

NIFFF



NEUCHÂTEL
INTERNATIONAL
FANTASTIC FILM FESTIVAL

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NIFFF 2024: NIFFF EXTENDED PROGRAM

The Neuchâtel International Fantastic Film Festival (NIFFF, July 5-13) is proud to unveil, with the support of SRG SSR, its specialized, professional NIFFF EXTENDED program, which offers a series of free conferences from renowned international guests. These will notably include VFX deep-dives on **THE LAST OF US**, as well as the works of Wes Anderson, with his model builder Simon Weisse in attendance. This year, the prominent role of environmentalism in fantasy will be looked into with a roundtable discussion all about the green movement in fiction. The audience will have the chance to meet Saul Pandelakis, sci-fi author and multidisciplinary artist specialized in queer design, who is part of the 23rd edition's international jury. Not to be outdone, Swiss creations will be in the spotlight with game design presentations, as well as a discussion on a 1970s hoax from the RTS archives.

IMAGING THE FUTURE - DIGITAL CREATION & NEW TECHNOLOGIES

The **IMAGING THE FUTURE** symposium, focused on the cutting-edge synergy between audiovisual production and tech innovations, is spotlighting environmental issues at this year's video game conference (**LET'S PLAY NATURE**) where **GameLab UNIL-EPFL** will present the game design for **STRAY** (BlueTwelve Studio/Annapurna Interactive, 2022) and **KONA II: BRUME** (Ravenscourt, 2023). A discussion between Swiss and international developers (**AHEAD OF THE GAME: THAT COSY FEELING**) will notably focus on Swiss design thanks to **Tabea Iseli**, game director for **Stardust Studio** and **David Wildemann**, co-CEO and creative director at neoludic games. They will discuss the wholesome games trend through two games currently in development.

Espen Nordahl from Norwegian studio Storm Studios will unveil the secrets of the astonishing visual effects (VFX) seen in **THE LAST OF US** (Neil Druckmann, Craig Mazin, HBO, US, 2023).

Creepypastas, backrooms, digital urbex - the internet is a hotbed for horror stories. Join us for a deep dive into **INTERNET HORROR** during a roundtable with experts: French Youtuber and videographer **Obscuria**, as well as Franco-Swiss artists and founders of the Résidence Evil artists-in-residence program **Mélanie Courtinat** and **Yatoni Roy Cantu**. Some of their residency works will be displayed at La Villa.

ANIMATION FOR GROWNUPS will be an opportunity for Indian director **Ishan Shukla** to talk about the creative and technical aspects related to the use of the Unreal Engine to animate his movie **SCHIRKOA: IN LIES WE TRUST** (IN/FR/DE, 2024). **Toby Seale**, lead animator for British animation studio **DNEG** will analyze the flamboyant, Oscar-nominated animation film **NIMONA** (Nick Bruno and Troy Quane, US, 2023), an exhilarating story adapted from a graphic novel.

In a world where digital effects reign supreme, **Simon Weisse** remains one of the few experts of 3D modeling worldwide. He is the architect of Wes Anderson's singular visions and has also worked with the Wachowskis and Steven Spielberg. During his conference (**PRACTICAL VFX**), he will unveil the secrets of his most recent works with Wes Anderson and discuss the synergy between his art and CGI technology.

NEW WORLDS OF FANTASY

The **NEW WORLDS OF FANTASY** literary forum will notably focus on environmentalism, which is a very current topic. Today's art is no longer content with showing what is at stake, it has become an embodiment of environmental concerns. The **EMBODYING (DIS)ENCHANTED TOMORROWS** roundtable discussion, in collaboration with the ORIA (**Observatoire des récits et imaginaires de l'anthropocène**) from the University of Lausanne (**UNIL**), will bring together **Saul Pandelakis** (author and researcher at the University Toulouse-Jean Jaurès, member of the 23rd edition's international jury), Swiss author and artist **Lucia Masu**, French philosopher and utopia expert **Alice Carabédian**, and Swiss actress and researcher **Sophie Desbiolles**. This will also relate to **THE ALLUVIALS**, an installation from American artist **Alice Bucknell** which will be exhibited as a world premiere at La Villa in collaboration with **MUDAC**. It exposes the political stakes of a near-future Los Angeles drought through the perspectives of both human and non-human actors.

The works of **Saul Pandelakis** are a perfect opportunity to think about how we should come together and interact with our (more or less) fellow humans. He will discuss the place given to language in his empathetic and ambitious stories during a public conference moderated by **Tammara Leites**, an artist, designer, and developer specialized in human/machine interactions for **Transmii**. A book-signing session will follow.

OTHER MUST-SEE CONFERENCES

Radio Télévision Suisse (RTS) recently investigated the historical interest of Swiss television for science fiction. **Marlène Belilos** (TV producer), **Didier Bufflier** (Head of **ArchiveLab-RTS**), and **Sophie Meyer** (Head of Publishing and Partnerships, at RTS Data and Archives department) will present the famous hoax that took place in 1971 (**RTS ARCHIVES: CREATING A TV HOAX**). Finally, the **EAT THE RICH** retrospective - dedicated to how elites are portrayed in genre cinema - will also have its own roundtable discussion with multiple guests in attendance.

CONTACT

Yael Golan | Head of Press
yael.golan@niff.ch | T: +41 32 730 50 33