EOS ON CUE SESSION SCHEDULE - APEX AND BREAKTHROUGH TRACKS

TIMES		FRIDAY 19 JULY	SATURDAY 20 JULY	SUNDAY 21 JULY
07:15	08:15	Breakfast	Breakfast	Breakfast
08:15	09:30	Option 1: Light the Magic, A Keynote With Ken Lennon or Option 2: ETC: Past, Present, and Future	Hue-Mor Me, A Keynote on Color by Wendy Luedtke and Mike Wood	Assembling your Eos Toolkit
09:30	09:45	Break	Break	Break
09:45	11:00	Breakthrough #1 or Apex #1	Breakthrough #3 or Apex #3	Breakthrough #5 or Apex #5
11:00	11:15	Break	Break	Break
11:15	12:30	Breakthrough #2 or Apex #2	Breakthrough #4 or Apex #4	Breakthrough #6 or Apex #6
12:30	01:30	Lunch	Lunch	Lunch
01:30	02:45	Option 1: Light the Magic, A Keynote with Ken Lennon or Option 2: ETC: Past, Present, and Future	Breakthrough & Apex together: Effects with David Kane - Part 1	Product Managers Roundtable
02:45	03:00	Break	Break	Break
03:00	04:15	Breakthrough & Apex together: Intro to Entertainment Networking	Breakthrough & Apex together: Effects with David Kane - Part 2	Augment3d
04:15	04:30	Break	Break	Conference ends
04:30	05:45	Breakthrough & Apex together: Configuring and Eos Family System	Breakthrough & Apex together: Effects with David Kane - Part 3	
05:45	06:00	Break	Classes end	
06:00	09:00	Picnic at ETC	Night off - see the reception desk for local event options	

BREAKTHROUGH - Nick Gonsman and Rob Crane

The “Breakthrough” sessions walk you through a typical programming process from load-in to first tech run. We'll build a show file from scratch looking at the features that will help speed up your workflow and develop good programming practices. The rest of your schedule at CUE will consist of keynotes and some Eos sessions jointly taught to both the Breakthrough and Apex groups.

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.

BREAKTHROUGH SESSION 1: LOAD-IN AND SETUP

What's new, setup, and rig checks.

BREAKTHROUGH SESSION 2: THE SETUP CONTINUES

Palettes, presets, and magic sheets.

INTRO TO ENTERTAINMENT NETWORKING

It’s all about making meaningful connections… between your control components! This session offers an overview of entertainment networking, but is great for anyone looking to fill in knowledge gaps as well. We will cover the basics of topology, switchgear, networking definitions, and an overview of lighting protocols. It’s not (just) about business cards and martinis!

CONFIGURING AN EOS FAMILY SYSTEM FOR MULTI-CONSOLE USE

This session gives an overview of configuring and maintaining an Eos Family console system. We will look at Eos Family network roles, backup behaviors, and failure scenarios. We will also learn about preferred topologies, system output configuration, and get an overview of users and partitions. This class will enhance your knowledge of multi-console systems, and their successful deployments.

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.

BREAKTHROUGH SESSION 3: FINAL DESK PREPARATION AND TOOLS

Effects and VMS and fader configuration

BREAKTHROUGH SESSION 4: TECH BEGINS

Multi-cell fixtures, and starting to cue the show

EFFECTS AND AFFECTS: A DEEP DIVE INTO EOS EFFECTS

This half-day class goes deep into one of the most versatile and powerful effects engines on the market. Building from the ground-up, students will gain a complete and in-depth understanding of how the EOS effect engine “thinks” so that they can quickly and accurately create desired effects the first time. This is the effects class you have been looking for.

SUNDAY SESSIONS

ASSEMBLING YOUR EOS TOOLKIT

Go beyond just programming your show. This course will discuss tips, tricks and techniques for creating versatile and reusable tools that can travel with you from show to show. Part advanced functionality and macro class, part philosophy discussion, this class is for experienced EOS programmers looking to take their programming to the next level.

BREAKTHROUGH SESSION 5: TECH CONTINUES

Making changes

BREAKTHROUGH SESSION 6: FIRST DRESS AND REVIEW

Modification and reflection

PRODUCT MANAGEMENT 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.

AUGMENT3D

We'll show you how to dive in 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.

APEX - Ziggy Jacobs-Wyburn and Ryan Phillips

The bulk of your schedule will consist of a series of Apex sessions that will demonstrate the importance of rock solid basic showfile building blocks and where you need to be each step of the way. The rest of your schedule at CUE will consist of keynotes and some Eos sessions jointly taught to both the Breakthrough and Apex groups.

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APEX SESSION 1: AVANCED PATCHING AND FILE ORGANIZATION

Welcome, and intro to the Apex track.

Topics: Advanced patch merge, custom fixture personalities, referenced info organization, and overview of show file genres.

APEX SESSION 2: PATCHING A SHOW SPECIFIC FILE

Merging, Database, Copy to & Move to, Partitions, Working Offline, and Creating Show Specific Data Online

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APEX SESSION 3: PRACTICAL EXERCISES "LIGHTING SESSION 1"

Temporary group command macros, presets, color palettes, linear and focus FX, and pixel map FX.

APEX SESSION 4: PRACTICAL EXERCISES "LIGHTING SESSION 2"

Recording cues, multiple cue lists, referenced marking and working with a new LD.

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APEX SESSION 5: PRACTICAL EXERCISES "LIGHTING REHEARSALS"

Using Update, color tools, highlight, capture, creating new cues within an existing structure, and best working practices for working at speed during rehearsals.

APEX SESSION 6: PRACTICAL EXERCICES "BUSKING WITH THE BEST"

Effects, absolute effects, using Offset and Fan, submasters, and other busking tools and tricks.

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