HOG ON CUE SESSION SCHEDULE

TIMES		FRIDAY 19 JULY	SATURDAY 20 JULY	SUNDAY 21 JULY
Begin	End	NETWORKING	MAINTENANCE	TROUBLESHOOTING
7:15	8:15	Breakfast	Breakfast	Breakfast
8:15	9:30	Option 1: Light the Magic, a keynote with Ken Lennon Option 2: ETC: Past, Present, and Future	Hue-Mor Me, a keynote on color by Wendy Luedtke and Mike Wood	Special Topics: Festival Strategy
9:30	9:45	Break	Break	Break
9:45	11:00	Basic Refresher: Patching, Groups, Pelettes, Scenes, Cues	Advanced Topics: Plots & Pixel Mapping - Part 1	Programming in Anger: Busking Basics
11:00	11:15	Break	Break	Break
11:15	12:30	Basic Refresher: Effects Engine	Advanced Topics: Plots & Pixel Mapping - Part 2	Programming in Anger: Busking Hands-On
12:30	1:30	Lunch	Lunch	Lunch
1:30	2:45	Option 1: Light the Magic, a keynote with Ken Lennon Option 2: ETC: Past, Present, and Future	Augment3d	Product Managers Roundtable
2:45	3:00	Break	Break	Break
3:00	4:15	Special Topics: Building Fixtures	Advanced Topics: Show Control	Programming in Anger: Busking Live
4:15	4:30	Break	Break	Conference ends
4:30	5:45	Special Topics: Putting It All Together	Advanced Topics: Macros	
5:45	6:00	Break	Classes end	
6:00	9:00	Picnic at ETC	Night off - see the reception desk for local event options	

Track taught by Colin Wood, Brandon Gauthier, Maegan Wilson and Joe Haller

FRIDAY SESSIONS

LIGHTING THE MAGIC, Keynote by Ken Lennon
Hang out as Ken Lennon, Executive Show Lighting Designer for Walt Disney Imagineering takes us through some of his favorite projects. Hear what it's been like to work on some of the most unconventional projects for one of the most creative companies in the world for the past 30 years.

ETC: PAST, PRESENT, AND FUTURE Keynote by David Lincecum
Founded in 1975, ETC has grown into a vibrant international organization renowned for its culture of innovation and service. In this session, we share our story of where we came from, what makes us tick, and how we are poised to tackle the challenges of tomorrow.

BASICS REFRESHER: PATCHING, GROUPS, PALETTES, SCENES, CUES AND CUE LISTS
Let's dig a little deeper into the preliminary stuff. We'll learn how to use the patch window to its fullest potential, as well as the ins and outs of directories, cue lists, and scenes.

BASICS REFRESHER: EFFECTS ENGINE
Remember when you said I'd never use that math class stuff again? Learn how to quickly and easily make complicated effects using the effects engine.

SPECIAL TOPICS: BUILDING FIXTURES
Learn the ins and outs of fixture builder including how to copy types and adjust values, what a qualifier means, and how to build compound fixtures. This class will also cover building LED fixtures and when to use the advanced tab.

SPECIAL TOPICS: PUTTING IT LL TOGETHER - BUILDING BLOCKS FOR A GOOD BASE SHOW
Whether you're programming a cue to cue show or setting up to busk, discover ideas that will help you get started and give you the foundation you need to be efficient and creative.

SATURDAY SESSIONS

HUE-MOR ME Keynote by Wendy Luedtke and Mike Wood
Do you believe your eyes when choosing colors? How accurate is the color picker on your console? Do you see what I see? And what is color anyway? This session will attempt to bamboozle, educate, and entertain by revealing how fabulously futile and absolutely valid these questions are.

ADVANCED TOPICS: PLOTS AND PIXEL MAPPING
Learn how to master your plots. From arranging your views to creating multiple plots and pixel maps. In this class you'll learn how to integrate plots into your workflow as well as create exciting looks with pixel maps.

AUGMENT3D
We'll show you how to dive into ETC's first integrated 3D programming environment. Augment3d is part of Eos v3.0 and in beta summer 2019. This new and exciting tool enables Eos users to control and design in a three dimensional space. With fully integrated augmented reality technology in the Eos remote apps, Eos v3.0 puts the power of Augment3d in the palm of your hand.

ADVANCED TOPICS: SHOW CONTROL
I've got to connect my console to what!? In this class we'll discuss various ways to communicate with other show equipment, why MIDI is awesome, and how the Hog can integrate in a show control environment.

ADVANCED TOPICS: MACROS
Running out of hands? Adding your nose isn't quite cutting it? Learn ways to automate the desk that will make your cueing cleaner and programming faster.

SUNDAY SESSIONS

SPECIAL TOPICS: FESTIVAL STRATEGY
Help! I didn't specify any of these fixtures! Learn how to adapt your show file to a different rig. Discover tips and tricks on how to get up and running in the limited time allowed in a festival or touring environment.

PROGRAMMING IN ANGER: BUSKING BASICS
Learn techniques that will make you comfortable operating on the fly. In this class we'll discuss basic song structure, and how you might set your console up to keep nailing 2 and 4.

PROGRAMMING IN ANGER: BUSKING HANDS-ON
Combine everything you've learned so far and build your ultimate busking show file. In this class we'll reveal the list of songs we have chosen for you to show off your skills in the final LIVE showdown.

PRODUCT MANAGERS ROUNDTABLE
In this session, ETC's marketing product managers will lead conversations about the development plans of future ETC products and technologies. This discussion will focus on the topics you want to cover so come ready with any ideas, suggestions, and questions you have.

PROGRAMMING IN ANGER: BUSKING LIVE!
Your final exam!!! Just kidding. You worked hard, now it's time to put it to use. Busk baby busk! Using the show file you've created, rock out to a song we've chosen for you. Don't worry, we probably won't pick YYZ by Rush.