

2012 Colorado Creative Careers Festival Workshop Descriptions

To review workshop descriptions, locate the appropriate workshop # in the left hand column.

#	Presenter	Presenter Affiliation	Workshop Title & Description	Strand Category	Sessions Offered			
					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
1	Stella Yu	Denver Arts Street	<p>50 Ways to Everything: How to Develop Creativity & Strategic Thinking</p> <p>How many ways did the 'Angry Birds' fight their enemies after their eggs were stolen? Are we going to still sit on our hands when 150 years of industrialism has brought on rapid climate changes? What about other local or global uncertainties that we're faced with related to resources, safety, and governance, where we'll need creative know-how to survive and thrive? Don't panic! If you want to figure out how to address such problems (and maybe even solve some of them), try this hands-on fun workshop using a simple process and strategy. (And there is no test at the end!) (20)</p>	General Session	1	1		
2	Neil McKenzie	Metropolitan State College of Denver	<p>Branding to Design and Direct Your Arts Career Basic/Intro or Advanced levels</p> <p>In developing your business image and marketing plans for 'Your Creative Brand', it is helpful to take a much broader view of 'brand'. This term is used to aggregate all of the things that represent you and your business (logo, designs and style, marketing materials, web presence, advertising, products and services you provide, your space/location/accessibility, level of expertise and professionalism, customer service/promise of value/satisfaction, pricing and competitive ranking, degree of 'cutting edge' products and technology, networking and community involvement, etc.).</p> <p>In short, your brand is everything your business does and everybody you touch, either directly or indirectly. Your brand is what OTHER people say about your business, and you have the power and responsibility to manage what this message is! (40)</p>	General Session	1	1	1	
3	Nate Greene, Andrew Bredeson	DPS and Goodwill Industries/CTE Resources, Denver	<p>Individual Student Mock Job Interview: Designing it Your Way</p> <p>Students will have an opportunity to engage in an interactive interview simulation, based on an actual or student-selected job description (from a menu of options within the Creative Careers). Students should bring two copies of his/her resume for critique, and if identified in advance, a real job posting for which the student is qualified and has interest (to include internships and part-time or summer positions). Instead, during this time, a student may request resume feedback and focus on 'Frequently Asked Questions' used during the actual interviews. Three interviews, 20-minutes each, will be scheduled during each workshop session; the 'College Lounge Q&A' time will fill in the remainder of the workshop time, where students can ask questions of Auraria campus college students related to courses, specific programs, and/or college preparation/academic expectations. (30)</p>	General Session	1	1	1	1

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
4	Storm Gloor	University of Colorado-Denver	<p>Marketing Your Art in the Digital Age, Advanced level</p> <p>In today's environment, it is imperative that an artist fully understands essential entrepreneurial skills in order to develop and maintain a creative career. One such skill is the ability to market and promote one's work and brand, especially utilizing web tools and social media. In this workshop, we'll describe the basics of such marketing, discuss current philosophies and approaches, outline current trends for necessary artist awareness, and explore online activities of successful artists. Through this workshop, students will understand the steps they should take to adequately market their work. (40)</p>	General Session	1			
5	Student Project Submission Review	Higher Ed Faculty & Working Professionals	<p>Student Project Submission Review</p> <p>Working professionals/higher education faculty providing feedback on student projects in Web Design, Film/Video, Graphic Design, Computer Animation, and Photography (<u>must be submitted by Feb. 8 – see guidelines at http://www.coloradostateplan.com/artsAV.htm.</u>)</p>	General Session	1	1	1	1
6	Portfolio Review	Higher Ed Faculty, Working Professionals in the Arts	<p>Student Portfolio Review</p> <p>Working professionals/higher education faculty providing feedback on student portfolios related to the Arts, following Festival guidelines. (<u>Portfolios must be dropped off at Registration Check-in by 9:30 a.m. on Feb. 24, or electronically by Feb. 15th – see guidelines at http://www.coloradostateplan.com/artsAV.htm.</u>)</p>	General Session	1	1	1	1
7	Lorne Bregitzer	University of Colorado-Denver	<p>Professional Recording Studio Techniques</p> <p>Advanced level – (Part 1 of 2, Part 2 is Workshop #72)</p> <p>Students will experience a professional recording session in action. The session will consist of 2-3 musicians overdubbing parts onto existing rhythm tracks. These tracks will then be used in the Introduction to Editing and Mixing in ProTools module. (15)</p>	Audio Technology	1	1		
8	David Bondelevitch	University of Colorado-Denver	<p>Sound Design: Foley & Automated Dialogue Replacement</p> <p>Advanced level --</p> <p>Students will learn how Foley sound effect creation and ADR (Automated Dialogue Replacement) are used to create sound designs for film and video. (15)</p>	Audio Technology	1	1		
9	Matt FaJohn, Eric Newkirk	Leg Work Studio, CEAVCO	<p>3-D Video Mapping for Large Scale Architecture: Denver Projects and World-Class Examples</p> <p>How does 3D video mapping shape the façade of the Ellie Caulkins Opera House in downtown Denver and guide the design for constructing the Clyfford Still Museum project at DU? Attend this workshop to learn more about these creative and tactical sides of architecture design by learning about local Denver projects and considering other world-class examples. (40)</p>	Computer Animation	1	1		

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
10	Kent Homchick	University of Colorado-Denver	Computers in Design This workshop will show students how to use computers for stage design and screen production design. (24)	Computer Animation	1	1		
11	Howard Cook	University of Colorado-Denver	Digital Animation: Spheres, Triangles & Cubes—Oh my! Basic/Intro level Take a peek into the world of digital animation as you learn about what it takes to work in the world of feature films, game design, visualization and medical animation. This workshop in the UNIVERSITY OF COLORADO-DENVER Computer Animation Center provides a first-hand look at what it takes to become an animator working in the CG world. (28)	Computer Animation	1	1	1	1
12	Gary Butcher	Falcon District 49	Introduction to Game Design & Development: How to Begin – Students will learn about sprints, sounds, backgrounds, levels of difficulty, and variables. Participants will build and complete a scrolling shooter game where their car, spaceship, or plane will travel over a scrolling background; they will need to dodge oncoming obstacles and be able to shoot them out of the way. Each student will have the option of saving his/her game on a CD (provided) and taking it home upon completion. (24)	Computer Animation	1	1		
13	David Liban	University of Colorado-Denver	After Effects (20)	Film/Video	1	1		
14	Ken Seagren	Lighting Services, Inc., IA Local#7	Bringing in the Lighting Truck for On-Location Filming Students will be taken on a walk-through of a lighting truck, equipped with all the gear, lighting and wiring necessary to light a film set. Instruction will be given on how these various parts work together, and how to take care of and organize the equipment. Lighting of two sets will be demonstrated. (25)	Film/Video	1	1		
15	Jim Phelan	University of Colorado-Denver	Directing for the Camera—the Basics (20)	Film/Video	1	1		
16	Jessica McGaugh	University of Colorado-Denver	Lighting and Grip Equipment—the Basics (20)	Film/Video	1	1		
17	Hans Rosenwinkel	University of Colorado-Denver	Post-Production and Editing for Television, Documentary Reality Series, and Live Action (20) This workshop focuses on using Final Cut Pro for editing.	Film/Video	1	1		

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
18	Scott Kinnamon	SKEWmedia, Educational Media Organization, Freds Films	<p>Story and Technology—From the Caves of Chauvet to YouTube (in 2 parts) Part 1: The Essence of Movie-Making: The Power of Story, Basic/Intro level -- This workshop will help students understand the primal need and uses for narrative. The same impulse that compels us to record and post videos to YouTube is the same impulse that compelled the cave dwellers of France to paint on the cave walls 32,000 years ago. It is an expanded definition of literacy that is both pre- and post-language. Students will engage in discussions prompted by guided viewing of scenes from films such as “City Lights” and “Bonnie and Clyde”. (25) Part 2 is Workshop #59.</p>	Film/Video	1		1	
19	Howie Movshovitz	University of Colorado-Denver	<p>The Language of Film (20) The presenter will talk about the role of the film critic on radio, and what film viewing can teach students about filmmaking.</p>	Film/Video	1	1		1
20	Jimmy Milligan	James Milligan Special Effects Technician	<p>The Unreal World of a Special Effects Technician (in 2 parts) Basic/Intro OR Advanced levels Part 1: Safe and Legal—Surviving Car Chases and Blowing Stuff Up Serious issues can arise if a filmmaker doesn’t learn how to obtain the right permissions and practice high-level safety. Stunts and special effects technician Jimmy Milligan, along with Denver permitting officials and safety experts, will walk students through what is needed for special effects, such as pyrotechnics and gun effects, rain, snow, smoke, custom effect pieces, etc. (25) Part 2 is Workshop #79.</p>	Film/Video	1	1		
21	Frederic Lahey (directing), Galina Boulgakova, (acting), Will Hicks (writing), Jeff Howard (art direction), Geoff Chadwick (production), Jerry Hoffman (post)	Colorado Film School – Community College of Aurora	<p>Virtual Tour, Faculty Insights, and Student Projects Shared— The Colorado Film School, recognized as a leading film school in the world (Hollywood Reporter, August 2011) and in the US (International Cinematographers Guild: ICG Magazine, December 2009), will take you on a virtual tour of their facilities, equipment, and student experiences. Faculty will share their areas of expertise, examples of student projects, and ideas for future ‘intensive’ workshops on their campus, as well as answer your questions related to this dynamic, growing industry in Colorado. (100)</p>	Film/Video	1	1		
22	Craig Volk	University of Colorado-Denver	<p>Webisode: Screenwriting (20) This workshop will focus on writing a dramatic series for the web.</p>	Film/Video	1	1		

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
23	Brian DeLevie	University of Colorado-Denver	<p>Digital Design: Video Editing Basic/Intro or Advanced levels This workshop is devoted to understanding time-based imagery that focuses on utilizing video editing as a creative communication tool. Students will create projects that explore topics using video and non-linear digital editing software. Students will study the technology of digital video and how concepts of storytelling are used in creating more meaningful videos. (22)</p>	Graphic Design	1	1	1	1
24	Lori Guterman	Front Range Community College	<p>Photoshop Top 10 Tips & Tricks to Make Your Projects Stand Out (24) Students will learn this instructor's top ten tips and tricks to help make their Graphic Design projects stand out from the rest. This hands-on class will allow students to learn some of the same techniques used in the Multimedia and GD program at the FRCC's Boulder campus. Students will have the opportunity to practice these skills in the workshop so they can put this knowledge to work later in their own projects.(24)</p>	Graphic Design	1		1	
25	Michelle Carpenter	University of Colorado-Denver	<p>Video Editing – Motion Graphics Basic/Intro OR Advanced levels Motion Graphics (MG) with Adobe After Effects is a hands-on workshop devoted to the exploration and production of MG pieces, which includes a brief screening of professional MG work that includes film title sequences, advertisements, television intros and promos. The workshop will focus on utilizing video and MG as a creative communication tool. Students will learn the basics of time-based imagery including how to import footage into After Effects, set key frames, apply basic transform properties, and animate objects on a motion timeline. (24)</p>	Graphic Design	1	1	1	1
26	Mackey Saturday	Mackey Saturday Company	<p>Work Can be Fun...if You're the Boss of Your Career: Making Big Things Happen! (40)</p>	Graphic Design	1	1	1	1
27	Travis Vermilye	University of Colorado-Denver	<p>The Squibble: Scientific Illustration of a Fictitious Alien Creature's Organ System – Basic/Intro level Scientific and medical illustration combine skills in art, design, reading and comprehension, and science or medicine for the creation of artwork that communicates concepts rooted in science. Students will gain an understanding of the illustration and design processes via a short interactive presentation followed by a fun hands-on drawing exercise that encourages creative as well as analytical thinking. Students will walk away with an experience that puts them in the shoes of a scientific illustrator and causes them to think through a biological process and reference photographic and scientific materials. (20)</p>	Graphic Design, Media Communications	1	1	1	1

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28	Sacha Heppell, Inoel Mirada	BeVlogger, Open Media Foundation	BeVlogger ABC (Always Be Creating) Workshop: Uncover the Power of Video, Basic/Intro level – This workshop focuses on vlog production and best practices for effective distribution on the web. Students will examine the barriers that are in the way of being fully creative and producing their own viral video blog. (40)	Media Communications	1	1	1	1
29	Nelson Garcia and 9News production team members	Channel 9News, Denver	Bringing in the 9News Uplink Truck for a Newsroom Experience— This truck ‘tour’ and workshop will introduce students to the on-air and off-camera technology, opportunities, and real world jobs in television broadcasting. The uplink truck is the portable newsroom where on-location stories are covered and reported. (15)	Media Communications	1	1		
30	Chad Hollingsworth	Liberty Media	Careers in Media Communications: You Have Options in Non-Profits & For-Profits and Using High School as Your Launch Pad As an accomplished ‘Young Creative’ and in his position as CFA/Director of Corporate Development at Liberty Media, Chad will share multiple aspects and insights from work and opportunities within the entertainment, media, finance and technology industries related to the Arts, including employment examples from both non-profit and for-profit businesses. He will share ‘The Big Picture’ and then discuss ways that students can use their high school and college years to add valuable experiences and skills to often give them a distinct advantage, both in being recognized by others and in personally identifying a specialized career pathway or specific job opportunity. He advocates that students need to develop their own creativity to truly open doors for their future. (60)	Media Communications	1	1	1	1
31	Sam Fuqua Justin Taylor	KGNU Radio, Met Radio at Metro State	Live at the KMet Radio Studio at Metro State This small group workshop will give students a hands-on demonstration of how radio news and features are created and produced. (15)	Media Communications	1			
32	Amanda Mountain, Carmen Boles, Delaney Utterback, Noel Black	Rocky Mountain PBS, Co Springs Gazette KRCC-NPR Radio	News You Can Use PANEL: Cross Platform Updates & Insights, Patterns, and Projections in Media Communications (40)	Media Communications	1	1		
33	Brian Wheeler Russel Sylvain	Pikes Peak Community College	Radio Advertising Production—Basic/Intro level This is a hands-on workshop exploring different aspects of commercial production for radio. Topics and activities include a simulated creative meeting, the dynamics of the creative process, working and writing with co-producers and production of a commercial radio advertisement in small groups, and client presentation techniques. (16)	Media Communications	1	1	1	1

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34	DJNOTCH and East Colfax Scratch Academy Students	KGNU Radio	The East Colfax Scratch Academy (in 2 parts) Part 1: How to Set Up a Turntable/Mixer Combo & How to Scratch a Record (basic scratch), Basic/Intro level (20) – Part 2 is Workshop #65.	Media Communications	1		1	
35	Steve Crecelius	Wonderworks	Photography Adrenalin: The Buzz and the Big Picture Basic/Intro or Advanced levels This workshop will further motivate students about Photography as a career path, as they become aware of more possibilities in the profession, and feel the excitement and rewards that are possible. Students will understand how important photography is as an invention and the impact it has and will continue to have on individual viewers, groups of people, and society overall. (60)	Photography	1	1	1	1
36	Marc Feldman	Free Lance Sports and Commercial Photographer, Colorado Photographic Arts Center	The Photographic World from the Professional Photographer's Point of View Basic/Intro and Advanced levels In an exploration of the world of professional photography, this workshop focuses on making a living and not about developing a hobby. What does it take to be a businessman in this field, what training or experiences are required, and how do you identify what you have to know? This workshop emphasizes the business side (planning, preproduction, production, budgeting, and running the business operation) and less to do with 'snapping the shutter' (or the physical or technical side of taking pictures). A professional photographer narrows possibilities to be clear about 'my way of recording what I see', which requires decisions that target the audience, focus one's style (and professional reputation in doing photography uniquely and well), and develop essential business skills. (40)	Photography	1	1	1	1
37	Carol Engel-Enright	Colorado State University, Denver Design Incubator	Product Design: Product Sketching for Apparel and Accessories Learn to take the great idea from your mind and express it on paper. In this workshop, you will learn to draw body proportions and how clothing and accessory ideas are displayed on the body. You will also learn how to draw flat technical sketches of your consumer product ideas. The workshop moves from 'Idea to Development, Production, and Merchandising' with examples from fashion apparel and accessories. (40)	Product Design	1	1		
38	Sheila Sears and colleagues, Moderators	Colorado Creative Industries	Showcase of Colorado Product Design: Panel Representing Some of Our State's Noteworthy Creative Sector Businesses From furniture to housewares to fashion, Colorado boasts unique and creative enterprises that foster innovation, support our quality of life, and provide jobs for talented and highly skilled workers. After a short film about the 'Design by Colorado' exhibit at the Denver International Airport, students will hear from designers represented in the exhibit about their pathways to successful careers. (100)	Product Design	1	1	1	1

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39	Keldon Sorvig, Nate Thompson, with technical support from IA Local #7	Metropolitan State College of Denver, University of Colorado-Denver	'Tech Olympics' –Testing the Skills of Technicians This hands-on workshop will cover a set of construction practices that are required for technical theatre, on-stage productions and performances, with many applications and examples being provided. (20)	Technical Theatre	1	1		
40	Katie Preissner, Chris Ewing	Opera Colorado, Denver Center Theatre Company	Behind the Green Curtain: The Elements, Work, and Career in Stage Management (40)	Technical Theatre	1	1		
41	Nate Thompson, Chris Kendell	University of Colorado-Denver, Denver Center Theatre Company	Counterweight Theatrical Rigging Systems and Knots Basic/Intro level – Students will learn about the hardware used in counterweight rigging systems, how to load/unload battens, communication protocol for loading/unloading, critical 'basics' about load distribution, and some basic knots for rigging situations. (20)	Technical Theatre	1	1	1	1
42	Jim Moore, Tom Knapp	Freeman Companies	Intro to Business Theatre: Exhibit Design & Graphics, from Concept to Creation Each exhibit is vying for attention and 'center stage' impact in order to promote, sell, or provide services in a competitive market. This design work involves lighting, special effects, staging, props, and sound...and 'playing' with a variety of materials to manipulate them into something very different and unique for a number of companies or stakeholders who need their productions successfully promoted. Often these exhibits or 'mini-stages' last only 3-5 days and then designers are moving on to a whole new set of challenges for the next set of shows, exhibits, and special events. Attend this workshop to find out more about this creative, fast-paced career in technical Theatre, performance, and advertising. (30)	Technical Theatre	1	1		
43	Jose Mercado	University of Colorado-Denver	Acting for Media This workshop will focus on acting for the <u>camera</u> (not for the stage).	Technical Theatre, Media Communications	1	1	1	1
44	Charlie Miller	Denver Center for Performing Arts	Introduction to Video Projection Design Learn about the field of projection design from Denver Center Theatre Company Resident Projection Designer, Charlie Miller, who will show examples from his work, look at the many ways video and projections are being used in theatre, and give a hands-on demonstration of interactive video projection technology. (25)	Technical Theatre, Media/Audio/ Other	1	1		
45	Allan Trumpler	University of Colorado-Denver	Drawing a Pounce for a Landscape Drop –Basic/Intro level Students will be introduced to drawing with a bamboo and a painter's straightedge. They each will be given a scale copy of a landscape with their task to reproduce the drawing in full scale with charcoal on kraft paper. Demonstrations show how this drawing can be used to make a pounce and several scenic painting techniques for drops. Students will experience the process of drawing and painting backdrops or large paintings from a scale rendering. These skills are not only relevant to scenic painting for Theatre, but also for mural and other large painting projects. (20)	Technical Theatre	1	1	1	1

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46	Shannon Johnson	Denver Center Theatre Company	Introduction to Lighting Design This workshop introduces the components of lighting design and applications for Theatre, stage, and productions. (15)	Technical Theatre	1			
47	Kevin Zegan	IA Local #7	Introduction to Lighting Equipment This workshop introduces students to basic and advanced lighting equipment/gear, and lighting consoles/set-up. (15)	Technical Theatre	1	1		
48	Will Burns	Denver Center Theatre Company	Introduction to Theatre Sound Design This workshop will provide an introduction to the techniques used in Sound Design for theatre, stage productions, and performances. (30)	Technical Theatre	1	1		
49	Amoreena Kissel & Molly Demers, Janet Turner	Denver Center Theatre Company, University of Colorado-Denver	Wardrobe Design The workshop is a basic introduction to quick changes, wardrobe, and costuming. Students will be shown wardrobe techniques and given some ideas for careers in this career field. (20)	Technical Theatre	1	1		
50	Bryan Leister	University of Colorado-Denver	Digital Design: Interactive 3D Design Basic/Intro level This workshop is an introduction to scripting and how it is used in the design of interactive applications such as mobile applications, web sites and video games. Students will learn the basic workflow for making an interactive design, including how to write a script, import assets and then apply scripts to objects. Students will use video game software and a 3D modeling program to create a simple interaction. (20)	Web Design, Audio/ Video Technology, Interactive Media	1	1	1	1
51	Sheila Sears, Moderator	Colorado Creative Industries	Be the CEO of Your Career: Be Business-Savvy and Competitive in Your Creative Future – Basic/Intro OR Advanced levels The focus of the panel discussion is on how people in creative industries are oftentimes the CEOs of their own business and career path. In other words, they don't work for the same company for 20+ years, but instead, often learn a skill/trade and then start their own company or freelance. They need to be conversant in business as well as their craft, and they need to be lifelong learners to be competitive. The panel is comprised of working professionals. (100) Panelists: Rick Griffith, Samuel Schimek, Kevin Kerndt, Elysia Syriac	General Session			1	1
52	University of Colorado-Denver, Metropolitan State College of Denver & Community College of Denver Students	University of Colorado-Denver, Metropolitan State College of Denver & Community College of Denver	Inside the College Track: Tips from Current Auraria Campus Students on Maximizing High School & College Experiences with Art Careers in Mind (60) - PANEL	General Session		1		

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53	Christopher Guillot	Flobots.org	<p>Adventures in Audio with Studio Owner Chris G. -- Basic/Intro level</p> <p>As a producer and sound engineer, Chris works with some of the biggest names in Denver, from Mayor Michael Hancock to a variety of rappers, songwriters, and bands. A multi-instrumentalist, songwriter and recording artist himself, Chris also serves on the staff of Flobots.org, a non-profit organization that brings music to schools and residential treatment centers across the Denver Metro area. Come meet Chris in this interactive workshop that explores the challenges and rewards of music production, running a recording studio, and making it as an artist. (60)</p>	Audio Technology		1	1	
54	Charles Haarhues, Melody Chang	Arapahoe Community College	<p>Audio Recording and Computer Music Applications -- Basic/Intro level</p> <p>This workshop will introduce students to the basic principles of audio recording and computer music applications. Students will participate in a basic audio recording session that utilizes both live recording and MIDI sequencing. Students will learn the basics of modern computer-based audio recording. (15)</p>	Audio Technology		1	1	
55	Nathan Schmit	Flobots.org	<p>Making Music and a Future: Changing Lives with ‘Youth on Record’ -- Basic/Intro or Advanced levels</p> <p>Nathan is the founder of Youth on Record, a program that provides music production and lyric writing to youth in residential treatment centers across Metro Denver. A musician, recording artist, and member of Flobots.org’s staff, he helps young people in crisis find healthy ways to express their emotions and manage their behavior by providing training in professional level audio production software. <u>This interactive workshop is for those who believe music has the power to make a difference in the lives of youth, and also for those who would like to learn more about audio production.</u> (24)</p>	Audio Technology		1	1	
56	Conrad Kehn	Denver University, Community College of Denver, Playground Ensemble, Denver Public Schools Arts Resource Council	<p>The Portfolio Career: Get Your House in Order by Communicating a Clear Message to Promote Your Career in Music – Advanced level</p> <p>In today’s world, making a living in the arts usually means working part-time at a number of places. Having the ability to piece together a career requires more than technical or musical knowledge and talent. It requires entrepreneurial thinking, superior time management, and the ability to show people what you bring to the table. That being said, self-promotion only works when you have the appropriate creative output (recordings, etc.) to back up the talk. In this workshop, Conrad will share his experience around arts education and advocacy, music retail, ensemble management, fundraising, sound reinforcement, promotion, and how to advance your own career by being of service to others. (40)</p>	Audio Technology		1	1	

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57	Brandon Berman	Front Range Community College	<p>Experiential Learning via Video Production: Flip Video Cameras in Kenya and Now Your Turn— Basic/Intro level</p> <p>This <u>presentation portion</u> of this workshop will feature the steps used with students in Kenya, Africa to make participatory videos. Participants will see actual films created by primary school children. The <u>experiential part</u> of this workshop will implement critical thinking, planning, and creativity with fun video production activities that focus on student-centered learning. Students will work in groups of 3-4 to simulate the team production experience using flip video cameras. (16)</p>	Film/Video		1	1	
58	Laura Grey	Colorado Office of Film, Television & Media, Colorado Creative Industries	<p>Locations, Locations, Locations: Real Film Stories & Problem Solving Basic/Intro OR Advanced levels</p> <p>How do you find the locations for the film that you have in your head? Or, can a film location create your story? How do you budget for your dream location and stay legal? Laura Grey offers fascinating stories and real-life problem solving on making terrific films happen. (40)</p>	Film/Video		1		
59	Scott Kinnamon	SKEWmedia, Educational Media Organization, Freds Films	<p>Story and Technology—From the Caves of Chauvet to YouTube (in 2 parts)</p> <p>Part 2: Inside the Magic of Movie-Making: How Do They Do That? -- Advanced level -- Students will look at particular movie scenes and break them down, moment by moment, to come to understand the basic building blocks of film narrative and the tools used to accomplish that ‘magic’. (25)</p> <p>Part 1 is Workshop #18.</p>	Film/Video		1		1
60	Lori Guterman	Front Range Community College	<p>InDesign Top 10 Tips & Tricks to Enhance Your Adobe Publishing Projects</p> <p>Students will learn the instructors’ top ten tips and tricks to enhance their publishing projects in Adobe InDesign. Whether you are publishing for print or digital distribution, good layout skills are essential in the graphic design field, and InDesign is the industry-leading software for layout design. Students will get a head start on the kinds of skills they will learn in college as they practice these activities right along with the instructor. (24)</p>	Graphic Design		1		
61	Roxanne Krute	RK Designz	<p>Mini-Design Camp: Flexing Your Creative Muscle in Graphic Design (in 2 parts)</p> <p>Part 1: Exercises in Software and Basic Cool Things, Intro/Basic level (20)</p> <p><i>(Note: Students will need some prior exposure to Adobe Creative Suite, Version 4 or above.) Part 2 is Workshop #81.</i></p>	Graphic Design		1		
62	Mark Fetkewicz	University of Northern Colorado	<p>Word/Image/Ideas: The World of Graphic Design Basic/Intro level –</p> <p>This session will begin with a short overview of the opportunities and career paths in the field of Graphic Design. The workshop will continue with students having an opportunity to work in teams and take on a lively design challenge. As a result of this session, students will gain a broad understanding of the strategic and creative methods designers utilize in the profession. (20)</p>	Graphic Design		1	1	

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63	Jenna Shearn	Pikes Peak CC	Introduction to Photoshop: Starting Out with the Basics (20)	Graphic Design, Digital Imaging		1		
64	Sam Fuqua	KGNU Independent Community Radio	Introduction to Radio Broadcasting This is an overview workshop and will go into all of the elements of preparing for a broadcast career and learning such techniques as interviewing, editing, and production of news or feature programs. Included will be a demonstration of digital audio editing and mixing tools for radio production. (Note: This is <u>not</u> a music production workshop.)(25)	Media Communications		1		
65	DJNOTCH and East Colfax Scratch Academy Students	KGNU Radio	The East Colfax Scratch Academy (in 2 parts) Part 2: How to Mix 2 Songs Together, Plus an Introduction on How to Beat Juggle (scratching the same record on opposite turntable), Advanced (20) Part 1 is Workshop #34.	Media Communications		1		1
66	Robert Garibay	CBS 4News KCNC-TV, Denver	Technical Operation Positions in Television CBS4 News Manager of Operations, Robert Garibay, will discuss with students the range of and work in behind-the-scenes television careers. (25)	Media Communications		1		
67	John Tonai	University of Northern Colorado	Photographic Photopolymer Printmaking - Advanced In this hands-on workshop, students will convert a photograph into a printing plate that can be used to make multiple prints. Students will modify a digital photograph to create an inkjet negative, which will be used to create a photopolymer printing plate. The students will then make prints from the printing plates. Participants are encouraged to bring a digital photo to the workshop to make personalized plates. (20)	Photography		1	1	
68	Ryan Atallah, Ved Topkar, Carson Kahn	Fairview High School, Boulder Valley Schools	How to One-Up Microsoft Sharepoint with 1 Laptop, 2 Years, & 3 Kids: Students at Boulder's Fairview HS Create School Website from Scratch These 3 high school seniors explain the challenging and exciting endeavor of designing, developing, and deploying a dynamic, in-house web application from scratch. As "the only student-built web CMS serving the secondary education industry", their handmade architecture had to replace—and then to outplay—competing legacy software solutions from corporate development teams of hundreds. They'll discuss the process of realizing their product with limited time and resources, as well as the entrepreneurial opportunities that stem from their venture. (40)	Web Design		1	1	1

#	Presenter	Presenter Affiliation	Workshop Title & Description	Strand Category	Sessions Offered			
					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
69	Laura Love	Metropolitan State College of Denver	<p>A Fabric Rainbow: How the Costume Designer Uses Color— Basic/Intro OR Advanced levels (depending on student knowledge of color theory)</p> <p>Using fabric swatches, students will explore how a costume designer uses color and texture to create mood and focus in the costume design for a production, as well as enhancing the attributes of individual characters. Students will learn to recognize how specific colors and color relationships affect the audience’s perception of the characters in the play, their relationships to each other, and the atmosphere of the play as a whole. (15)</p>	Technical Theatre		1	1	
70	Joel Newmiller	Concrete Couch	<p>Creating Public Art: Using Community to Build Community -- Basic/Intro level</p> <p>Students will learn the elements of planning, coordinating, and creating community public art, as well as the demands and variables needed to create and sustain a non-profit organization. During this workshop, students will engage their creativity by constructing a micro, impermanent, community art piece using recycled materials in order to better understand the philosophy and mechanics of community art. (25)</p>	General Session			1	1
71	Zachary Heil, Tanner Cornay	Colorado State University	<p>Word Life Society: CSU College Students Create Art Blog to Share Ideas and Experiences (30)</p>	General Session			1	1
72	Sam McGuire	University of Colorado-Denver	<p>Introduction to Editing & Mixing in Pro Tools Advanced level – (Part 2 of 2, Part 1 is Workshop #7)</p> <p>Students will learn the fundamental skills to operate industry-standard recording software ProTools. Based in a computer lab, students will have the opportunity to use ProTools firsthand. They will use the tracks created in the previous module, Professional Recording Studio Techniques. (15)</p>	Audio Technology			1	1
73	Ben Long	Noise Buffet Studio	<p>Careers That Don’t Exist Yet: Create Your Dream Job Out of Thin Air -- Advanced level</p> <p>Ben Long is a multi-instrumentalist, composer and sound designer who grew up in Memphis, where he was exposed to BBQ and Soul music. Today, his music can be heard across every major TV network as well as popular video games (123 Guitar Tuner app, among others). His recording studio is built to handle the demands of moving pictures and interactive media. What is unique about composing for video games and electronic media? And what tools does a composer use now? And what about the future of his current work? Ben argues that your ‘dream job’ is out there, ready for you to discover or perhaps create ‘out of thin air’! (40)</p>	Audio Technology, Multimedia			1	1

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
74	Jenna Shearn	Pikes Peak Community College	Computer Animation and Quick Time Movies using Photoshop Advanced level Students will learn hand tinting using Photoshop History Snapshot. (20)	Computer Animation			1	
75	Gary Butcher	Falcon District 49	MORE on Game Design & Development: Moving to Intermediate and Advanced Skills— This session is designed for those who have already created a simple game and want to advance their skills and knowledge to the next level. The game created will use a platform format. The player will be able to walk on the platforms, jump or drop from one platform to the other, use ladders or ropes to get to different places, and other challenging stunts. Each student will have the option of saving his/her game on a CD (provided) and taking it home upon completion. (24)	Computer Animation			1	1
76	Hans Rosenwinkel	University of Colorado-Denver	Advanced Special Effects (20)	Film/Video			1	1
77	Jessica McGaugh, Jim Phelan	University of Colorado-Denver	Creating a Dramatic Series Project for the Web (20)	Film/Video			1	1
78	Krisi Olivero, Ben Garst	Independent Freelance Contractor, Nickel City Collective	Life Through a Lens: The Art of Documentary Film-Making (25) Join Denver based film/video makers Benjamin Garst and Krisi Olivero in a discussion about the art of documentary filmmaking. Learn what it means to capture a true story, and shape it into a complex human narrative. Specific topics will include how to conduct an emotional interview, finding your storyline, and a discussion about the ethics/debates surrounding how the power of editing can affect the truth of someone's personal story. (25)	Film/Video			1	1
79	Jimmy Milligan	James Milligan Special Effects Technician	The Unreal World of a Special Effects Technician (in 2 parts) Part 2: Making the Unreal Believable Car chases, blood and blowing stuff up? What's the science of special effects? And what amazing talent is necessary to convince the audiences but have the players walk away? Students will participate in some high tech and custom special effects and stunts. (25) Part 1 is Workshop #20.	Film/Video			1	1
80	Craig Volk	University of Colorado-Denver	Writing Careers in Film, Television, and the Stage (20)	Film/Video Media Communications , Technical Theatre			1	

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
81	Roxanne Krute	RK Designz	Mini-Design Camp: Flexing Your Creative Muscle in Graphic Design (in 2 parts) Part 2: Project-based Elements, Advanced level (20) <i>(Note: Students will need prior experience with Adobe Creative Suite, Version 4 or above.) Part 1 is Workshop #61.</i>	Graphic Design			1	
82	David Meyer	Thrill Ride Design	Marketing & Advertising Basics: Lesson Learned from Real Life Stories This workshop will focus more on the business side of Graphic Design, by identifying business practices that have proven to be very important in David's career over the years. He will emphasize marketing and advertising 'basics' and pull from his real life stories in the industry. (40)	Graphic Design, Photography			1	1
83	Neal Browne	Touch Point Video	Forward Thinking: The Future of Media for Jobs, Skills, and Careers It's very likely the future of video, audio, and broadcast media will be very different than what we see now. You might be preparing for a career that's not yet fully envisioned. In this workshop, we'll explore what media jobs are most likely to evaporate in the next 10 years or less, which careers will last and which ones won't ever be the same, how all forms of media will rule but blend together in a much different way, and what skills will be essential for future media jobs and how to begin preparing now. (40)	Media Communications			1	1
84	David Liban	University of Colorado-Denver	TV Studio Projects This workshop focuses on setting up and working in a three-camera television studio. (20)	Media Communications			1	1
85	Howie Movshovitz, Sam Fuqua	University of Colorado-Denver, KGNU Independent Community Radio	Writing for Radio In writing for the ear, not the eye, how do you tell a compelling story to others when there is only one listening opportunity? The critical elements include focus, organization, accuracy, balance, clarity, word choice, and brevity plus a few secret ingredients to make your story stand out. Join this workshop to learn more about radio reporting from two experts who will share their guidelines and experiences, and then engage students in an authentic reporting exercise. (20)	Media Communications			1	
86	Laleh Mehran and DU graduate students	Denver University	Art + Technology = Creatively Shaping the Future – Basic/Intro level What is this new field in Arts & Design and Emergent Digital Production? Be at the frontiers of art and technology creating new art forms that change people's lives. Explore the limits and create and invent the future--in multi-touch smart devices, immersive video, interactive clothing, humane games, and much more! This University of Denver team will introduce this cutting edge design technology, demonstrate applications and products, share developing career opportunities, and answer your questions. (40)	Multimedia, Digital & Video			1	

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
87	Janetta Turner	University of Colorado-Denver	Make-Up for Stage and Theatre (24)	Technical Theatre			1	1
88	Industry, Trade & Business PANEL		Inside the Boardroom: Tips from Leaders in the Arts on Getting Noticed, Interviewing, & Identifying the 'Value Added' Factors that Influence Hiring (60)	General Session				1
89	Gully Stanford, Moderator	College in Colorado	Inside the Workforce: Career Pathways, Real Jobs and Internships in the Creative Industries - PANEL Panelists: Randy Weeks (Performing Arts-onstage, backstage, marketing, administration); Jan Brennan (Entrepreneurial Opportunities); Sheila Traister (Film); Maruca Salazar and JJ Rutherford (Museums/Exhibiting Opportunities); and Pete Vriesenga (Music) (100)	General Session				1
90	Patricia Calhoun	Westword	News As You Like It: Print, Web, and Social Media This workshop will take a look at the world of Print Media and will focus on all aspects of how a paper is put together, what the jobs are and who does them, what training is needed for these various skilled jobs, and how to learn and intern in and for this fast-paced environment. (40)	Media Communications				1
91	Thomas Harrop	Red Rocks Community College	Capturing Beauty: How to Make a Great Portrait on Location (20)	Photography		1		
92	Thomas Harrop	Red Rocks Community College	Final Cut Pro X: A First Look (20)	Film/Video			1	
93	Thomas Harrop	Red Rocks Community College	Getting Into Print: Self-Publishing for Everyone (20)	Graphic Design				1
94	Thomas Harrop	Red Rocks Community College	Making a Great Image Capture: 10 Things You Need to Do Before Tripping the Camera Shutter (20)	Photography	1			
95	Ryan Drag	Backflip Studios	The WOW Factor: Bundling 3D Animation, Motion Graphics, Web Design Backflip is a rapidly growing mobile game studio in Boulder that focuses on bringing innovative and thoughtful titles to the wildly expanding casual market for players of all different gaming backgrounds. Many of their apps have achieved top rank status in both the Apple APP Store and Android Marketplace. As well, more than 100,000,000 downloads across various games include Paper Toss, Ragdoll Blaster 2, NinJump, Strike Knight, Army of Darkness Defense, and ShapeShift. More than 3,000,000 users a day and 25,000,000 users a month play Backflip games. Join this workshop to learn more about these 'wow' factor games. (40)	Multimedia	1	1		

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					9:45-11:00	11:15-12:30	1:30-2:45	3:00-4:15
96	Jonathan Howard, Jody Chapel, Tim Lyons	DPS/Denver School of the Arts DPS/East HS Ridgway HS	Getting Started in Year 1: CTSO Models in Our 3 Schools Three high schools share their first year steps in starting a Career and Technical Education Student Organization related to the Arts (sign up in survey portion of registration—open to all)	General Session Open to All at Lunch Break				
97	Bill Hanson	Apple, Inc., Apple US Education	Developing Skills for Visual Communication and Digital Storytelling with Apple's Pro Apps – Advanced Level This hands-on session will provide the participant with the opportunity to learn about and work with some of the top features in Apple's line of Professional Creative Applications and how they integrate together. These include Aperture 3 for photography, Motion 5 for visual effects, Final Cut Pro X for combining media assets to tell a story, and Compressor 4 for encoding for the various forms of delivery. Apple will demonstrate its newer breed of tools to communicate creative vision for today's dynamic media of television, mobile, and the web. (24)	Media Communications , Film/Video, Photography, Audio/Sound	1		1	
98	Richard Fleming	Colorado School of Acting	Shooting with DSLRs – From Prosumer to PRO! So you bought a Canon Rebel or a Canon 60D, 7D or a 5D... Or, say you're a Nikon fan and you bought a D3100, D5100 or a D7000... and you know that you are not using it to its full potential. Well, now you can get a head start on the competition and learn how to shoot like a pro on your DSLR. Learn from the pros how they use these very cameras to shoot broadcast-quality video. More television productions are being done on DSLRs than you might know. Learn how to go from prosumer to PRO. <u>NOTE: Each participant should bring one of these identified cameras to this workshop for the intended hands-on training experience.</u> (20)	Photography, Film/Video, Media Communications		1	1	