

TIME	ROOM	AREA	SESSION	PRESENTERS	FACILITATOR
Friday, Jan 18, 4:00-8:00pm	PERF Box Office	General	Registration		Scott Vandenberg
Friday, Jan 18, 4:00-8:00pm	PERF LOBBY	SDC	Design/Tech Exhibition Set Up		Cheri Prough DeVol
Friday, Jan 18, 8:00-10:00pm	PERF LOBBY	General	Student Gathering Students will meet briefly to hear about upcoming conference events then head to Torchy's Tacos		Ellen Greetham
Saturday, Jan 19, 8:00-9:00am	PERF Box Office	General	Registration		Scott Vandenberg
Saturday, Jan 19, 9:00-9:30am	PERF PSHT	General	Welcome Address	George Curry & Deb Alley	Cheri Prough DeVol
Saturday, Jan 19, 10:00am-12:00pm	PERF LOBBY	SDC	Design Adjudications	Bryan Johnson, Jenny Kenyon, William C. Kenyon, Andrea Heilman, & Brad McKenzie	Chris Cole
Saturday, Jan 19, 10:00am-12:00pm	PERF RH	Collab	Blurring the Lines: An Exploration of inter and Trans Disciplinary Art Production A discussion of the process of creating site-specific screen dance video including considerations of how specific spaces, cultural influences, and audience expectations inform our decisions about how to present that video on stage, in the art gallery, and on tour.	Ana Baer Carillo & Cheri Prough DeVol	Cheri Prough DeVol
Saturday, Jan 19, 10:00am-12:00pm	PERF Scene Shop	Scenic	Rosco Paint Workshop Scenic Artists, Prop makers, and Costumers alike will all gain knowledge by joining us as we explore alternative techniques to creating a Stained Glass Window. We will explore the versatility of all of Rosco Coating Products. Primarily we will use Rosco Crystal Gel, a water based polystyrene resin, in combination with dyes and Rosco Super Sat paints to create a Tiffany Style Stain Glass look in a small manageable project. Additionally we have Rosco Premier Clear, a water based Polyurethane normally used as a sealer, to demonstrate a more Modern Stain Glass Window look, and reinforce the virtually limitless possibilities for using Rosco Coating products in creative ways.	Henry Cowan & Anne McMeeking	Anne McMeeking
Saturday, Jan 19, 10:00am-12:00pm	THC Costume Shop	Costume	Wig Ventilation This session is a perfectly fine place to WIG OUT!! Join us as we demystify the art of wig making. The first 20 Participants to arrive will learn ventilation technique and observe the process of wig making for the Theatre.	Monica Pasut & Brandon McWilliams	Brandon McWilliams
Saturday, Jan 19, 10:00am-12:00pm	THC 110	Mgmt	Resume Doctors Want to look your best when you apply for that next gig? Bring your resume by for a check-up and get advice from people who hire people.	Shannon Richey & J. Robert Moore	Shannon Richey

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Saturday, Jan 19, 10:00am-12:00pm	THC 201	Lighting	The Art of Collaboration: Lighting Designer/Electrician Roundtable What are the best practices for Lighting Designers as they work with Electricians and vice versa? Hear from industry professionals about how they have gotten the most out of their collaborations and added to the success of their productions in a variety of spaces from educational settings to Broadway venues.	Howell Binkley, Richard Cadena, Nick Swanson, Scott Vandenberg, Sarah EC Maines	Sarah EC Maines & Scott Vandenberg
Saturday, Jan 19, 10:00am-12:00pm	THC 209	Props	Prop Vehicles Onstage From motorcycles to Model T's, veteran Props Master Erin Kehr talks about ways to get cumbersome real world gas powered vehicles safely into the theatrical realm.	Erin Kehr	Erin Kehr
Saturday, Jan 19, 10:00am-12:00pm	PERF PSHT	Sound	Mixing Live Sound: "OK, tell the story." Phillip will walk through the process of preparing for, setting up the system for, and mixing a live event like a musical, that gets us to the final note he gives his mixing students before opening night, "Ok now tell the story". He'll cover script prep, group assignments, making sense of all those entrances and exits, communicating with the designer, director, and the A2s (what ARE A2's!), being an extension of the orchestra, and knowing what to listen for in a mix. Try your luck on the mixer simulator. No previous experience is necessary (though a little bit is valuable).	Phillip Owen	Phillip Owen
Saturday, Jan 19, 12:00-1:15pm		Break	LUNCH BREAK		
Saturday, Jan 19, 1:15-3:15pm	PERF LOBBY	SDC	Design Adjudications	Bryan Johnson, Jenny Kenyon, William C. Kenyon, Andrea Heilman, & Brad McKenzie	Chris Cole
Saturday, Jan 19, 1:15-3:15pm	PERF PSHT	Lighting	High End Systems Lighting Fixture Demo What's new in lighting fixture technology? Clint Wingrove of High End Systems will demo electrifying new moving light fixtures available from HES.	Clint Wingrove	Sarah EC Maines
Saturday, Jan 19, 1:15-3:15pm	PERF RH	Careers	Alternative Careers with a Theatre Degree Join this discussion based workshop where we will explore the endless possibilities for using your Theatre Degree. You will hear from experienced industry leaders about the tremendous value the skills and work ethics you currently employ inside the theatre, and how those skills can be leveraged in the workforce outside the walls of the theatre.	Henry Cowen & Steve Surrat	Nick Swanson
Saturday, Jan 19, 1:15-3:15pm	PERF Scene Shop	Props	PROptical Illusion Who, what, when, where and why. From theatre to film and opera to cosplay, learn how the painted weathering of props tells the story, and more importantly...why it matters. (We WILL be making messes, so please dress for the party.)	Bryan Johnson	Anne McMeeking

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Saturday, Jan 19, 1:15-3:15pm	PERF 310 Sound Lab	Sound	Intro to Performance Sound Design --Sponsored by Meyer Sound Students and Guests are introduced to Martin Carrillo as well as Meyer Sound. They are then introduced to the "Sound Design" challenge as it relates to event, installation, and theatrical applications. The discipline is described through a compare and contrast with Sound Design for Film, or Game Design, and also by introducing guests to basic concepts like Playscript Interpretation and Development, Speaker Coverage, Prediction, System Design, Specification, Alignment, and Technical Rehearsals. A basis for the practices we apply is laid out in Slides and anecdotally while encouraging question and answers and also briefly introducing the Meyer Equipment that we will use in the other sessions.	Marin Carillo	Phillip Owen
Saturday, Jan 19, 1:15-3:15pm	THC 104	Scenic & Lighting	Vectorworks Concepts, Tools, and Habits for Improving Your Workflow Designer drawings can become complicated very quickly, and Vectorworks files varying greatly depending upon the drafting background and drafting style of their creator. We will talk about using Layers, Classes, Viewports, Sheet Layers, Symbols and how they can be used to simplify your workflow and communication. This session is geared toward scenic designers who create drawings, and the lighting designers, technical directors, and other technicians who use them. Some familiarity with Vectorworks is recommended.	Cheri Prough DeVol	Cheri Prough DeVol
Saturday, Jan 19, 1:15-3:15pm	THC 110	Scenic	Collaboration: Scenic Designers, Properties Supervisors/Artisans, Scene Shop Supervisors, and Scenic Artists A strong collaboration between the scenic designer and the many crafts departments and managers who execute the design is essential to the success of a production. This session will include Scenic management, Props Manager/Artisan, and Scenic Artists as they talk about what they find important and effective in the implementation of a production's scenic components.	Erin Kehr, Michelle Ney, Dwight Markus, Nick Swanson, Anne McMeeking	Michelle Ney
Saturday, Jan 19, 1:15-3:15pm	THC 206	Costumes	Collaborations: Costume Designers and Drapers Do draper meetings make you nervous? Come and hear Texas State's head draper Carl Booker and Costume Designer Brandon McWilliams chit chat on the do's and don'ts of this rather critical juncture in the costume process.	Carl Booker & Brandon McWilliams	Brandon McWilliams
Saturday, Jan 19, 3:30-5:30pm	PERF LOBBY	SDC	Design Adjudications	Bryan Johnson, Jenny Kenyon, William C. Kenyon, Andrea Heilman, & Brad McKenzie	Chris Cole
Saturday, Jan 19, 3:30-5:30pm	PERF PSHT	Scenic	FlyRail Bootcamp The FlyRail Bootcamp is a hands-on participation class that will instruct you how to safely operate a single-purchase fly system. The class will cover basic parts of a fly system, proper deck communication, proper operating procedures and ways to safely deal with imbalance situations necessitated by the nature of working in a Theatre. Depending on the size of the class hopefully all of the participants will be working with hands-on-the-ropes and getting first-hand experience with controlling and running a Fly System.	Dwight Markus	Dwight Markus

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Saturday, Jan 19, 3:30-5:30pm	PERF RH	Careers	Assistance in Assisting and Being Assisted Delegating responsibility can be challenging when you're a detail-oriented designer. Helping to generate creative work for another designer is often a stretch for many artists. Designers and Assistants discuss creating successful working collaborations.	Howell Binkley, Brandon McWilliams, Sarah EC Maines, Phillip Owen	Sarah EC Maines
Saturday, Jan 19, 3:30-5:30pm	PERF 310 Sound Lab	Sound	Spatial Strategies in Sound Design Spatial Sound and Surround: A very brief history of stereo panning is discussed along with its physical perception principles in order to introduce the requirements and developments of Surround sound. A brief comparison and contrast of Surround goals for consumer systems (5.1) vs the demand for complex pannable systems in theatrical, themed or unconventional spaces perhaps featuring slides of known systems, or Surround schema. The SpaceMap is introduced and its capabilities are demonstrated to the Students and guests by further programming to achieve movement of some sound files in the arranged speaker field ... a fly buzzing around... a plane flying overhead...	Marin Carillo	Phillip Owen
Saturday, Jan 19, 3:30-5:30pm	THC 104	Lighting	Streamlining and Managing your Paperwork with Lightwright From design to paperwork and everything in-between, we will discuss the importance of accurate and thorough lighting paperwork. This session is for all lighting individuals regardless of your experience level. From a novice to an experienced designer/electrician, there will be tips and tricks for everyone. We will be working hands on with Lightwright to maintenance, layout, and print a show. We will also employ more advance features such as exporting patch to an ETC console, Address vs Dimmer, Counting vs Printing, Marks, Color Flags, DMX Address Maps, and Wheels.	Nick Swanson	Nick Swanson
Saturday, Jan 19, 3:30-5:30pm	THC 110	Mgmt	Resume Doctors Want to look your best when you apply for that next gig? Bring your resume by for a check-up and get advice from people who hire people.	Shannon Richey & J. Robert Moore	Shannon Richey
Saturday, Jan 19, 3:30-5:30pm	THC 201	Costumes	How to Draw Character Face in Ten Easy Steps This workshop is intended to alleviate the worry some designers have of drawing a face. In ten easy steps the process will show the designer/illustrator a few fail safe methods that help to render a recognizable face. Then have the fun and excitement of adding various features to create interesting, obnoxious and remarkably unsavory characters with a tale to tell. I will provide all the paper and pencils required, just bring yourselves and a great sense of humor.	Lloyd Cracknell	Monica Pasut

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Saturday, Jan 19, 3:30-5:30pm	THC 206	Scenic	The Art of the Hollywood Backdrop The definitive behind-the-scenes history of one of Hollywood's most closely guarded cinematic secrets finally revealed—painted backdrops and the scenic artists who brought them to the big screen. In almost every feature film of Hollywood's golden age, from Wizard of Oz to North by Northwest to Cleopatra to The Sound of Music, painted backings have convinced moviegoers that what they are seeing—whether the fantastic roads of Oz, the presidents of Mount Rushmore, or ancient Egyptian kingdoms—is absolutely real. These backings are at once intended to transport the audience and yet remain unseen for what they really are. The Art of the Hollywood Backdrop reveals the hidden world and creators of these masterpieces, long-guarded as a special effects secret by the major studios such as MGM, Warner Brothers, Universal, Columbia, 20th Century Fox, and Paramount.	Karen Maness	Anne McMeeking
Saturday, Jan 19, 3:30-5:30pm	THC 209	Props	Specialty Props: Puppets An in depth look at the creation of three puppets of different mechanical styles for the new work <i>The Little Edelweiss or An Immigrants Fairytale</i> by Houston area playwright Josh Inocencio.	Erin Kehr	Erin Kehr
Saturday, Jan 19, 6:00-7:00pm	PERF RH	General	Keynote Address: Howell Binkley Sheds Light Tony Award winning Lighting Designer of Hamilton talks about building his career, the future of the industry, and tips for the next generation.	Howell Binkley	Sarah EC Maines
Saturday, Jan 19, 7:00-10:00pm	PERF PSHT	General	Student Mixer Spend the evening with new friends and old, playing a little Rock Band and busking some concert lighting on the Patti Strckel Harrison Stage. Food and beverages will be provided.		Cheri Prough DeVol
Saturday, Jan 19, 7:00-10:00pm	AquaBrew	General	Professional Mixer		Michelle Ney
Sunday, Jan 20, 8:30-9:30am	THC 201	General	SWUSITT BOARD MEETING		Cheri Prough DeVol
Sunday, Jan 20, 10:00am- 12:00pm	PERF LOBBY	SDC	Design Adjudications	Bryan Johnson, Jenny Kenyon, William C. Kenyon, Andrea Heilman, & Brad McKenzie	Chris Cole
Sunday, Jan 20, 10:00am- 12:00pm	PERF PSHT	Collab	A Colorful Collaboration Among the many ways in which they collaborate scenic, costume, and lighting designers must pay careful attention to their collective use of color. Understanding why we see and perceive color the way we do as well as understanding how designers working in other disciplines approach color are essential to a successful collaboration. Join us for a hands on examination of the myriad ways that color in light, paint, and fabric interact.	Sarah EC Maines, Monica Pasut, Carlos Nine, & Michelle Ney	Michelle Ney
Sunday, Jan 20, 10:00am- 12:00pm	PERF RH	Lighting	Visualize Your Lighting Rig: GrandMA2 on PC & MA 3D Bring your PC and learn how to set up, patch, and program basic cues using free software to visualize your own lighting rig.	Richard Cadena	Nick Swanson

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Sunday, Jan 20, 10:00an-12:00pm	THC 104	Costume & Scenic	Creating Patterns for Scenic and Costume Renderings in Photoshop: Using and applying patterns in Photoshop for rendering drapery, furniture and costumes. Experience with Photoshop preferred.	Uldarico Sarmiento	Cheri Prough DeVol
Sunday, Jan 20, 10:00an-12:00pm	THC 206	Sound & Projections	Explorations in Qlab Eliot will explore the ways in which Qlab can automate sound and projections in a way that is cue-able, from basic cue sequencing to complex set-ups involving multi-channel audio and visual content. If you've ever wondered how to get started or how to start getting sophisticated with Qlab, whether you're into sound, projections, or both, this one's for you. No previous experience is necessary.	Eliot Haynes	Phillip Owen
Sunday, Jan 20, 10:00an-12:00pm	THC 201	Mgmt	Designer/Stage Manager Dyanmics Join us for this round table discussion about the intricacies of the Designer - Stage Manager relationship. From communication to cue calling, discuss best practices that will make your role in this relationship stronger.	Shannon Richey & Scott Vandenberg	Scott Vandenberg
Sunday, Jan 20, 10:00an-12:00pm	THC Shop	Props	Paper Engineering Hands on projects that are based on the folding, creasing, cutting, piercing, tessellating and illuminating paper. We will be creating 3-D paper structures. These projects will help increase your dexterity skills and appreciation for the wide range of what paper can do.	Rebecca Switzer	Erin Kehr
Sunday, Jan 20, 12:15-2:15pm	Hays Recreation Hall	General	Keynote Address & SWUSITT Annual Meeting Art and Technology: How to make cool stuff using nothing but 600 years of technology and your imagination. (Catering by Hays County BBQ and Panera Bread)	Richard Cadena	Michelle Ney
Sunday, Jan 20, 2:30-4:15pm	PERF LOBBY	SDC	Design Adjudications	Bryan Johnson, Jenny Kenyon, William C. Kenyon, Andrea Heilman, & Brad Mckenzie	Chris Cole
Sunday, Jan 20, 2:30-4:15pm	PERF PSHT	Lighting	Electrify the Performance, Not the Performers! Almost every year, a performer loses his or her life on stage due to electrical accidents. Why is this happening, and, more importantly, how can we prevent it from happening in the future?	Richard Cadena	Nick Swanson
Sunday, Jan 20, 2:30-4:15pm	PERF RH	Projections	ARCOS Dance Transmedia Exploration Technological innovations regularly transform the nature of our experience of the world, and in turn the nature of artistic mediums, leading to distinct iterations of established art forms and, occasionally, new forms altogether. Performance group ARCOS actively collaborates across disciplines to explore these transformations with audiences by combining emergent technologies with older ones, such as dance and storytelling.	Eliot Fisher & Scott Vandenberg	Scott Vandenberg

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Sunday, Jan 20, 2:30-4:15pm	PERF 310 Sound Lab	Sound	Sound Automation Strategies Audio Show Control: Using the D-Mitri's Cue Architecture, show automation is described in a way that Stage Managers, Lighting Professionals, and Motion Controls enthusiasts can all understand; that the console functionality can be recalled and changed on a cue to cue basis. 3-4 playback cues are programmed for a mock soundscape to layer a bed of environmental sounds, a momentary sound that is triggered after, and then events to fade up and out or layer the events for demonstration (Simple sound effects libraries of 4-5 related sounds [Swamp, Garden, Warzone] are chosen to build an atmosphere. Then one cue is built to demonstrate panning in the surround Spacemap to introduce/Lead into the next session.	Martin Carillo	Phillip Owen
Sunday, Jan 20, 2:30-4:15pm	THC 110	Scenic	Model Building Round Table Join scene designers as they share various methods of model building.	Douglas Gilpin, Jon Young, Michelle Ney, Cheri Prough DeVol, & Gary Thornsberry	Michelle Ney
Sunday, Jan 20, 2:30-4:15pm	THC 201	Props	"Is it a prop?" Join this discussion about those items that invariably fall into that gray area somewhere between props, costumes, scenery, and lighting. How do we make the determination of which department is responsible, and why is it sometimes a difficult and even litigious process.	Erin Kehr	Erin Kehr
Sunday, Jan 20, 2:30-4:15pm	THC 206	Costumes	Collaborations: Costume Designers & Costume Shop Managers The relationship between a Costume Shop Manger and Costume Designer is a rather special one. Join Texas State's Costume Director, Monica Pasut and Designer Brandon McWilliams for a rather candid conversation on these two positions and how they work together.	Monica Pasut & Brandon McWilliams	Brandon McWilliams
Sunday, Jan 20, 2:30-4:15pm	THC 209	Careers	Recent Industry Professionals and How They Found Their Careers Early career professionals share their insights about how their educations and experiences led them to their current careers in product support, sales, and management. This will be an open discussion, so please come with your own insights and questions!	Noah Allen, Adam Ballard, Kimberley De Leon, Gabriela De La Rosa	Shannon Richey
Sunday, Jan 20, 4:30-6:30pm	PERF PSHT	Lighting	High End Systems Full Boar Console Tour with Visualizer What's new in lighting console technology? Noah's demonstration and workshop will focus on the award winning, top of the line, Hog4 series of consoles. He will discuss various programming techniques used to program the console, and will also demonstrate the many tools and features the console has. At the end of the demonstration, Noah encourages attendees to come on the stage and get some hands on with the console as well as ask any questions they might have.	Noah Allen	Sarah EC Maines
Sunday, Jan 20, 4:30-6:30pm	PERF RH	Projections	Perfect Pixel Placement: Projection Mapping w/ Mad Mapper Projection in production can be a useful, sometimes low-cost, quick and relatively easy way to add intricate scenery to a show. Learn the basics of projection mapping using one of the many available software applications.	Richard Cadena & Nick Swanson	Nick Swanson

TIME	ROOM	AREA	SESSION	PRESENTERS	FACILITATOR
Sunday, Jan 20, 4:30-6:30pm	PERF Scene Shop	Scenic	Rosco Paint Workshop (Repeated) This is a repeat of Saturday's Stained Glass painting workshop OR come for a second session and explore techniques you did not get to on the first round!	Henry Cowen & Anne McMeeking	Anne McMeeking
Sunday, Jan 20, 4:30-6:30pm	PERF 310 Sound Lab	Sound	Inside "O" (Maximum of 18 Participants) Multichannel Audio Systems in Practice: Understanding that for many students and even practitioners it is a mystery how "mixing" happens, the D-Mitri system is used to "mix" an existing 24 channel stems multichannel file of a song from O. The mix stems serve as a stand in for the many channels an audio engineer receives at the desk from the band. The D-Mitri System is briefly but more technically described, and students are invited to come up and "mix" a channel or two to achieve balance and introduce or reinforce knowledge about the processing tools that modern digital consoles offer a mix engineer and Sound Designer to shape sound. Tools like EQ and Compression are discussed indicated and demonstrated if time allows. The concepts of "Cue Capture" and automation are introduced to reinforce the previous session's concepts on Automation and controls.	Martin Carillo	Phillip Owen
Sunday, Jan 20, 4:30-6:30pm	THC 201	Collab	Collaboration: A Director/Designer Roundtable One of the most challenging yet rewarding parts of the production process is the director/designer collaboration. In this roundtable discussion, we will discuss the process of developing the visual production and how each of the design areas works with the director to develop creative design plans that tell the story of the performance in a dynamic manner. Topics will include: process, preparation, how we communicate and respond to ideas both in design meetings and technical rehearsals, and how we eventually refine those ideas into a single cohesive vision.	Chuck Ney, J. Robert Moore, Tom DeBello, Brandom McWilliams, Michelle Ney, Kathryn Eader, & Eliot Haynes	Michelle Ney
Sunday, Jan 20, 4:30-6:30pm	THC 206	Mgmt	Producing Protocols and Guidelines: How to Say Yes More Often Come to this in depth exploration of the tools and tactics you can use to improve your collaboration, your production values and your morale. This session is suited for management, designers, technicians and directors of all skill levels.	Shannon Richey and Scott Vandenberg	Scott Vandenberg
Sunday, Jan 20, 6:30-7:30pm		Break	DINNER BREAK		
Sunday, Jan 20, 7:30-9:00pm	PERF PSHT	General	Awards Ceremony		Cheri Prough DeVol