

# BREAKOUT CLASSES

**MAY 6 + 7, 2025**

FILO.ORG

BREAKOUT TRACK & PARTNER LOCATION	TUESDAY		WEDNESDAY	
	BREAKOUT A 1:30 pm - 2:45 pm	BREAKOUT B 3:45 pm - 5:00 pm	BREAKOUT C 9:00 am - 10:15 am	BREAKOUT D 2:30 pm - 3:45 pm
 <b>AUDIO</b> <i>d&amp;b audiotechnik</i> <b>ACTIVITY CENTER</b>	<b>Mixing Techniques for Immersive Audio</b> <i>Mike Smith</i>	<b>Implementing and Using Virtual Soundcheck</b> <i>Debbie Keough</i>	<b>Understanding When and Why to Use Plugins and Inserts</b> <i>Gene Kim</i>	<b>Defining Your Vocal Mix and Use of Vocal Effects</b> <i>Jonathan Basquez</i>
 <b>VIDEO</b> <i>46 Entertainment</i> <b>F-360</b>	<b>Capturing Your Community's Story Through Creative Visual Storytelling</b> <i>Jon Peake</i>	<b>Budget Livestreaming Tips &amp; Tricks</b> <i>Josh Nassar</i>	<b>Make Your Screen Visuals Matter</b> <i>Jonathan "Mendo" Mendoza</i>	<b>Camera Robotics in Church Production</b> <i>Bryan Bailey</i>
 <b>LIGHTING</b> <i>THOR AV</i> <b>THE STUDIO</b>	<b>Lighting for Small Churches and Small Budgets</b> <i>Jeremy McKee</i>	<b>Lighting for Broadcast</b> <i>Michael "Shortie" Short</i>	<b>Raising Up the Next Generation of Lighting Designers</b> <i>Lara Rodriguez</i>	<b>Scalable Planning and Leading of Set Design Changes</b> <i>Jacob Scaife</i>
 <b>SYSTEMS</b> <i>Forecast Consoles</i> <b>F-392</b>	<b>Syncing Up: Strengthening the Connection Between IT and Production</b> <i>Ryan Eads</i>	<b>Creative Planning and Communication to be an Effective Service Producer</b> <i>Mandy Polster</i>	<b>Getting Comfortable with Ableton and Playback</b> <i>Biscuit Ratliff</i>	<b>Navigating Outside Events Without Overextending Your Ministry</b> <i>Madison Macklin</i>
 <b>LEADERSHIP</b> <i>Clark</i> <b>ATRIUM</b>	<b>Worship First, Production Second: Leading from a Place of Identity</b> <i>Chad Vegas</i>	<b>Building Strong and Healthy Production Volunteer Teams</b> <i>Dylan Hofmann</i>	<b>Navigating Difficult Conversations</b> <i>Nicole Lucas</i>	<b>When, How, and Why to Say No: Leading with Focus and Margin while Keeping Your Sanity</b> <i>James Bailey</i>
 <b>CONTENT CREATION</b> <i>Rig Wheels</i> <b>WATERFALL 1</b>	<b>Leading Effective Creative Meetings</b> <i>Nicole Lucas</i>	<b>Content That Connects: How Design, Video, and Words Build Engaged Social Media Communities</b> <i>Blair Reynolds</i>	<b>Humor: The Church's Secret Weapon</b> <i>Eric Bramlett</i>	<b>From Misalignment to Unity: Building Relationships Between Pastors and Creatives</b> <i>Shawn Williams &amp; Jeff Boriss</i>
 <b>BASICS</b> <i>Mark Roberts Motion Control</i> <b>WATERFALL 2</b>	<b>Visual Ministry Made Simple: Canva Tips for Time-Strapped Leaders</b> <i>Roger Coles</i>	<b>The Perfect Blend: Shaping MultiTracks to Fit Your Unique Style</b> <i>Gene Kim</i>	<b>How to Survive as a One-Person Team</b> <i>Brad Zimmerman</i>	<b>Video Switching Foundations: Making the Most of Your ATEM</b> <i>Ryland Russell</i>
 <b>ADVANCED</b> <i>REACH Communications</i> <b>THE GARAGE</b>	<b>Why Shading Really Matters</b> <i>Craig Harper</i>	<b>Live Cinematic Color Grading and HDR</b> <i>Zack Pittman</i>	<b>Post-Production Immersive Audio</b> <i>Rob Burrell</i>	<b>QSYS Administrator Automation</b> <i>Matt Kotthoff &amp; Jacob Hoppe</i>