

Mix presents  
**SOUND** for **FILM**

Saturday, September 6 2014

Time	Cary Grant Theater / Lobby	Novak Theater: Panel Room	Holden Theater: Atmos / Auro-3D	Quinn: Workshop Room 1	Stage 17: Workshop Room 2	ADR 1: Workshop Room 3	ADR 2: Workshop Room 2
09:00 AM	Registration						
09:30 AM							
10:00 AM	Welcome / Keynote Speaker						
10:30 AM	Exhibit Hall (Lobby)	Panel 1: Creative Opportunities of Immersive Sound (Object-Oriented Editing / Mixing)	Studio #1: Demo Reel, 1 <sup>st</sup> session	#1) Manufacturer-Sponsored Workshop (full-day run)	#2) Manufacturer-Sponsored Workshop (full-day run)	#3) Manufacturer-Sponsored Workshop (full-day run)	#4) Manufacturer-Sponsored Workshop (full-day run)
11:00 AM			Studio #2: Demo Reel, 1 <sup>st</sup> session				
11:30 AM							
12:00 PM		Panel 2: Technical Challenges of Immersive Sound (Requirements for New Workflow)	Studio #3: Demo Reel, 1 <sup>st</sup> session				
12:30 PM			Studio #4: Demo Reel, 1 <sup>st</sup> session				
01:00 PM							
01:30 PM		Lunch					
02:00 PM		Panel 3: Source of Immersive Sound (Production Mixing & Field Recording)	Studio #5: Demo Reel, 1 <sup>st</sup> session				
02:30 PM			Studio #6: Demo Reel, 1 <sup>st</sup> session				
03:00 PM			Studio #1: Demo Reel, 2 <sup>nd</sup> session				
03:30 PM		Panel 4: The Business of Immersive Sound (From Imax to Mobile Delivery)	Studio #2: Demo Reel, 2 <sup>nd</sup> session				
04:00 PM			Studio #3: Demo Reel, 2 <sup>nd</sup> session				
04:30 PM							
05:00 PM			Studio #4: Demo Reel, 2 <sup>nd</sup> session				
05:30 PM		Studio #5: Demo Reel, 2 <sup>nd</sup> session					
06:00 PM	Networking [Hors d'Oeuvres] Hour	Studio #6: Demo Reel, 2 <sup>nd</sup> session					
06:30 PM							
07:00 PM							
07:30 PM							
08:00 PM							
08:30 PM			Sony Film Screening				
09:00 PM							
09:30 PM							