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Adobe Creative Cloud
Immerse yourself in creativity

Theater schedule
Booth # SL3910

Time	Monday, April 18	Tuesday, April 19	Wednesday, April 20	Thursday, April 21
9 a.m.		Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*	Audio Tools for Post-Production – *Jason Levine, Principal Worldwide Evangelist*	Work Like an Editor, Think Like a Colorist Using Premiere Pro – *Robbie Carman, DC Color*
9:30 a.m.		Audio Tools for Post-Production – *Jason Levine, Principal Worldwide Evangelist*	A VFX Guide to Slamming the Boundaries Between Live Action and Game Engine Tech – *Patrik Forsberg, Stiller Studios*	Creative Cloud Tips & Tricks for Post-Production – *Maxim Jago, Filmmaker*
10 a.m.	Audio Tools for Post-Production – *Jason Levine, Principal Worldwide Evangelist*	Work Like an Editor, Think Like a Colorist Using Adobe Premiere Pro – *Robbie Carman, DC Color*	Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*	Photoshop: Tips & Tricks to Improve Post – *Rich Harrington, RHED Pixel*
10:30 a.m.	Adobe Character Animator: Breathing Life Into 2D Animation – *Dave Werner, Senior Experience Manager*	Content Velocity: Clemson's Social Video Strategy with Creative Cloud – *Jonathan Gantt & Nik Conklin, Clemson University Athletics*	Content Velocity: Clemson's Social Video Strategy with Creative Cloud – *Jonathan Gantt & Nik Conklin, Clemson University Athletics*	Audio Tools for Post-Production – *Jason Levine, Principal Worldwide Evangelist*
11 a.m.	Adobe Anywhere and Collaborative Workflows – *Karl Soule & Niels Stevens, Business Development Managers*	Adobe Anywhere and Collaborative Workflows – *Karl Soule & Niels Stevens, Business Development Managers*	Adobe Anywhere and Collaborative Workflows – *Karl Soule & Niels Stevens, Business Development Managers*	Adobe Anywhere and Collaborative Workflows – *Karl Soule & Niels Stevens, Business Development Managers*
11:30 a.m.	The Adobe Creative Cloud Workflow for the *Take Me Home Huey* Project – *Christine Steele, Director, Producer*	The Wonderful *Wizards of Aus*: The Road to 4K – *Chris Hocking & Michael Shanks, LateNite Films*	The Wonderful *Wizards of Aus*: The Road to 4K – *Chris Hocking & Michael Shanks, LateNite Films*	After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*
12 p.m.	Adobe Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*	Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*	Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*	Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*
12:30 p.m.	Creative Cloud in the High Speed MotoGP™ Sports Production – *Sergi Sendra Vives, Dorna Sports*	*Deadpool*: The Editing Workflow Behind the Film – *Vashi Nedomansky, Film Editor*	Adobe Audition: Tips & Tricks for Experienced Editors – *Mark Edward Lewis, Post-Production Supervisor & Filmmaker*	Character Animator: Breathing Life Into 2D Animation – *Dave Werner, Senior Experience Manager*
1 p.m.	Content Velocity: Clemson's Social Video Strategy with Creative Cloud – *Jonathan Gantt & Nik Conklin, Clemson University Athletics*	Creative Cloud Tips & Tricks for Post-Production – *Maxim Jago, Filmmaker*	After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*	Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*
1:30 p.m.	Adobe After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*	After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*	Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*	After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*
2 p.m.	Holograms, After Effects & *Star Wars: The Force Awakens* – *Andrew Kramer, Video Copilot*	Holograms, After Effects & *Star Wars: The Force Awakens* – *Andrew Kramer, Video Copilot*	Work Like an Editor, Think Like a Colorist Using Premiere Pro – *Robbie Carman, DC Color*	
2:30 p.m.	The Reality of Editing Reality TV: *Diners, Drive-Ins & Dives* and More! – *Andrew Moraski, Citizen Pictures*	The Reality of Editing Reality TV: *Diners, Drive-Ins & Dives* and More! – *Andrew Moraski, Citizen Pictures*	After Effects CC for Motion Graphics & VFX – *Karl Soule, Business Development Manager*	
3 p.m.	Creative Cloud in the High Speed MotoGP™ Sports Production – *Sergi Sendra Vives, Dorna Sports*	Corridor Digital: Linear Stories in a Non-Linear World – *Sam Gorski and Niko Pueringer, Corridor Digital*	Character Animator: Breathing Life Into 2D Animation – *Dave Werner, Senior Experience Manager*	
3:30 p.m.	Corridor Digital: Linear Stories in a Non-Linear World – *Sam Gorski and Niko Pueringer, Corridor Digital*	*Avengers: Age of Ultron*—The Screen Graphics, 3D Design & Animation Work – *Nik Hill, Territory Studio*	Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*	
4 p.m.	Premiere Pro CC, The Must-Have NLE – *Jason Levine, Principal Worldwide Evangelist*	The Creative Cloud Workflow for the *Take Me Home Huey* Project – *Christine Steele, Director, Producer*	A VFX Guide to Slamming the Boundaries Between Live Action and Game Engine Tech – *Patrik Forsberg, Stiller Studios*	
4:30 p.m.	The Wonderful *Wizards of Aus*: The Road to 4K – *Chris Hocking & Michael Shanks, LateNite Films*	Character Animator: Breathing Life Into 2D Animation – *Dave Werner, Senior Experience Manager*	Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*	
5 p.m.	*Avengers: Age of Ultron*—The Screen Graphics, 3D Design & Animation Work – *Nik Hill, Territory Studio*	Adobe Audition: Tips & Tricks for Experienced Editors – *Mark Edward Lewis, Post-Production Supervisor & Filmmaker*	Adobe Photoshop: Tips & Tricks to Improve Post – *Rich Harrington, RHED Pixel*	
5:30 p.m.	Creative Cloud: The Tools You Need for Powerful Post-Production – *Jason Levine, Principal Worldwide Evangelist*	A VFX Guide to Slamming the Boundaries Between Live Action and Game Engine Tech – *Patrik Forsberg, Stiller Studios*	The Creative Cloud Workflow for the *Take Me Home Huey* Project – *Christine Steele, Director, Producer*	

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