Special thanks to the following partners for providing equipment:

Adobe Creative Cloud
Powerful alone, unstoppable together.

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Alomes CS355 HP SL2404
ATTI SL8716 IBM SL5305
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Axile Video SL5116 Insta 360 N2803VR
B & H SL2916, C10916 Intel SU3310
BenQ C11920
BitCentral SU2610 JL Cooper SL2919
Bluefish444 SL9021 JVCKenwood USA C4315
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CatDV-Square Box SL4213 Marquise Tech SL13605
Cinegy SL12216 Matrox Graphics SL4524
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Dalet Digital Media SL8010 MediaSilo SL9205
DAVID Systems GmbH C7936 Microsoft SL6716
DDN Storage SL8416 Minnetonka Audio SU2321
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Discon Sports SL19044 NewBlue FX SU1307
DJI C2207 NewTek SL5016
Drobo SL13405 Nugen Audio SL8230
DZ Solutions SL1300MR NVIDIA SL4610
Edisheso SL6020 Object Matrix SL5005
Empress MAM SL9024 OCTOPUS Newsroom SL7627
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Signiant SL8405
SlingStudio SU8113
Soften Media SL13116
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Solution
StudioXperience SL2424
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Theater schedule
Booth # SL4610
<table>
<thead>
<tr>
<th>Time</th>
<th>Monday, April 9</th>
<th>Tuesday, April 10</th>
<th>Wednesday, April 11</th>
<th>Thursday, April 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 a.m</td>
<td>Audio Tools for Post-Production</td>
<td>Premiere Pro, The Must-Have NLE</td>
<td>Creative Cloud: The Tools You Need for Powerful Post-Production</td>
<td>VR Workflows Featuring Premiere Pro and After Effects</td>
</tr>
<tr>
<td>9:30 a.m</td>
<td>Essential Adobe Photoshop Skills for Video Pros</td>
<td>Essential Adobe Photoshop Skills for Video Pros</td>
<td>Essential Photoshop Skills for Video Pros</td>
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<tr>
<td></td>
<td>Jason Levine, Adobe</td>
<td>Karl Soule, Adobe</td>
<td>Karl Soule, Adobe</td>
<td>Karl Soule, Adobe</td>
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<tr>
<td>10:30 a.m</td>
<td>Stock Footage Filming Around the World</td>
<td>Achieving Success as a Digital Media Creative</td>
<td>Collaborative Workflows for Film and Video</td>
<td>Creative Cloud: The Tools You Need for Powerful Post-Production</td>
</tr>
<tr>
<td></td>
<td>Rick Roy, DVarchive</td>
<td>Valentina Vee, Digital Content Director</td>
<td>Using Creative Cloud</td>
<td>Jason Levine, Adobe</td>
</tr>
<tr>
<td>11 a.m</td>
<td>Collaborative Workflows for Film and Video</td>
<td>Collaborative Workflows for Film and Video</td>
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<td>Premiere Pro, The Must-Have NLE</td>
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<td>Using Creative Cloud</td>
<td>Using Creative Cloud</td>
<td>Using Creative Cloud</td>
<td>Jason Levine, Adobe</td>
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<td>Niels Stevens &amp; Karl Soule, Adobe</td>
<td>Niels Stevens &amp; Karl Soule, Adobe</td>
<td>Niels Stevens &amp; Karl Soule, Adobe</td>
<td>After Effects for Motion Graphics &amp; VFX</td>
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<td>Karl Soule, Adobe</td>
</tr>
<tr>
<td>11:30 a.m</td>
<td>Adobe Premiere Pro, The Must-Have NLE</td>
<td>Premiere Pro, The Must-Have NLE</td>
<td>“Blade Runner 2049”: A New Approach to Technology</td>
<td>Character Animator: Breathing Life into 2D Animation</td>
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<tr>
<td></td>
<td>Jason Levine, Adobe</td>
<td>Jason Levine, Adobe</td>
<td>Daniel Hylund, Territory Studio</td>
<td>Dave Werner, Adobe</td>
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<tr>
<td>12 p.m</td>
<td>Stock Footage Filming Around the World</td>
<td>Unforgettable: Telling Compelling Stories with Audio</td>
<td>Unforgettable: Telling Compelling Stories with Audio</td>
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<td></td>
<td>Rick Roy, DVarchive</td>
<td>Emma-Victoria Houlton, Art of Podcast</td>
<td>Emma-Victoria Houlton, Art of Podcast</td>
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<td>12:30 p.m</td>
<td>Premiere Pro, The Must-Have NLE</td>
<td>After Effects for Motion Graphics &amp; VFX</td>
<td>Premiere Pro, The Must-Have NLE</td>
<td>Audio Tools for Post-Production</td>
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<td>After Effects for Motion Graphics &amp; VFX</td>
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<td>Karl Soule, Adobe</td>
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<tr>
<td>1 p.m</td>
<td>Achieving Success as a Digital Media Creative</td>
<td>Stock Footage Filming Around the World</td>
<td>Up Your Graphics Game with Motion Graphics Templates</td>
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<td></td>
<td>Valentina Vee, Digital Content Director</td>
<td>Rick Roy, DVarchive</td>
<td>Bronwyn Lewis, Adobe</td>
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<tr>
<td>1:30 p.m</td>
<td>Character Animator: Breathing Life into 2D Animation</td>
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<td>Dave Werner, Adobe</td>
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<td>2 p.m</td>
<td>Supercharge Your FX</td>
<td>Supercharge Your FX</td>
<td>After Effects for Motion Graphics &amp; VFX</td>
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<td>Andrew Kramer, Video Copilot</td>
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<td>Karl Soule, Adobe</td>
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<tr>
<td>3 p.m</td>
<td>“MINDHUNTER”: Pushing Boundaries in Post-Production</td>
<td>Pony Power: Movie Marketing Using Character Animator</td>
<td>Pony Power: Movie Marketing Using Character Animator</td>
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<td></td>
<td>Tyler Nelson &amp; Billy Peake, &quot;MINDHUNTER&quot;</td>
<td>James Safechuck &amp; JB Fandren, AvatarLabs</td>
<td>James Safechuck &amp; JB Fandren, AvatarLabs</td>
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<td>3:30 p.m</td>
<td>Up Your Graphics Game with Motion Graphics Templates</td>
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<td>Jason Levine, Adobe</td>
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<tr>
<td>4 p.m</td>
<td>“The Florida Project”: Filmmaking from Any Computer, Any Location</td>
<td>CNN Digital Masters Storytelling in a News Environment</td>
<td>“Blade Runner 2049”: A New Approach to Technology</td>
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<td>Bernnie Laramie &amp; Mike Hugo, “The Florida Project”</td>
<td>Jon Reyes, CNN</td>
<td>Daniel Hylund, Territory Studio</td>
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<tr>
<td>4:30 p.m</td>
<td>After Effects for Motion Graphics &amp; VFX</td>
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<td>5:30 p.m</td>
<td>Audio Tools for Post-Production</td>
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