



SCHEDULE FOR FRIDAY, SEPT 9 2022

8am - 9:30am

Advanced Compositing & Animation Techniques, Part 1 - Advanced | Stephen Mendenhall | Room 303
Digital Media 101 | Brennen Boose | Room 232
Pre-Production And Studio Prep | John Dollahite | The Grove: Engineer Booth
Sound Design | Jay Fullmer | Room 230

9:00am - 3:30pm EXHIBITION HALL | South Hall

10:00am - 11:30am

Advanced Compositing and Animation Techniques, Part 2 - Advanced | Stephen Mendenhall | Room 303
Digital Media Tools & Resources | Brennen Boose | Room 232
Lighting Design: Live Environment | Ron Crawford | Room 234
Live Directing | IMAG vs Streaming | Clay Hutchison | Room 230
Mastering vs Mixing Audio In Post | Marque Walker | The Grove: Engineer Booth

11:30am - 1:00pm EXPO LUNCHEON | South Hall

1:00pm - 2:30pm

Advanced Compositing and Animation Techniques, Part 3 - Advanced | Stephen Mendenhall | Room 303
All Things Microphones: Mic Types & Uses | Michael Moore, Shure | The Grove: Big Room
Audience Profiles | Brennen Boose | Room 232
Media & Storage Management | Eivind Sandstrand VP, Diversified Media & Entertainment | Room 234
Producing Impactful Testimonials | Christopher Franklin | Chapel

3:00pm - 4:30pm

All Things Camera: Cameras, Lenses & Uses | DIVERSIFIED | Chapel
Advanced Compositing and Animation Techniques, Part 4 - Advanced | Stephen Mendenhall | Room 303
Digital Media Strategy | Brennen Boose | Room 232
LED Screens, Projectors And Other Displays | Lee Carpenter | Room 230
