Raaschoou Andersen, Head of Research, VIA University College</i>
9:10am – 10:10am	Opening Keynote Presentation: "Time, Timing and Timelessness: Expanding the Boundaries of Animation" <i>By Bonnie Mitchell</i>
10:10am – 10:25am	Break
10:30am – 11:15am	Focus on "Evolution of Animation": Claudius Stemmler: "Anivision: New technology-assisted Approach to Studying Animation History" Eilís Nolan: "Preservation of Web-animation in a Post-Flash Era" Martina Scarpelli: "Co-production of Maze Out: A serious game for the treatment of eating disorders"
11:15am – 12:00pm	Panel on "Evolution of Animation"
12:00pm – 1:00pm	Lunch
1:00pm – 2:00pm	Keynote Presentation "A Pathway to Immersive Storytelling: From Linear to Participatory" <i>By Uriel and Michelle Kranot</i>
2:00pm – 2:15pm	Break
2:15pm – 3:00pm	Focus on "Sustainability and Politics within Animation": Christian Müller on behalf of Volker Helzle: "Sustainable VFX – An Alternative Creation Approach" Rachel Van Rooyen: "South African Hacked Animation Methodologies: A Conceptual Foundation to Studying Animation Metamorphosis in South African Production Practices Post-2020" Anee Jayaraj: "Using Life Cycle Assesment Principles to Measure and Improve the CO2 Impact of the Animation Industry"
3:00pm – 3:50pm	Panel on "Sustainability and Politics within Animation"
3:50pm – 4:15pm	Break
4:15pm – 5:00pm	Focus on "Education within animation": Svend Ghani Nordby: "Livetracking and Data Exchange for Live Applications" José Raimundo: "Virtual Production: Unleashing Multiple Potentials of Virtual Media across Higher Education Classrooms"

Silke Hassreiter: "Navigation the Shift: Realities and Challenges in Cultivating "the Ideal Graduate" for the Animation, Games and VFX Industry"

5:00pm – 5:45pm	Panel on "Education within Animation"
6:30pm	Participant Dinner <i>Restaurant Piano Man at Tinghallen. Sign-up & accreditation required through VAF</i>

Day 2: September 11th

8:30am – 9:00am	Conference Registration
9:00am – 10:00am	Keynote Presentation: "/animate – The Rise of AI-Generated Moving Images?" <i>By Boris Eldagsen</i>
10:15am – 11:00am	Focus on "Ethical AI within Animation": Jakob Høgel: "Learning with Machines: Tool-building and Artistic (De)Construction" Aurélié Petit: "The Ethics of Non-Live-Action Pornography: from Deepfake to Ai-Generated Animation" Victoria Wolfersberger: "Expanding and Animating an Archive with AI - Brosch's AI Dreams"
11:00am – 11:20am	Break
11:20am – 12:00pm	Panel on "Ethical AI within Animation"
12:00pm – 1:45pm	Lunch
1:45pm – 2:45pm	Keynote Presentation: "Virtual Production and Real-Time Animation: Opportunities and Challenges" <i>By Henrik Schönauf Fog</i>
2:45pm – 3:00pm	Break
3:00pm – 3:45pm	Focus on "The Technical of Animation": Nils Gallist: "Animating the Stage: Using Real-Time Technologies for Digital Theater Performances" Trygve Nielsen: "Prototypes of Utopia: Design Friction as Methodology for Animators" Chris Ebeling: "Transforming Animation: The Impact of Blockchain, AI, and the Metaverse"
3:45pm – 4:00pm	Break
4:00pm – 4:45pm	Panel on "The Technical of Animation"
4:45pm – 5:00pm	Wrapping up CAGA24: The Conference of AG Animation 2024

CAVE Conference



The annual celebration of visual development in the games industry. Don't miss out on this unique and intimate 2-day conference, where you'll have the opportunity to acquire specialized and valuable knowledge while expanding your network with industry veterans, professional artists, and students from Denmark and Europe!

Thursday - September 12th

Creative Technologies

- 10:00–10:15 Welcome Day 1
- 10:15–11:15 Jan Roed Thastum – Funday Games
- 11:15–11:30 Break
- 11:30–12:30 Johan Oettinger – Wired Fly
- 12:30–13:30 Lunch Break & Networking
- 13:30–14:30 Anne Sofie Schaumburg – Indoor Sunglasses
- 14:30–14:45 Break
- 14:45–15:45 Marwane Belkas and Sylvain Tornambe – Epicenter Studio
- 15:45–16:15 Break
- 16:15–17:15 Panel Debate – No Ticket Needed
- 17:15–17:30 Thank you for today

Friday - September 13

Directing Engaging Worlds

- 10:00–10:15 Welcome Day 2
- 10:15–11:15 Erwin Kho – Geometric Interactive
- 11:15–11:30 Break
- 11:30–12:30 William Bang – Critical Giants
- 12:30–13:30 Lunch Break & Networking
- 13:30–14:30 Christian Chihaiia – Limbic Entertainment
- 14:30–14:45 Break
- 14:45–15:45 Simon Lindwall – Apog Labs & Blackdoor
- 15:45–16:15 Break
- 16:15–17:15 Panel Debate – No Ticket Needed
- 17:15–17:30 Thank you for 2024

VIBORG GAME EXPO

VIBORG GAME EXPO is a celebration of gaming culture, for those of us who play games, those who develop them, and all of us who want to be part of a large and diverse community of gaming enthusiasts.

Meet the CAVE speakers

Anne Sofie Schaumburg

If you love procedural generation and VFX and other game dev magic, come hear Anne Sofie's talk titled "How I Fell in Love with Houdini", in which she will present her favorite tool. Anne Sofie is an Technical Art Lead and VFX magician at Indoor Sunglasses. She has used Houdini to create game assets since graduating from CADA in 2019.

Cristian Chihai

If you want to learn more about world building and art direction, then join us at CAVE on Friday the 13th, where Cristian Chihai, Studio Art Director at Limbic Entertainment, will share his experiences in his talk "Grow Your World". Cristian "Sickbrush" Chihai is an Art Director and Concept Artist working in the media industry for nearly 20 years. From Graphic design and Branding to Television, Film and Advertising all the way to Tabletop and Video Games, he's been in love with creative troubleshooting and providing the best visual solutions available.

Marwane Belkas & Sylvain Tornambe

Epicenter Studio CEO, Marwane Belkas, and Lead Tech Artist, Sylvain Tornambe, will talk about how they use Unreal Engine to bring different worlds to life, with examples from their studio. Marwane Belkas is a seasoned 3D animator with over 15 years of experience working in animation studios across France, the UK, Australia, and Japan. Sylvain Tornambe is a dedicated 3D Generalist with a passion for Tech Art, specializing in the advanced use of Unreal Engine. As a self-taught artist, his journey in the industry has been fueled by a relentless drive to master the technical intricacies of game development.

William Bang

William Bang from Critical Giants will talk about "How to create a whole universe" and provide an insight into the world of Black Horizon, and lessons on how to use worldbuilding to create engaging worlds. William is a freelance artist, designer, game developer, youtuber, educator, and probably much more, in short William wears many hats on a regular basis in relation to the entertainment industry, over the years he has worked on many projects mostly in the game industry as a concept artist, but has in recent years switched his focus to game development and worldbuilding.

Andreas Husballe (Moderator)

Our Friday panel on "Directing Engaging Worlds" will be moderated by Andreas Husballe. As one of the original founders of Vizlab Studios and CAVE Conference, now a principal concept artist at MOOD Visuals, Andreas has been developing worlds for years now and is ready to ask our speakers the right questions to get them to spill all their art direction and world building secrets.

Chris Ebeling

Join us on Thursday afternoon at CAVE for an insightful panel on "Creative Technologies". The session will be moderated by Chris Ebeling, who, among his multiple projects, is the CCO at Behavior and an expert consultant at PANEURAMA, and brings a wealth of experience in emerging technologies within the games industry. With his extensive background and adept panel moderation skills, Chris is sure to inspire a dynamic discussion about the future of creative technologies in visual development.

Simon Lindwall

Simon Lindwall is the Art Director at Apog Labs & Blackdoor. Simon has a lot of experience as both art director and concept artist and will share his approach to Directing Engaging Worlds at CAVE 2024. Simon is an Art Director, Concept Artist and World building professional with 12+ years of experience in AAA and Indie game development. He also founded Blackdoor, a tiny indie studio developing gothic horror games. Titles include: HITMAN, HITMAN 2, Avatar: Frontiers of Pandora, Trench Tales, Samurai Jack – Battle Through Time, Naruto to Boruto: Shinobi Striker, as well as a number of unannounced projects.

Johan Oettinger

Johan Oettinger is not only a game developer, but an expert in the hands-on art of physical stop motion. Johan is the Animation and Game Director in Wired Fly Animation and is developing Vokabulantis in a partnership with Kong Orange and acclaimed poet/artist Morten Søndergaard. He will take us behind the scenes of this combination of physical and digital game development, where every art asset is carefully built by hand.

Jan Roed Thastum

Jan Roed Thastum is an artist at Funday Games. Jan will take you behind the scenes of the creation of Deep Rock Galactic: Survivor, which Funday Games developed in collaboration with Ghost Ship Games.

Erwhin Kho

Erwin Kho is the Art Director and Lead Artist at Geometric Interactive. Erwin will share the process behind the art direction and world building of the award winning game COCOON.

Sustainability & Soft Skills

In an ever-evolving field, how do we as creative industries make sure we are ready for the workforce of tomorrow? How do we foster inclusive and tolerant workplaces that fuel creativity and innovation?

From animation to gaming, can our art drive positive social change, and is it possible to do Gaming for Good? Join VAF as we debate, share insights, and work together to build a more resilient, inclusive, and responsible creative future.

Work environment and Soft skills in Creative Digital and Visual Industries – with Paneurama.eu

Join VAF for an exciting panel discussion, when PANEURAMA zooms in on the current work environment and soft skills in European animation and games industry. Afterwards, we invite you to voice your opinions and possible answers to the questions: How can we mature our industry to ensure a positive work environment, sustainable work life and lifelong learning?

Read more about Paneuram at paneurama.eu

Do you care? – with Vision Denmark & SYBO Games

How do you take responsibility for both the environment and your team? And is it possible to work strategically with "Gaming for Good"? Join Mathias Gredal Nørvig as he dives into issues of diversity and sustainability within the gaming industry and the responsibility that comes with reaching over 3 billion players around the globe.

Speakers:

Mathias Gredal Nørvig (CEO, SYBO GAMES)

This event is planned and funded in collaboration with Vision Denmark, The Danish Board of Business Development and EU

Not your typical producer – Working in the creative industry with a disorder – with Ian Otto

"My name is Ian Otto, I am a Senior Producer for Animation, Motion Design, Immersive and VFX, and I have a neurological disorder. I have worked in the industry since 2010 and call WOODBLOCK my work-family. Those who have met me in person might have noticed that I am not your typical producer, I am "the producer with Tourette-Syndrome (TS)"

Meet Ian Otto for a talk about working in the Creative Industry with a disorder, diving into topics like:

- Growing up with Tourette's in the 1990s
- What led him to work in the creative industry
- Working in a client-facing job as someone who has Tourette's
- How he built his confidence at work
- What has (and hasn't) helped him manage his tics

Ian Otto is a Senior Producer at WOODBLOCK. For many years, Ian worked in Berlin with studios like WOODBLOCK, Zeitguised and Tamschick Media + Space, for clients like Gore-Tex, Samsung, Nike, Swatch, Mercedes-Benz and Heineken Experience.

VAF PRO

Welcome to VAF PRO, where we dive deep into the key trends shaping the future of the creative industries through animation, games and digital arts. This year's program includes: *Sustainability and Soft Skills* exploring how we can build an inclusive and responsible industry, as well as shining a spotlight on the thriving Danish Animation scene through a full day of *Danish Animation Focus*, highlighting national talent, broadcasting strategies and innovations. Discover how *New Technologies* are transforming storytelling and production and find out how they are put to use in new contexts at *ANIDOX:VR* or *Animation and Digital Arts* or join discussions on *Funding, Export, and New Markets* to help bring your projects to a global audience. VAF PRO is your chance to connect, learn, and innovate in the evolving world of animation, games and creative industries!

Funding, export & new markets

Funding Animation in Denmark

Join VAF for a conversation with The West Danish Film Fund (DVF), the Danish Film Institute and Ja Film, as we zoom in on the role of animation in the Danish film industry.

The panel will discuss the production of animation, as well as explore the opportunities and challenges in the current landscape. We will look at both the framework for film funding and the reality for production companies, focusing on how animation is actually made in Denmark. Gain unique insights into:

- what comes across the consultant's desk
- whether there are themes that are underrepresented or overrepresented
- get a glimpse into Ja Film's next feature film project, based on Halfdan Pisket's comic "Dansker".

Panel:

Steen Risom (*Den Vestdanske Filmpulje*), Kirstine Vinderskov (*DFI B&U Filmkonsulent*) Anders Berthelsen (co-owner & Producer Ja Film).

Moderated by Kasper Kruse, Head of The Animation Workshop.

From Local to global: Can Danish content take the lead?

NB: This event is in Danish

What makes Danish/Nordic content unique, what are the challenges of competing in international markets, and how can political initiatives support growth in this sector?

In this panel discussion we have invited four experts to discuss and explore Danish entrepreneurship and the potential for exporting Danish animation and games.

Panel:

- Majken Kalhave, CEO, Creative Denmark
- Ulla Rønberg, Chief consultant – kreative erhverv, Dansk Erhverv
- Petter Lindblad, SNOWCLOUD FILMS AB
- Mathias Gredahl Nørvig, CEO, SYBO Games

Moderator: Jan Neiiendam, Direktør, NIMBI GameLab

This event is planned and funded in collaboration with Vision Denmark, The Danish Board of Business Development and EU

The Future of Business Development Creative Innovation, Strategy, and Digital Tools

With the recent launch of the Software Engineering program and The Animation Workshop's ranking as the third best in the world for animation, interest in creative technologies in the Viborg area is higher than ever. This conference is a unique opportunity to connect with new and existing partners in a time when the field of creative technology is truly flourishing.

Gain insight into how creative technologies can optimize processes, reduce costs, and foster innovation and development in your business, as Dansk Industri Viborg-Silkeborg, Creative Viborg, and Business Viborg invite you to a conference on creative technologies.

As a bonus, you will also get to know how Viborg's unique position as UNESCO Creative City of Media Arts creates opportunities to attract talent and tourists, while strengthening the local economy.

- Meet industry experts and discuss your own opportunities and challenges with them.
- Update your knowledge about current trends and opportunities in creative technologies, including XR, digital twins, drone filmmaking, 3D, animation, and more.
- Network with local business professionals from various industries and positions.
- Successful real-world case studies.
- Gain insight into design methods and digital tools for fostering creative innovation.
- Understand the value of visual communication and effective storytelling.
- Get insight into the first Createch report by the Danish Technological Institute and Vision Denmark.

Program

Culture and Creative Industries:

Socioeconomics, Workforce, and Partnerships

Lars Bertolt Winther - Head of Tourism, Culture, and Experiences, Dansk Industri

New Digital Tools/XR and Game Training for Developing Your Business

Creative Technologies Report with Jan Neiiendam

– director, NIMBI GameLab

VR Software Engineering with Pelle Sølvkjær Christensen

– Instructor, VIA XR Engineering

Creative Processes and Visual Communication for Business Development

Hans Christian Asmussen – Assistant Professor of Visual Communication, DMJX

Case: Klok Visuals by Signe Klok – Partner, KLOK Visuals

Moderation and wrap up by:

- Peter Vestergaard – Head of Business and Development, Viborg Municipality
- Karen Touborg – CEO, Business Viborg
- Jacob P. Jensen – DI Silkeborg-Viborg, Chairman and Director
- Lars Bertolt Winther - Head of Tourism, Culture, and Experiences, Dansk Industri
- Marie Munch Burski, Director, Creative Viborg

This event is planned and funded in collaboration with Vision Denmark, The Danish Board of Business Development and EU

Danish Animation Focus



Animating for the Public

– Securing great content for a Danish audience

What makes Danish and Nordic animation so special? Why not just buy and dub foreign animation? And how does DR view this strategy? Morten Skov, DR's Head of Children's Programming, provides the answers. In recent years, Danmarks Radio (DR) has bet big on Danish and Nordic animation, with Friday entertainment Fredags Tam-Tam, replacing Disney Sjøv - a staple on Danish screens every Friday for over 20 years, as the prime example.

Morten Skov is joined by the creators of three new and upcoming Danish-produced series from DR. Irene Sparre offers insights into the production of the award-winning Karla's Fantastiske Klasse, Mikkel Mainz presents his current series Høj, and Esben Toft reveals Hullet i Hækken, premiering on DR in November.

Join the presentation for a closer look at the Danish animation landscape, both for creators and the audience, and explore how we can ensure a sustainable future for these productions.

Open Workshop Danish Talent – screening

Open Workshop is one of Denmark's 4 film workshops that operate together under Filmtalent, with support from the Danish Film Institute. Open Workshop focuses its talent development efforts on animation film and game talents and thus functions as an artist residency, where both new talents, young professionals and budding artists can stay for a while to work on their personal projects. At the same time, the talents have access to skilled national and international consultants from the animation industry.

Open Workshop also supports Danish projects with development/production funding. The winner of the Open Workshop Danish Talent award will be awarded DKK 20,000 and a residency in Open Workshop.

That's Pitchin'



Pitch competition for animated content for adult audiences

What's cooking at the Danish animation scene? Viborg Animation Festival and Danish Film Directors invite you to get a rare peek behind the curtains of the Danish animation scene, when we open the doors to a national pitch competition for animation aimed at an adult audience, in 2024 focusing on the short film format. 6 selected filmmakers get the opportunity to pitch their idea to a professional jury and thus get the chance to win the main prize of DKK 25,000 to help realize their idea!

That's pitchin' is sponsored by Danish Film Directors and ANIS.

PLASTIC VAF



DIGITAL ART SYMPOSIUM

Digital Arts Symposium

The VAF Digital Art Symposium, hosted by PLASTIC Collective in collaboration with Viborg Animation Festival (VAF), brings together distinguished artists and researchers to explore the multifaceted realms of engagement and research in digital art and animation.

Led by producer Lana Tankosa Nikolic and creative director Martina Scarpelli, this event promises a profound exploration of how artistic expression can be a dynamic force for innovation, collaboration, and societal impact.

September 11th / 9:00–12:00

Engagement in Animation and Digital Art

In conversation with four digital artists, we delve into the concept of engagement in animation and digital art. This segment highlights:

- *Engagement as a Space of Collaboration:* Artists and audiences co-create narratives, fostering mutual interaction and evolving stories.
- *Engagement as a Call to Action:* Immersive experiences that stimulate long-term shifts in perspectives.
- *Engagement as Participation:* Encouraging active visitor contribution, deepening their connection to the artwork and its themes.

Speakers:

- **Total Refusal:** pseudo-Marxist media guerrilla group that repurposes video games to uncover political undercurrents within mainstream media textures.
- **Leon Butler:** visual narrative designer and filmmaker exploring adaptive interactions, generative typography, and immersive experiences using data-driven methodologies.
- **Mads Vadsholt:** game designer with a passion for sound design, VR, and interactive experiences.

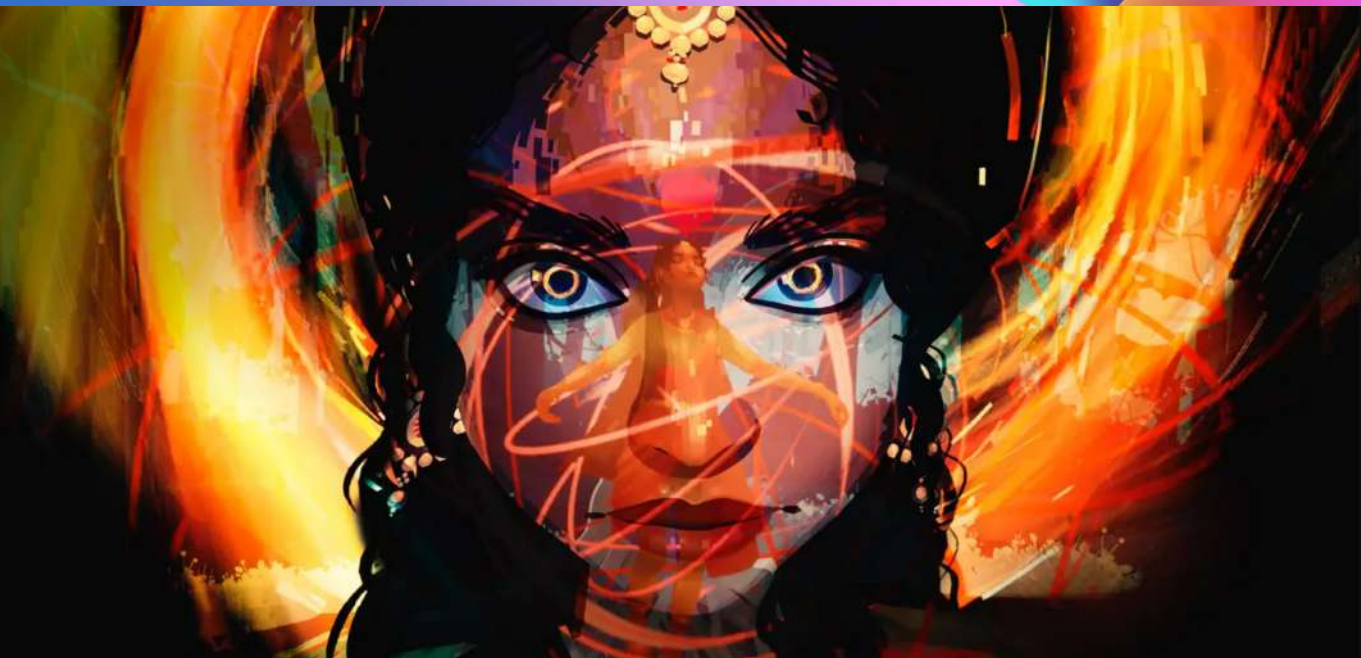
Moderator:

- **Jürgen Hagler:** veteran in animation and digital arts, Jürgen is a researcher, professor, curator, and festival director whose expertise has significantly shaped the field.

Artistic Research in Animation: A Panel Discussion

Join us for an in-depth panel discussion with Sune Petersen and Matej Rot, moderated by Alex Widdowson. This segment explores the intersection of technology, science, and creativity in shaping contemporary digital art and animation.

ANIDOX:VR 2024



ANIDOX:VR is an annual award and exhibition for exceptional factual and visual storytelling in emerging media and VR. Held during the Viborg Animation Festival, ANIDOX:VR include seminars and talks, industry networking and public screenings.

ANIDOX:VR Award

ANIDOX:VR Award presents a hot selection of four contemporary works focused on outstanding storytelling and new technologies! The ANIDOX:VR jury awards a jury prize, celebrating the best of factual storytelling and craftsmanship.

Letters from Drancy (Dir. Darren Emerson)

Empereur (Dir. Marion Burger & Ilan J. Cohen)

Maya: The birth of superhero
(Dir. Poulomi Basu & CJ Clarke)

Turbulence: Jamais Vu
(Dir. Ben Joseph Andrews & Emma Roberts)

ANIDOX:VR AWARD JURY

Mads Damsbo - Creative technologist and entrepreneur

Simon Løvind - Head of Games & Digital Media

Lise Saxtrup - Film producer

ANIDOX is a platform focused on animated documentary projects: We bring together documentary creatives, directors, producers and animation professionals as well as artists working in cross media, hybrid forms and new technologies; with a focus on collaborative process, matchmaking, reaching audiences and new frameworks. Leading masterclasses, a residency programme, professional training and a production and development scheme; ANIDOX is run by acclaimed practitioners in the field and continues to evolve and advance the genre of documentary animation.

ANIDOX:VR Seminar

The highlight of ANIDOX:VR is a dedicated seminar with expert guests, artists and key figures from the art-meets-technology landscape! Meet the artists and makers behind the documentary XR works in competition, who will discuss their work and creative process. And experience a Danish Film Institute Presentation - On the extraordinary occasion of the Interactive Documentary Narratives development initiative, where seminar guests will have the opportunity to hear about the currently supported projects, from the creators and professionals in this exciting new field.

ANIDOX:VR Exhibition

Experience the four nominated works: Letters from Drancy, Empereur, Maya: The birth of superhero and Turbulence: Jamais at Galleri NB

GalleriNB

Sep. 13th, 14th, 15th

VFX: Is it worth it?

The backwash from SAG/AFTRA strikes and the fragility it exposed about the whole film making industry, the shrinking of the power of the Streamers, and anxiety about the relentless march of AI...it can seem that learning VFX as a career isn't a sensible choice.

But there are huge opportunities available to those who want to learn and succeed at VFX. Saint Walker talks through the good news about the VFX industry and why you might want to join it, showing examples that point to a more positive future. He'll discuss the new world of commercial creativity in the era of AI, and why VFX might actually be more rewarding in 2025 than we think.

Speaker:

John Saint Walker, Leading VFX educationalist

Saint John Walker is the Programme Leader for post-graduate media at the UK's University of Hertfordshire and a leading VFX educationalist with over 25 years of experience of teaching and training in the games, animation and VFX industries. Saint is an active member of Access:VFX, and the convenor, designer and chair of the popular Industry panels at the London International Animation Festival each year. Recent work with the Next Gen Skills academy, FMX and the View festival saw him chairing and taking part in industry panels as diverse as AI, Animated Documentaries, VFX Careers and Creature FX.

Universal Scene Description

Join Mark Flanagan, Global Manager of Learning & Development, Feature Animation, Netflix Animation/Animal Logic, as he dives into the potential of USD!

Universal Scene Description is the backbone of the pipeline at Animal Logic and is gaining widespread support across the VFX and Animation industries. Originally developed at Pixar, Universal Scene Description is a technology which aims to simplify data exchange throughout the production process.

But this is only part of the story... Since becoming an open source project it's development has gained momentum, and you can find Implementations in almost every Digital Content Creation tool. The future is USD!

Speaker:

Mark Flanagan, Global Manager of Learning & Development, Feature Animation, Netflix Animation/Animal Logic

Born in Dublin, Mark has circumnavigated the globe chasing his movie dreams. Starting as an Architect, he discovered a love for all things 3D and art. He retrained as an Animator in Ballyfermot and moved to the UK to work in the Games Industry. Mark has worked with Codemasters, RMIT, Pixar's RenderMan Group, Dneg, ILM, Epic Games, Netflix Burbank, and is currently the Global Manager of L&D with Feature Animation at Netflix Animation/Animal Logic in Sydney. He has spoken at industry events from GDC, FMX, Siggraph, and View and contributes to a number of communities. He really likes learning things, Dogs and Hats! (Dogs in hats are amazing!)

Check out the VAF culture program and don't miss out on this year's highlights!

Viborg Katedralskole illuminated

A unique opportunity to experience Viborg Katedralskole illuminated in animation art by Viborg's award-winning artist couple Michelle & Uri Kranot, which illuminates the exterior walls of Viborg Katedralskole.

Imagined Islands

– Showcase of Digital Art inside of the Water Tower.
An interactive exploration of changing landscapes.

Read more at animationsfestival.dk/vaf-culture/



September 13th / 19:30–22:00
Nordisk Film Biografer Viborg

**Join VAF for an evening of celebration,
great stories and good vibes, as we announce
the winners of the 2024 VAF Awards!**

VAF receives animated films from filmmakers from all over the world with strong messages and stories that illuminate current themes, trends and challenges. These are films that you would not necessarily be able to see in the cinema or on various streaming services. That's exactly why the VAF Award nominees need to be celebrated as unique film experiences, whether it's short films or feature films. We are always deeply grateful for the filmmaker's courage and creative urge to create such amazing, animated experiences and VAF awards is our chance to thank the filmmakers and celebrate the courage they show by sharing their work with the festival audience.

All competition programs are judged by professional juries, who will also be announcing the winners.

Meet the juries

Best Short Award



Nancy Denney-Phelps
*Journalist & Producer
of music for animation*

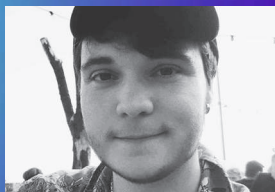


Pernille Kjær
*Independent Animation
Filmmaker &
Multidisciplinary Artist*



Steen Bille
*Writer & Film Consultant,
West Danish Film Fund*

Open Workshop Danish Talent



Arthur Stahlschmidt
Character Animator



Rikke Plantea
Animation Director

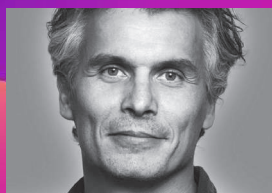


Marie-Louise Højer Jensen
*Freelance Animation
Filmmaker & Illustrator*

ANIDOX:VR AWARD



Mads Damsbo
*Creative Technologist
and Entrepreneur*



Simon Lovind
*Head of Games
& Digital Media*

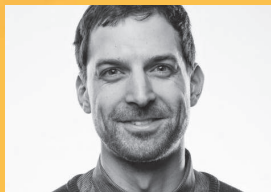


Lise Saxtrup
Film Producer

Best Experimental Award



Kristian Pedersen
Designer, Animator
& Short Film Maker



Fabian Driehorst
Film Producer



Iiti Yli-Harja
Film Director & Musician

Best Graduation Award



Maurice Galway
Co-Founder and Festival
Director of Animation
Dingle



Maša Udovičić
Animator



Kristian Pugholm
Animation Producer

VAF Best Commissioned Work Award



Hans Christian Asmussen
Industrial Designer
& Professor, DMJX



Nanna Norup
Architect/Industrial
Designer



Susanne Bækby
Animation Director,
Art Director, and Animator

VAF Diversity Film Award



Hugo Arruda
Festival Director, MIX CPH



Lucie Grannec
Director & Visual Artist



Alexandre Siqueira
Animation Filmmaker,
Illustrator & Teacher

VAF Youth Jury



Frederiks Skole 6. klasse

VENUES

- | | |
|-----------------------------------|-------------------------|
| 1. Ølluminati | St. Sct. Peder Stræde 8 |
| 2. Nordisk Film Biografer | Tingvej 4 |
| 3. Tinghallen | Tingvej 20 |
| 4. Skovgaard Museet | Domkirkestræde 2 |
| 5. Viborg Bibliotekerne | Vesterbrogade 15 |
| 6. Viborg Musiksal | Gravene 25 |
| 7. Værkstedsscenen | Ammunitionsvej 6 |
| 8. Viborg Kunsthal | Riddergade 8 |
| 9. Nytorv | |
| 10. Hotel Peak12 | Tingvej 10 |
| 11. The Animation Workshop | Kasernevej 5 |
| 12. Arsenalet/Parolesalen | Kasernevej 8 |
| 13. VIA University College | Poul Gernes Salen, VIA |
| 14. Galleri NB | Sct Mathias Gade 14 |
| 15. Viborg Musiksal | Gravene 25 |
| 16. Paradepladsen | Kasernevej 8 |
| 17. Houlkær | Skaldehyvej 2-12 |
| 18. Viborg Katedralskole | G1 Skivevej 2 |
| 19. Vandtårnet | Tingvej 1 |
| 20. Ellekonebakken | Hybenvej |
| 21. Folkestedet - Viborg Banegård | Banegårdspladsen |

CAFÉES AND RESTAURANTS

- | | |
|-------------------|-------------------------|
| 1. Ølluminati | St. Sct. Peder Stræde 8 |
| 18. Thrysee | Gravene 7 |
| 19. Les Jeunes | Jernbanegade 2 |
| 20. Holms Vinotek | Sct Mathias Gade 41 |

