

« JPMorgan Chase grants aim to expand micro-lending in South Florida | Main

It's showtime: MDC hosts MIA Animation Conference & Festival today and Saturday

The popular annual event includes panel discussions, master classes, a pitching contest and Game Jam

Miami Dade College is hosting the MIA Animation Conference & Festival on Friday, Oct. 21 and Saturday, Oct. 22, at MDC's Wolfson Campus in downtown Miami. The renowned event features world-renowned speakers, technology influencers from the nation's top animation studios, universities, and the best talent in the industry. It has become one of the most exciting and cutting edge events in Miami, alongside a community of advanced technology-explorers, decision-makers, trend-setters, software developers, and creative industry professionals.

The industry conference focuses on Computer Animation, Gaming, Visual Effects and Motion Graphics, Film, Web Design and Visual Arts. It draws some of the world's top leaders in animation and education, and features exhibitions, workshops and master classes. It has been designed to be a forum for active networking and practical information exchange with strong commitment and emphasis in education while developing and nourishing new talent.

Featured speakers at this year's MIA Animation Festival include Bill Buckley, a senior animator on blockbuster games such as Call of Duty, NBA and Guitar Hero; Mark Anthony Austin, a supervising animator for films including Despicable Me: Minion Mayhem 3D, The Avengers and Casper; David Steinberg, senior VP production for Nick Animation Studios; and Aaron Parry, CCO and executive vice president of Deluxe 3D.

Some of the highlights include a Breakfast on Arts & Technology, the Pitching Contest and the MIA Game Jam.

A Breakfast on Arts & Technology will kick off the festival at 8 a.m., Oct. 21, where it will be explored the ways in which the arts and tech industries can work together to build a connected creative ecosystem. The panel discussion will include: Eldredge Bermingham, Frost Science CSO); Howard Herring, New World Symphony CEO; and Juan "JC" Acosta, Viacom International EVP and COO. The keynote speaker will be Aaron Parry, EVP & Chief Creative Officer at DELUXE 3D LLC.

Participants can also compete in the Pitching Contest where all creators are encouraged to submit their projects for consideration in the animation for television and web series for adults or children. The top pitch overall will be set up with three meetings with relevant buyers and/or talent representatives,

providing a great start to getting a pitch sold.

Attendees can also take part in MIA Game Jam, a 24-hour game development event on Oct. 22 and Oct. 23 at 6 p.m. The event is organized by students from the MAGIC Club mentored by MLH (Major League Hacking). Within 24 hours, the attendees will form teams to create a video game, either a playable prototype, or formalized technical or artistic concept. Attendees will be given a theme they must follow, but can use it to make a video game of any kind on their own laptop.

The conference is free for MDC students and faculty; \$135 for students and \$250 for professionals.

For more information, visit miaanimation.com (<http://miaanimation.com/>).

- Submitted by Miami Dade College

Posted by Nancy Dahlberg 10/21/2016 at 07:00 AM in Conferences, Events, Technology | [Permalink](#)

Share 1

Comments

0 Comments

Sort by Oldest



Add a comment...

Facebook Comments Plugin

About The Starting Gate



Nancy Dahlberg

[E-mail](#) || [Bio](#)

Follow [@ndahlberg](#)

Recent Posts