LOS ANGELES

DELEGATION TRAVEL VR/AR
#BBMEETSCLA
Potsdam-Babelsberg and Hollywood have a long tradition of connection and exchange of professionals:

Both studios were built at the same time in 1911 and laid the foundation of what is today known as the two best production locations to film makers and film enthusiasts worldwide. Also, Hollywood is a regular guest at the studio halls here in Babelsberg with productions such as Inglorious Basterds, Bridge of Spies, The Grand Budapest Hotel or recently Dragon Tattoo – The Girl in the Spider’s Web.

Besides their traditions, the film industry, here and in the U.S., is constantly evolving and heading towards the future of entertainment. In today’s digital age, more than ever, content, storytelling and technology merge. Los Angeles and Hollywood with the world’s biggest film industry are constantly developing their manners of storytelling and providing new experiences for the audience.

Potsdam, on the other hand, has created a mark of distinction with the MediaTech Hub, one of 12 Digital Hubs in Germany, which focuses on technology innova-
tions in Virtual and Augmented Reality. With this year’s delegation, we invite you to follow us on a visit to innovative companies and to expand the exchange between the professionals in Brandenburg and Los Angeles. The trip is suppor-
ted by the European Regional Development Fund and the state of Brandenburg. The participating companies can inform themselves about new international developments and trends and open their own work for those dynamics. We also aim to strengthen the visibility of Brandenburg’s media industry. Let’s build and enlarge contacts on an international level.

EDITORIAL

ANDREA PETERS
CHAIRWOMAN OF THE EXECUTIVE BOARD
MEDIA:NET BERLINBRANDENBURG E.V.

LOS ANGELES DELEGATION
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<td>Actrio Studio is an award-winning content production studio that focuses on storytelling and innovation. With over 15 years experience in the media industry we have engaged audiences worldwide across multiple platforms.</td>
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<td>Interlake</td>
<td>Our fiction films, documentaries, short-films, AR and VR Experiences, 360° films and games have been shown worldwide from A-Festivals to HBO and Netflix. As an R&amp;D and innovation service provider we help clients create outstanding and innovative content. We combine our long-time experience in the media business with our Tech and Gaming know-how to develop innovative projects - we create intimate stories, interactive collaborative and explorative experiences. Michael is an award-winning film and interactive producer. He graduated as media economist, is a trained journalist and technologist and has been working in the media industry since 1999. He developed and produced films, webdocumentaries, VR-films and -experiences, games and Crossmedia/Transmedia projects. He was jury member at several film festivals, expert at the Berlinale Talent Campus, continues to be invited to lectures at film schools and conferences and has published several articles for papers and books. Michael also works as Executive Producer for selected projects.</td>
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<td>INVR.SPACE</td>
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<tr>
<td>La Siala Entertainment</td>
<td><strong>ADDRESS</strong> Voltastraße 5</td>
</tr>
<tr>
<td>MAGIX Software</td>
<td>14482 Potsdam</td>
</tr>
<tr>
<td>MediaTech Hub Management</td>
<td><strong>MOBILE</strong> +49 (0) 179 505 46 65</td>
</tr>
<tr>
<td>Medienboard Berlin-Brandenburg</td>
<td><strong>MAIL</strong> <a href="mailto:mg@actrio-studio.de">mg@actrio-studio.de</a></td>
</tr>
<tr>
<td>Patrick Reinbold</td>
<td><strong>WEB</strong> actrio-studio.de</td>
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AnotherWorld VR is a young and dynamic Berlin based VR content production studio that blurs the line between cinema and VR gaming. We create photorealistic and exciting VR content specialising in storytelling, cinematic aesthetics and immersive gaming interactivity. For that we developed cutting edge work flows using our in-house 105 camera scan dome and Mo-Cap space in order to achieve a maximum sense of realism in VR.

Imagine if you could watch your favorite film or TV series and then enter and interact with it’s universe while you wait for the next season.

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Angela Brennecke is Professor of Audio & Interactive Media Technologies at Film University Babelsberg KONRAD WOLF. Angela graduated as engineer in Computational Visualistics & completed a doctoral degree in Computer Graphics. She worked as software developer & technical project manager for Native Instruments GmbH. In 2015 she returned to research-oriented tasks while working as a project engineer for the ARRILASER film recorder. In 2015 she returned to research-oriented tasks while working as a project engineer for the ARRILASER film recorder. In 2015 she returned to research-oriented tasks while working as a project engineer for the ARRILASER film recorder. In 2015 she returned to research-oriented tasks while working as a project engineer for the ARRILASER film recorder. In 2015 she returned to research-oriented tasks while working as a project engineer for the ARRILASER film recorder. 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The Fraunhofer Heinrich Hertz Institute, HHI, is one out of 70 Fraunhofer Institutes and is a world leader in the development of mobile and optical communication networks and systems, fiber optical sensor systems as well as the processing and coding of video signals, including most famously the video standard H.264/AVC and H.265/HEVC.

COMPANY
Fraunhofer
Heinrich Hertz Institut
ADDRESS
Einsteinufer 37
10587 Berlin | Germany
WEB
hhi.fraunhofer.de
3it-berlin.de

Ingo Feldmann is head of the Immersive Media & Communication group in the Vision & Imaging Technologies department. He is engaged in various research activities in the field of 2D image processing, 3D scene reconstruction and modeling, multi-view projector-camera systems, real-time 3D video conferencing and immersive TV applications. Recently his main research activities are in the area of multi-view video processing, 3D reconstruction, human-machine interaction, future immersive media services exploiting Augmented Reality and Virtual Reality technologies.

Kathleen Schröter is Head of Marketing & Corporate Communications and the Executive Manager of the 3IT – the Innovation Center for Immersive Imaging Technology. She is an active member of international committees dedicated to immersive imaging technologies. She is part of the program committee of the IFF Beverly Hills and a mentor at Startup Braga, Portugal, an accelerator program in partnership with Microsoft. In January 2018, Kathleen was one of 13 impactful Women in Tech honored by the Advanced Imaging Society with their Distinguished Leadership Award.

Whether with 2D, 3D, or real films, the customer base of Filmmanufaktur Potsdam now includes internationally active companies/groups such as Rhenus Logistics, Bayer Group, or Generali. FMP Filmmanufaktur Potsdam is developing new ideas for AR and VR solutions in order to make the latest technologies for B2B communication tangible, and to integrate them into brand and business communication. Design and storytelling should not be mutually exclusive. Possible scopes are learning videos, transformation of publishing houses and museum landscapes into the digital world, and the expansion of online marketing for interactive customer communication.

COMPANY
FMP Filmmanufaktur GmbH
ADDRESS
Dortustrasse 61
14467 Potsdam | Germany
PHONE
+49 (0) 331 58 29 12 83
TWITTER
@deinerklaerfilm
WEB
filmmanufaktur.tv

One focus of services is the production and animation of explanatory-, corporate videos and image films. The areas of application are very versatile and serve classical online marketing as well as the offline world at trade fairs.

FRANZISKA ANDREAS
FOUNDER AND CEO

Moreover, entrepreneurial success and social responsibility are not mutually exclusive. Last year, the online marketing of several charitable projects was supported with films.

MOBILE  +49 (0) 173 681 74 88
MAIL  franziska.andreas@deinerklaerfilm.de

When Franziska Andreas founded FMP Filmmanufaktur Potsdam in 2015 without investor capital, the 32-year-old could hardly have imagined that she would soon become Germany’s leading provider of business communications in the field of video content production.

Olivier Zech
COO

More than 20 years of experience in the creative production and marketing industry have shaped the strategic pivot of FMP Filmmanufaktur Potsdam. Olivier Zech is one of the driving forces behind the success that Franziska Andreas founded in 2015. Since 2016 he has been the COO of FMP Filmmanufaktur Potsdam.

MOBILE  +49 (0) 151 12 85 49 74
MAIL  oliver.zech@filmmanufaktur.tv

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COMPANY
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ADDRESS
Dortustrasse 61
14467 Potsdam | Germany
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+49 (0) 331 58 29 12 83
WEB
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OLIVIER ZECH
COO

MOBILE  +49 (0) 151 12 85 49 74
MAIL  oliver.zech@filmmanufaktur.tv

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Interlake is a digital change agent and provides the tools and guidance for cloud-based information transfer within the enterprise.

Working in MediaTech from E-learning to video production workflows we serve customers in over 30 countries for more than 20 years. Interlake is among the top 1% of Microsoft partners in Germany and the oldest Articulate E-Learning partner worldwide. Through Interlake Holding we’re also involved in ventures in the fields of VR/AR (The volumetric recording studio Volumetric GmbH and Metropolis VR) as well as credit checks and payment (creditPass).

Interlake is located at the German MediaTech Hub with more than 120 companies within one square mile and expertise in traditional media, e-learning, IT and 3D.

Sven Slazenger co-founded Interlake in 1997 and heads the company’s German operations in Potsdam. Sven holds a degree in communications research from Ludwig-Maximilians-University in Munich. In his role as Interlake’s CEO he is working as a digital change agent in the areas of MediaTech and cloud-based information transfer, helping customers in their digital transition from e-learning to mixed reality. He’s also a board member of the German federal association of service providers for the online industry (BDOA e.V.), a member of the Digital Strategy Board of the Minister President of the State of Brandenburg and one of the driving forces behind the German MediaTech Hub in Potsdam. In his free time you can often spot him on his old boat on the lakes around Berlin or in little hotels and restaurants off the beaten track.
Ditti Bürgin-Brook took on the public relations management of Karlheinz Böhm’s relief organization in Africa, thus entering the media world. What followed were engagements as tour manager for Andru Donalds and DJ BoBo – with him Brook was also part of Michael Jackson’s HiStory world tour. Various employments in the television and communication sector and professorships for both international culture management and film and media production were further steps on his path to his biggest success yet, the film adaptation of the Swiss children’s book classic »Schellen Ursli«. The movie was directed by Oscar winner Xavier Koller and has broken all records and won worldwide innumerable prizes since its release in October 2015. In 2018, he produced with the Oscar winner Caroline Link the film adaption of the novel »When Hitler Stole Pink Rabbit«.

Since 2011 Brook has been teaching both event and culture management and event technology and risk management at the MHMK university of applied science in Berlin and Munich. Furthermore, Ditti Bürgin-Brook is teaching Filmproduktion at the Filmuniversität Babelsberg in Potsdam. Ditti Bürgin-Brook is a member of the European Film Academy.

Stefan Renz is Product Owner and Manager for the VR products developed by MAGIX Software GmbH (Berlin, Germany). As a world-leader for video & audio editing tools, MAGIX is now focusing on 360° media and ways to edit and present them. With VEGAS Pro 16 MAGIX provides a state-of-the-art and leading tool for editing 360° videos - but VR is the best way to present 360° media! So the new VR Studio is the first product for VR and offers the opportunity to arrange virtual and interactive walkthroughs, presentations and shows out of 360° media. The result can be viewed directly in the browser (WebVR) or with the free VR-X Player on mobile devices - supporting nearly all HMD devices like Oculus, HTC Vive, Samsung Gear, VR glasses for mobile devices and Oculus Go. The VR development team @ MAGIX is organized as an own company called simplitec GmbH with Stefan as CEO. MAGIX/simplitec is interested in marketing cooperations and is willing to build individual solutions for specific partner requirements to create the best workflows from media to VR.
Helge Jürgens is Medienboard Berlin-Brandenburg’s Managing Director of New-Media Funding. A business-administration graduate, Jürgens has held leadership roles in the film and TV industry for more than 20 years.

In recent years, Jürgens held the position of managing director at ARRI Film & TV. Among other functions, his duties included management of the company’s strategic realignment. Previously, he served for six years as managing director of Berlin Union-Film, with primary responsibility for the modernisation of the historic company.

Prior to this time he held a number of management positions at Endemol Deutschland, serving variously as authorised representative, general production manager, and head of resources management. Jürgens was a member of the German Association of Technical Film and Television Companies (vtff) from 2006 to 2015, serving on the board of directors for six of those years. As part of his work for the association, he served as a jury member for the BKM Innovation Award and as deputy head of the bargaining commission, among other activities. In addition, he served as a lecturer on production economics at the Filmhaus Köln and the Filmhaus Babelsberg.

During his career, he has overseen the development of more than 200 entertainment, film and serial productions. In recent years, Jürgens has also worked as a business consultant, advising high-profile production companies as well as start-ups.

COMPANY
Medienboard Berlin-Brandenburg GmbH
ADDRESS
August-Bebel-Str. 26-53
14482 Potsdam | Germany
PHONE
+49 (0) 331 743 87 11
MAIL
h.juergens@medienboard.de
WEB
medienboard.de
Hi! My name is Patrick and I am a professional full stack (web) developer with a vivid, interdisciplinary background, having studied math, medicine and computer science.

I have a great passion for arts and performing arts, coming from a Hungarian family of musicians. Been programming since I was 8 years old and have always loved videogames and the gaming-community. Living in Berlin since 2010 and in love with LA since 2017.

The VR and AR landscape is still in its early stages with production machines and software being largely unknown or unobtainable to people who don’t develop professionally. Despite publishers pushing the medium to the audience at conventions like gamescom and via display advertisements, the medium still hasn’t quite „arrived” yet in the cool kids’ living rooms.

Looking forward to meeting with interesting people who want to push the boundaries and make bleeding edge technology of today the mainstream of tomorrow.

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Stephan is an award-winning writer for television, film and video games - and anything in between.

He started his career at the famed sketch comedy SWITCH RELOADED, co-created the interactive sitcom GENIUS & EVIL and is currently writing season 2 of the interactive RomCom MORE THAN FRIENDS for mobiles. In 2015 Stephan started Sevenskins, a growing network of multimedia creators based in Berlin. Coming from film and television, they bring their core competence into every new medium: storytelling.

From audiobooks through webseries to ARD’s and VR-Games - every medium has its individual strengths that they take advantage of. As consultants, coaches and creatives they help their partners and clients to conquer new digital worlds. They have worked with Amazon, Warner Bros., ITVP and ZDF Enterprises, alongside advertising agencies and gaming companies. As technology advances, they keep pace. And they will stay frontrunners, wherever the race leads.
mmYndstorm is a production company and navigator through the digital age. Entering virtual dimensions changes how we perceive stories. Fiction and Reality play together in a new way. We bring together arts, film, science and technology to produce mYndstorms. From VR installation Me&My Brain to avantgarde film.

Oliver Czeslik is a writer for theatre and film, shown internationally, e.g. at the Public Theatre NYC, d. by Philipp Seymore Hoffman. He also produces movies and lectures on film and theatre. Dr. Kathrin Brunner held leading positions in film and digital, e.g. at Warner Bros/Bertelsmann and Discovery, and consults clients like ProSiebenSat1 or soccer team Hertha BSC. We are looking for creative discussions and production partners. Main project is Me&My Brain, a virtual sculpture exploring the narration of your brain. With artists and neuroscientists, we find new ways of visualising who we are, integrating a Computer-Brain interface into the VR environment. Let your mind go live.

MOVIE LOVERS AROUND THE GLOBE ARE EXCITED ABOUT VIRTUAL REALITY IN THE CINEMA.

Our Titan VR multiplexes are revolutionizing Virtual Reality, providing an exhilarating experience with innovative new technologies inside the foyers of the cinemas. Especially multiplex cinemas are nowadays big and Titan VR brings them an extra source of revenue for otherwise unused space.

At Titan VR, the immersion of the players thus has no barriers – wireless technology connects the headset and visual experience to a powerful computer. We offer in our VRplexes both VR films and VR games.

POLINA SCHLICHT
MANAGING DIRECTOR

Titan VR

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OLIVER CZE SLIK
FOUNDER/PRODUCER/NARRATOR

MOBILE +49 (0) 162 454 17 71
MAIL oc@myndstorm.me

KATHRIN BRUNNER
FOUNDER/PRODUCER/STRATEGIST

MOBILE +49 (0) 160 777 14 58
MAIL kb@myndstorm.me
Based on more than 20 years of experience in production we are providing full scale production service – from script to master. In addition we are setting up tech workflows for any different production approach – intertwining storytelling and tech for the highest production value. transfermedia production services has an international network of professionals and creatives which is based on successful productions in most of the countries worldwide. Based at the renowned Babelsberg studios in Germany, the oldest and biggest studio complex worldwide, transfermedia production services is able to provide perfect conditions for production at our home base.

In a changing digital ecosystem for all media transfermedia production services is as well developing new technologies and contributing state-of-the-art Know How. We are founder and host of the international technology conference CHANGING THE PICTURE. We launched the first international FILM TECH APP for producers, together with the London-based DPP network. We initialize and lead different R&D-projects on technologies for Film, TV and Web content. transfermedia production services is advising German TV broadcasters and institutions on production workflows and media change. We are part of a strong network of tech companies, institutions and universities.

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Sven Haebelk
Co-founder | CEO

Trotzkind GmbH is a Berlin based content and technology provider for immersive media such as VR, AR, 360° video, games, films and interactive installations.

Their client’s industries range from the entertainment industry to business applications, from medical solutions to architectural designs, from software development to creating a great IP.

Trotzkind’s strong focus on digital storytelling combines the emotional depths of films with the interactivity and choices from games. That is why Trotzkind developed cutting-edge technologies ranging from photorealistic reconstructions of objects and 3D-filmed people to their own implementation of VR multiplayer with physics for real-time engines. In May 2017 Trotzkind opened HUXLEY® Berlin - a location based Multiuser VR Experience where you meet a cool AI and save the world in 44 minutes. HUXLEY® is one of the first VR Escape Rooms worldwide and is open for license. It was nominated in two categories at the German Computer Game Awards 2018 and won in the category of “Best Innovation”. Also, we are experts in the volumetric capturing post-production of films and games. In cooperation with the Frauenhofer HHI and Reallifefilm International Trotzkind developed the first overall possibility to interact with volumetric models.

We are looking for content production partnerships and potential licensing partners in the field of Entertainment Parks, Escape Rooms, Arcades, Film Studios, Entertainment Companies and game publishers. We would love to meet VR and AR enthusiasts and visionaries. People who love to discover and shape the international language of immersive media worldwide.

DR. MICHAEL HEIKS
MANAGING DIRECTOR

Founder, CEO and Executive Producer, Dr. Michael Heiks has a unique and wide experience and excellent contacts with public broadcaster and TV stations in Germany. He is a part of a tight network of national and international contacts and worldwide partnerships.

In July 1997 he founded the production company TV Plus in Hanover. In the last 20 years Dr. Michael Heiks produced and developed different very successful national and international live shows – weekly game show, weekly late night show, political talk shows (CNBC) and the most important political talk show in Germany.

In addition, he produced different successful international fictional kids entertainment (with Southern Star Australia), realtime documentaries, "The day of the north"/"Germany. Your day" and investigative movies and TV documentaries, e.g. "A passion for life"/"The Forecaster"/"Botticelli - Inferno".
Volucap GmbH was founded by the shareholders ARRI Cine Technik GmbH & Co. Betriebs KG, Fraunhofer-Gesellschaft, Interlake System GmbH, Studio Babelsberg AG and UFA GmbH for commercial use of the volumetric studio in Potsdam.

It is not only in the film industry that completely new possibilities for narrative forms towards „walk-in film“ arise. As the first commercially used studio on the European mainland, the new technology can also be used for professional commissioned productions in many areas of media beyond entertainment such as in medicine, automotive or the games industry. Compared to the existing solutions, including studios in London and San Francisco, Volucap is pursuing a new concept that is future-oriented towards an even higher quality and will also be used for cinema productions in the long term.

The studio is located on 170 square meters on the grounds of Studio Babelsberg and is equipped with 32 cameras, which are installed all around on a nearly 4 meter high light rotunda. People and objects can be scanned three-dimensionally and lifelike in the room.

The project is funded by the Ministry of Economics and Energy of the State of Brandenburg.
THE MARKETING CATALYSTS boost the development of innovative and creative players working at the intersection of Digital Tech and Film, VR/AR/MR, Animation, Games, Design, Music & Sound, with a focus on the specific challenges of entering new markets. Drawing on our expertise in these sectors, we have also curated and conducted three Trade Missions to New York to deepen transatlantic ties specific to the digital media, FilmTech and VR/AR industries.

In addition, we mentor interactive & transmedia projects with a focus on audience design/building (Tribeca Film Institute NY, DOK Leipzig, story: & web: first labs in Munich, The Camp/The Hive in Marseille...) and work as programmer/presenter/speaker for diverse conferences such as Berlinale Talents, Berlinale EFM Horizon, Changing the Picture Technology Conference, CPH:DOX Cinema:Science, DOK Leipzig/DOK Industry, Future Music Forum, Most Wanted:Music, IFA+Summit, Silbersalz, VRnow, World Cinema Fund...

KENDRA VALENTINE
PROJECT SUPPORT
MAIL  kendra@marketing-catalysts.com
MOBILE  +49 (0)151 20108585

COMPANY  The Marketing Catalysts
ADDRESS  Monbijouplatz 2
          10178 Berlin | Germany
WEB  marketing-catalysts.com
TWITTER  @weCatalysts
SKYPE  themarketingcatalysts

AC COPPENS
FOUNDER
PHONE  +49 (0) 30 67 96 29 62
MOBILE  +49 (0) 152 57 96 29 62
MAIL  coppens@marketing-catalysts.com

THE MARKETING CATALYSTS FOR INNOVATIVE AND CREATIVE PLAYERS

ANNE BOCHMANN
NETWORK MANAGER

media.connect supports your customers and connects your industry. The only cross-media industry platform of the state connects companies from Brandenburg. We combine activities with politics, research and education. We put you in contact with specialised companies. Plus, we cooperate with institutions and networks. Use our excellent connections with the entire media landscape and get the exact information you need. media.connect brandenburg is an initiative of the media.net berlinbrandenburg e.V.

media.net berlinbrandenburg ranks among the biggest and most successful regional networks of media and digital economy in Germany for more than 15 years. It plays a key role in the cross sectors and cross border networking of 400 members: From the established and globally active companies to the newly established, innovative start-up, we take care of all the players in the media and creative industries, IT and communications and industrial 4.0. The aim of the independent association is the networking of stakeholders and representation of members’ interests at state and federal level for improving the regional business conditions.

COMPANY  media.connect brandenburg
ADDRESS  Stahnsdorfer Str. 107
          14482 Potsdam | Germany
MOBILE  +49 (0) 163 340 00 20
MAIL  bochmann@medianet-bb.de
WEB  mediabrandenburg.de
TWITTER  @medianetbb
Oliver is well connected to the Entertainment and Film industry since the late 90’s. As a strategy and sales specialist he created security and DRM measures in Germany and on the West Coast for physical and digital distribution by the Major Studios. He is still working in that area operating a white label Premium VOD platform, which is operating in the G-A-S region and actually expanding to other markets.

Beside that he is active with his Consulting and Investment Company in several startups, digitization projects and Big Data including Automated Advanced Analytics. Oliver is working for various customers in multiple industries since 2007. He developed a widely spread and extremely well connected network, which gives him the opportunity to act successfully cross industries and platforms.

He is also serving as a Mentor for 6 years now, first at Axel Springer PlungelandPlay, now in the APX Accelerator, which is operated by Axel Springer and PORSCHEN Digital. Oliver represents the German Small and Medium Business Consulting Association as their Chief Digital Officer at the German Government and at the EU in Brussels. He is always open minded and loves to learn about new ideas and technologies.

Oliver is originally coming from Munich and has now been living in Berlin for 12 years. He is married and father to 6 wonderful children. He loves a great Espresso, good food and having a great time with open minded and interesting people. Feel free to get connected and explore common opportunities.

**Oliver Koch-Pahl**
MANAGING PARTNER

**COMPANY** manager4rent
**ADDRESS** Torstrasse 33 / 35
10119 Berlin | Germany
**PHONE** +49 (0) 30 200 05 09 50
**MOBILE** +49 (0) 171 301 18 32
**MAIL** oliver.koch-pahl@manager4rent.com
**WEB** manager4rent.com
FACTS & FIGURES
BRANDENBURG

POPULATION __________________________ 2.5 m
AREA ________________________________ 11,447 sq miles
POPULATION DENSITY __________________ 218 people / sq mile
AGRICULTURALLY USED LAND __________ 49 %
WOODLAND ___________________________ 36 %
GOVERNMENT __________________________ Coalition of Social Democrats (SPD) and The Left (DIE LINKE)
Ministerpresident Dr. Dietmar Woidke (Social Democrats)
Minister for Economic Affairs & Energy Prof. Dr.-Ing. Jörg Steinbach

STATE CAPITAL _________________________ Potsdam (inhabitants: 167,500)
GDP (2016) ____________________________ € 68.5 bn ($ 72.2 bn)*
GDP GROWTH RATE (2016) ______________ 3.3 % (Germany: 3.3 %)
INFLATION (2016) ______________________ 0.3 % (Germany: 0.5 %)
UNEMPLOYMENT RATE (7/2017) __________ 6.7 %
STATE BUDGET (2017) ____________________ € 22.8 bn ($ 26.8 bn)**
MANUFACTURING TURN-OVER (2016) ________ € 23.1 bn ($ 24.3 bn)**
EXPORTS (2016) ________________________ € 13.2 bn ($ 13.4 bn)*
EXPORT GROWTH RATE (2016) ___________ -6.4 %
IMPORTS (2016) _________________________ € 15.4 bn ($ 16.2 bn)*
IMPORT GROWTH RATE (2016) ____________ -6.1 %
EXPORTS TO USA (2016) _________________ € 2.0 bn ($ 2.1 bn)*
IMPORTS FROM USA (2016) _______________ € 8.32 m ($ 876 m)*
START-UP COMPANIES (net, since 1991) __ 32,537
INDUSTRIAL INVESTMENTS (1991-2014) __ 68.6 bn ($ 72.3 bn)**
STATE GRANTS TO INDUSTRY (1991-2016) __ 6.0 bn ($ 7.1 bn)**
OVERNIGHT STAYS (2016) ________________ 12.9 m

FACTS & FIGURES
BERLIN

3.5 m ___________________________ POPULATION
344 sq miles ______________________ AREA
10,174 people / sq mile ____________ POPULATION DENSITY
4.4 % ___________________________ AGRICULTURALLY USED LAND
18.3 % __________________________ WOODLAND

Coalition of Social Democrats (SPD), The Left (DIE LINKE) and
Green Party (B90/DIE GRÜNEN)
The Governing Mayor Michael Müller (SPD)
Senator for Economic Affairs, Technology & Utilities
Ramona Pop (B90/DIE GRÜNEN)

Berlin is a city state __________________________ STATE CAPITAL
€ 129 bn ($ 136 bn) (2016) GDP
4.6 % (Germany: 3.3 %) (2016) GDP GROWTH RATE
0.5 % (Germany: 0.5 %) (2016) INFLATION
8.8 % (7/2017) (2017) UNEMPLOYMENT RATE
€ 25.1 bn ($ 29.5 bn)** (2017) STATE BUDGET
€ 24.9 bn ($ 28.3 bn)** (2016) MANUFACTURING TURN-OVER
€ 15.2 bn ($ 16.0 bn)** (2016) EXPORTS
8.2 % (2016) EXPORT GROWTH RATE
€ 11.9 bn ($ 12.5 bn) (2016) IMPORTS
4.4 % (2016) IMPORT GROWTH RATE
€ 1.9 bn ($ 2.0 bn) (2016) EXPORTS TO USA
€ 788 m ($ 830 m) (2016) IMPORTS FROM USA
283,621 (net, since 1991) (1991-2014) START-UP COMPANIES
€ 81.2 bn ($ 85.5 bn)** (1991-2016) INDUSTRIAL INVESTMENTS
$ 5.0 bn (1991-2016) STATE GRANTS TO INDUSTRY
31.7 m (2016) OVERNIGHT STAYS

* Exchange rate of 12/31/2016 | ** Exchange rate of 8/21/2017
<table>
<thead>
<tr>
<th>Date</th>
<th>Location</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNDAY 10/28</td>
<td>Loews Hollywood Hotel</td>
<td>1755 N Highland Ave, Los Angeles, CA 90028</td>
</tr>
<tr>
<td></td>
<td>Southbay</td>
<td>6555 Barton Ave., Suite 101, Los Angeles, CA 90038</td>
</tr>
<tr>
<td></td>
<td>Academy of Motion Picture Arts &amp; Science</td>
<td>1313 Vine Street, Hollywood, CA 90028</td>
</tr>
<tr>
<td></td>
<td>Emblematic Group</td>
<td>1947 Euclid St, Santa Monica, CA 90404</td>
</tr>
<tr>
<td></td>
<td>UCLA Art Sci Center + Lab</td>
<td>Broad Arts, 240 Charles E. Young drive, Los Angeles, CA 90095</td>
</tr>
<tr>
<td></td>
<td>SoHo House</td>
<td>9200 Sunset Blvd, West Hollywood, CA 90069</td>
</tr>
<tr>
<td>MONDAY 10/29</td>
<td>VR Playhouse</td>
<td>3011 Verdugo Rd, Los Angeles, CA 90065</td>
</tr>
<tr>
<td></td>
<td>Technicolor Experience Center</td>
<td>3237 South La Cienega Blvd, Los Angeles, CA 90016</td>
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<tr>
<td></td>
<td>AfterNow</td>
<td>9415 Culver Blvd., Culver City, CA 90232</td>
</tr>
<tr>
<td></td>
<td>Intel Studios</td>
<td>1600 Rosecrans Ave, Manhattan Beach, CA 9026</td>
</tr>
<tr>
<td></td>
<td>SONY Pictures Studios</td>
<td>10202 West Washington Blvd., Culver City, CA 90232</td>
</tr>
<tr>
<td></td>
<td>2 Bit Circus</td>
<td>634 Mateo St, Los Angeles, CA 90021, USA</td>
</tr>
<tr>
<td>TUESDAY 10/30</td>
<td>FOX Innovation Labs</td>
<td>2121 Avenue of the Stars, FOX Tower / 20th Floor, Los Angeles, CA 90067</td>
</tr>
<tr>
<td></td>
<td>Universal Studios Tech Ops &amp; Innovation</td>
<td>100 Universal City Plaza, Universal City, CA 91608</td>
</tr>
<tr>
<td>WEDNESDAY 10/31</td>
<td>FOX Innovation Labs</td>
<td>2121 Avenue of the Stars, FOX Tower / 20th Floor, Los Angeles, CA 90067</td>
</tr>
<tr>
<td></td>
<td>Universal Studios Tech Ops &amp; Innovation</td>
<td>100 Universal City Plaza, Universal City, CA 91608</td>
</tr>
<tr>
<td>THURS. 11/1-SUN 11/4</td>
<td>Beverly Hills Infinity Film Festival</td>
<td>465 North Beverly Drive, Beverly Hills, CA 90210</td>
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<tr>
<td></td>
<td>Laemmle’s Music Hall</td>
<td>9036 Wilshire Blvd, Beverly Hills, CA 90211</td>
</tr>
<tr>
<td></td>
<td>The Writers Guild of America Theater</td>
<td>135 South Doheny Dr, Beverly Hills, CA 90211</td>
</tr>
<tr>
<td></td>
<td>RealD Theater</td>
<td>100 North Crescent Dr, Beverly Hills, CA 90210</td>
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</tbody>
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