INFINITY VISIONS
2016 SEMINARS ON "VISUAL SHOW DIRECTOR"

KNOWLEDGE=CONFIDENCE=EFFICIENCY=CREATIVITY=GAINS
"Money spent on the brain is never spent in vain." Joe Griffith

Alberto Navarro, President–Art Director of Infinity Visions Inc, will conduct the seminars. Seminars will be a 2 day seminar for BASICS followed by a three day MASTERS. Inscriptions are separate. MASTERS requires proficiency in Show Director scripting.

The focus of BASICS will be on a practical and comprehensive learning of the basics of operation design and choreography with VisualShowDirector Scripting software. A full practice of all the functionalities of ShowDirector to give the user all the benefits of the software.

The focus of MASTERS will be on the visualization functionalities. The student will acquire full proficiency training on creative 3D simulation techniques.
Creation of effects and EffectsManagers with FX-Generator.
VSD-Position-Editor for the creation of sites with 3D models and pictures, use of beams for Lights, Lasers and Image projections, and 3D Objects animation.
Use of the Viewer and Producer for video production, cameras, lens angles, stereoscopic rendering and post production after-effects for high quality professional video presentations. Introduction to Sketchup for assembling of models and Apple Motion5 for video post production.

Both seminars will have an introduction the new compatibilities of VSD with other firing systems, so multiple systems users can attend and benefit from the features of VSD.

Each Seminar will focus on one practical project. There will also be a General Discussion, Question & Answer period each day.
The daily schedule is tentative and the timing and depth can be adjusted depending on skills and time needed for comprehension of participants.
There will be 6 hours of lessons per day. Additional 2 unsupervised hours can be allocated for practices.
Attendants to the seminar will have a 20% discount on Upgrades and New Licenses

DATES AND FEES

USA , LAS VEGAS, JANUARY 7-9 . (completed)

USA , BELLEVUE, WA. JANUARY 25-29. (IN ENGLISH)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1600$, MASTERS 2400$

JAPAN, TOKYO. FEBRUARY 8-13 (IN JAPANESE)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1800$, MASTERS 2600$

SEOUL, KOREA FEBRUARY 15-20 (IN KOREAN)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1800$, MASTERS 2600$

SINGAPORE. FEBRUARY 22-26 (IN ENGLISH)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1800$, MASTERS 2600$

PUERTO VALLARTA. MEXICO MARCH 8-12 (EN ESPAÑOL)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1800$, MASTERS 2600$

SALOU-TARRAGONA. SPAIN.
APRIL 4-8 (EN ESPAÑOL)-(ENGLISH)
APRIL 11-15 (EN FRANÇAIS)
FEES per Company (For up to 3 people.Individual cost is 50%): BASICS 1800$, MASTERS 2600$

OTHER DATES AND LOCATIONS BY COMPANY REQUEST CAN BE SCHEDULED.

Read: Benefits of Employee Training Program: Employee Training Plan

SEMINAR PROGRAM

DAY 1-2 (BASICS)
• Installation of software as needed in Computers. Upgrades and
Updates.
• Distribution of Example and Course Practice projects.
• Introduction to "VISUAL SHOW DIRECTOR". Software components of the
suite.
• Creation of the Show Director Project and associated files.
Structure.
• Creation of the products database " EffectsManager", Filters and Sorts
for Script and EffectsManager.
• Sound and Time Code Settings. Download to multiple FIRING SYSTEMS.
• Creation of the Script to capture instructions and product placement.
• Scripting Functions: Insert and Import–Export Cues, Sequencing,
Developing fast and efficient scripting skills.
• Export to other firing system formats and reports.
• Introduction to 4D visualization program PYROCREATOR

DAY 3 (MASTERS)
• Introduction to visualization components "VISUAL SHOW DIRECTOR"
• Programs Visual Components suite.
• Specific visual functions in the Script Manager and Effects Manager.
Angles, Tilt and Pan, Visual Codes , World, etc.
• "3D POSITION EDITOR" program. Creating the shooting sites. Positions.
3D Model. Object Animation, Light beams.
• Introduction to the Program FX-GENERATOR-4D. Basic edition of
effects and more specialized creation effects
• Functions. Export to Effects Manager.
• Rendering Effect Videos.
• VIEWER program . Visualization of the Display created. Functions
• Practice and questions.

DAY 4
• Introduction to PRODUCER program.
• Exporting Frames , Clips and VSD Player shows.
• Introduction to program SKETCHUP GOOGLE and GOOGLE 3D
WAREHOUSE 3D models management and integration.
• Creating each new project wizard AZ .
• Doubts and questions, corrections, assistance.
• More on PYROCREATOR

DAY 5
• Graduation project of your own choice and design using all the above.

For any questions please contact: an@infinityvisions.com