



IMPORTANT STUFF



SCHEDULE



LOCATIONS

STAY UP TO DATE

- » Subscribe to the PIXEL Newsletter
- » Follow us on facebook
- » Follow us on twitter

ORGANIZED BY



artwork by FriendlyFire
webdesign by bubblebird.at
logo by Tobias Deml



Nov 7-9 2014

ANNUAL AUSTRIAN CONFERENCE ON
COMPUTER GRAPHICS & ANIMATION

[HOME](#) [EVENT](#) [PARTNERS](#) [ABOUT](#) [CONTACT](#) [BE A PART](#)

What is PIXELvienna?

PIXELvienna is the Annual Austrian Computer Graphics and Animation Conference taking place in the beautiful setting of the Austrian Academy of Sciences in Vienna. Providing international perspectives, talks and workshops in all fields of computer graphics, PIXELvienna also presents the SIGGRAPH Computer Animation Festival and the legendary PIXEL Battle & Party.

PIXELvienna is entirely organized and operated by the Austrian CG community, a team of volunteers who deliberately work all year to make the conference an unforgettable experience for all attendees.

- ↓ [News](#)
- ↓ [Tickets](#)
- ↓ [Schedule](#)
- ↓ [Location](#)
- ↓ [Impressions](#)

Speaker Announcements!

We have worked hard to bring you again the cream of the crop. So here is the first sneak peek at what you can expect of this year's PIXELvienna.

CONNECT TO SCIENCE by OCG



Martin Ilčík

Research Assistant – TU Vienna

Martin pursues a doctoral degree in computer science at the Vienna University of Technology. His main research topic is procedural modeling – automated generation of geometry and textures. In particular he is interested in architectural modeling. He will talk about his research in that field especially the automatic adaption of facades to a given size while keeping the structural characteristics.



Peter Kán

PostDoc Researcher – TU Vienna

Peter recently finished his doctoral studies at Vienna University of Technology. The topic of his PhD thesis was High-Quality Real-Time Global Illumination in Augmented Reality. He developed novel algorithms for physically-based rendering in augmented reality in this thesis. He will talk about high-quality rendering in Augmented Reality.



Peter Mindek

Research Assistant – TU Vienna

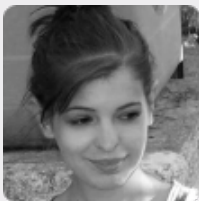
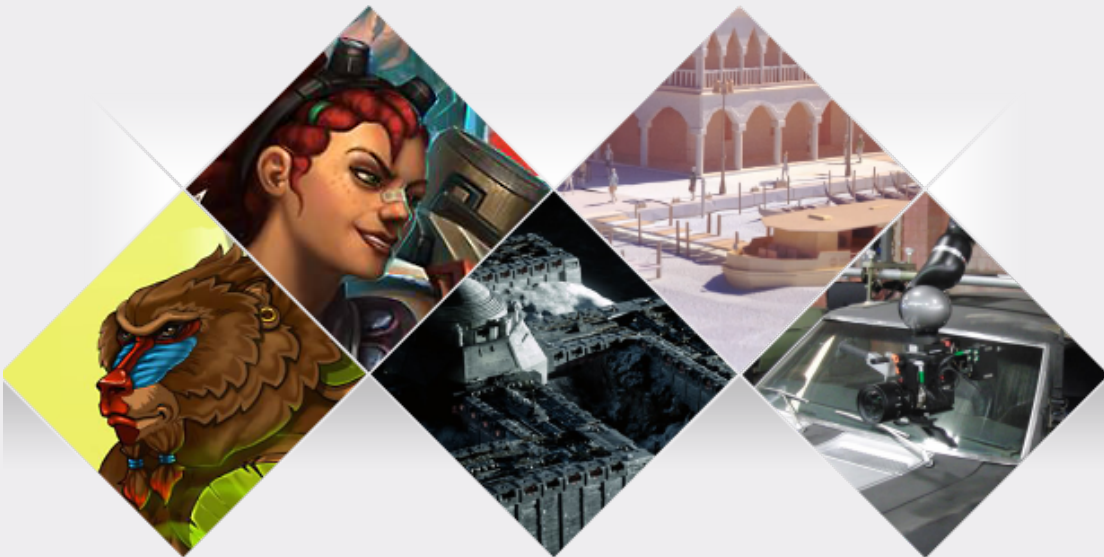
Peter Mindek recieved the master's degree in 2011 from the Slovak University of Technology in Bratislava, Slovakia. He is a research assistant and a PhD candidate at the Institute of Computer Graphics and Algorithms, Vienna University of Technology. His research interests include volume visualization, parameter space exploration and analysis, virtual cinematography, and storytelling. He will talk about Gameplay Storytelling in Multiplayer Games.



Károly Zsolnai

Doctoral Researcher – TU Vienna

Károly is currently a doctoral researcher at the Technische Universität Wien and is an avid lover of photorealistic rendering. His previous work experience includes collaborations with Disney Research Zürich and he is also one of the developers of the popular photorealistic renderer, LuxRender. He is going to talk about his work on rendering photorealistic human skin that made it to two AAA title games hitting the shelves right this November.



Andrea Mannel & Filippo Vivirito

Sproing

They will talk about their latest project: Sigils – Battle for Raio! Get a sneak peek into the Art Department of an Austrian Game Developer. From an early game concept to the production pipeline of a MOBA/RPG for tablets.



Jonathan Riedler & Milo Gutmann

Cliffhanger Production

They will hold a postmortem for their latest multiplatform game “AErena – Clash Of Champions” and will outline the whole creation process, starting with a vision for core games on all platforms, defining target audiences, prototyping and releasing an alpha not only on early access but also on google play. Developing the game in very close cooperation with the community and continuing to do so after launch.

Lee Stringer

VFX Supervisor & Director

Lee is a PIXEL veteran and has worked on mutiple well-known and loved productions like “Firefly”, “Battlestar Galactica” and “Star Wars The Clone Wars” both as an VFX & CG Artist and Supervisor. He

will talk about how he got Nazis on the Moon in the SciFi movie “Iron Sky”.



Juan Cañada

Head of Maxwell Render

Maxwell has become one of the go to renderers for physically correct lighting in recent years and is commonly used in various field ranging from ArchViz to Commercials. Juan will give you glimpse under the hood of the renderer and will share some tips on how to get the most out of Maxwell.



Stefan Auer

CMOCOS

They are a Vienna based company developing motion control systems for VFX & Movie work. Stefan will talk about their work on movies like the Hollywood Blockbuster “Transformers 4” and will describe the work that goes into creating and handling a motion control system on set.



Vassil Pepelyankov

Chaos Group

Vassil has a lot of experience in the field of 3D modelling, texturing and rendering and has worked for a big ad agency before coming to Chaos Group. He will be talking about advanced V-Ray 3 lighting, shading and rendering workflows for use in VFX, modelling, animation production and image compositing.



Jose Lopez

Hasbro – Art Director and Character Designer

He is known for projects like “Green Lantern: First Flight” by Warner Brothers or “Transformers: Prime” by Hasbro. He has worked for Cartoon Network, Nickelodeon, Google, Activision and DC Comics and will share his knowledge about character design and Art Direction with us this year.



Andrei Riabovitchev

VFX Concept Artist

He has worked as a Character Artist on productions like “Wrath of the Titans”, “X-Men First Class” or “Harry Potter and the Deathly Hallows”. Learn the how and what of character development for film and VFX or just let yourself be inspired by this talk!



Alex Orrelle

Animation Director

He will share his experience working at Warner Brothers and Pixar, on numerous film and television projects. Learn about action comedy and animation techniques in this inspiring talk.



Eric Towner

Stoopid Buddy Stoodios – Producer and Animator

He is one of the founders of Stoopid Buddy Stoodios who are well known for their Emmy Award winning puppet animation series “Robot Chicken” on adult swim. Eric is also working on an original feature project with Sony Pictures Animation along with shows for Disney XD and with Cartoon Network.



Colin Graham

Ubisoft – Animation Director

He has recently worked as the Animation Director on Ubisoft Montreal’s “Watch Dogs”. He has also worked on Harry Potter games for EA before joining Ubisoft for which he directed animation teams on various franchises like Splinter Cell and Naruto.



Tickets

Tickets are currently available. There are full & single day passes as well as special pricing for students.

» [get your tickets here](#)
» [more information](#)



Schedule

Every year we try to get the best possible people to talk at the conference. And on top of that there’s the PIXEL Party & Battle and the Animation Festival.

» [to the schedule](#)



Locations

This year the conference will again take place at the Austrian Academy of Sciences in the heart of Vienna.

» [all locations](#)

Some Impressions from PIXEL 8





