

## 2007 Autodesk® Americas Reseller Tech Camp Schedule

Monday, November 5<sup>th</sup>

### General Product Training - Le Moyne Room

7:00 - 7:30 am	<b>Registration &amp; Breakfast - Le Moyne Room</b>	
7:30 - 8:00am	<b>Welcome</b> , introductions, Agenda and goal of the Tech Camp with Scott Hamilton, Technical Manager. We will include <b>Product Management Vision and Strategy</b> with Shane Griffith, Product Manager - 3ds Max/VIZ Media & Entertainment.	Scott Hamilton & Shane Griffith
8:00 - 10:00 am	<b>3ds Max general product training - Part I</b>	Gary Davis
10:00 - 10:15 am	<b>Break</b>	
10:15 - 12:15 am	<b>3ds Max general product training - Part II</b>	Gary Davis
12:15 - 1:30 pm	<b>Lunch - Le Moyne Room</b>	
1:30 - 3:30 pm	<b>Maya general product training - Part I</b>	Lee Fraser
3:30 - 3:45 pm	<b>Break</b>	
3:45 - 5:45 pm	<b>Maya general product training - Part II</b>	Lee Fraser
5:45 - 6:00 pm	<b>Break</b>	
6:00 - 6:30 pm	<b>Competitive Analysis and closing</b> Look at more competitive products and discuss the features and benefits of Autodesk solutions with Rob Hoffman, WW Product Marketing Manager 3D Products, Media & Entertainment.	Rob Hoffman
7:00 - 9:00 pm	<b>Dinner - St. Charles Room</b>	

Tuesday, November 6<sup>th</sup>

### New Feature Training and Positioning - Le Moyne Room

7:00 - 8:00 am	<b>Breakfast - Le Moyne Room</b>	
8:00 - 9:30am	<b>What's new in Autodesk 3ds Max® 2008</b> Get a hands on training of the latest 3ds Max 2008 features with Louis Marcoux, 3dsMax Application Engineer.	Louis Marcoux
9:30 - 9:45 am	<b>Break</b>	
9:45 - 11:15 am	<b>What's new in Autodesk Maya® 2008</b> Get a hands on training of the latest Maya 2008 features with Lee Fraser, Maya Application Engineer.	Lee Fraser
11:15 - 11:45am	Media & Entertainment 3D Software Product Support Programs, Process and People with Florian Perrot, Technical Support Manager, Autodesk Support and Learning	Florian Perro
11:45 - 1:00pm	<b>Lunch - Le Moyne Room</b>	
1:00 - 3:00 pm	<b>3ds Max in Architectural Design Visualization</b> Get a walk-through of the latest 3ds max 2008 Visualization demo content and how to communicate the new features & product messages. We will cover content shown at SIGGRAPH ad how the materials can be used during the launch Roadshows. This will include a Revit and ACAD for Architecture to 3ds max interoperability demo.	Mark Noland
3:00 - 3:15 pm	<b>Break</b>	
3:15 - 4:15 pm	<b>3ds Max Positioning - Games, Broadcast Design, Architectural Visualization</b> with Shane Griffith, Product Manager - 3ds Max/VIZ Media & Entertainment.	Shane Griffith
4:15 - 4:30 pm	<b>Break</b>	
4:30 - 5:30 pm	<b>Maya positioning - Games, Broadcast Design and Film</b> with Rob Hoffman, WW Product Marketing Manager 3D Products, Media & Entertainment.	Rob Hoffman
5:30 - 6:45 pm	<b>MotionBuilder® positioning &amp; Demo - Entertainment</b> An introduction to MotionBuilder, what it is used for, how you manage animation data and when you would use it in a Games and Film pipelines. Rob Hoffman, WW Product Marketing Manager 3D Products, Media & Entertainment.	Rob Hoffman & Brett Ineson
7:00 - 8:00 pm	<b>Drinks &amp; Hors d'oeuvres - Foyer, St. Charles Room</b>	
8:00 - 10:00 pm	<b>Dinner - Foyer, St. Charles Room</b>	

Wednesday, November 7<sup>th</sup>

### 2008 Product Demo Training - Le Moyne Room

7:00 - 8:00 am	<b>Breakfast - Le Moyne Room</b>	
8:00 - 10:00 am	<b>3ds Max in Broadcast and Post</b> Get a walk-through of the latest 3ds max 2008 Broadcast demo content and how to communicate the new features & product messages. We will cover content shown at SIGGRAPH ad how the materials can be used during the launch Roadshows.	Gary Davis
10:00 -10:15 am	<b>Break</b>	
10:15 - 12:15 am	<b>Maya in Broadcast and Post</b> Get a walk-through of the latest Maya 2008 Broadcast demo content and how to communicate the new features & product messages. We will cover content shown at SIGGRAPH ad how the materials can be used during the launch Roadshows.	Lee Fraser
12:15 - 1:15 pm	<b>Lunch - Le Moyne Room</b>	
1:15 - 3:15 pm	<b>3ds Max in Games Demo</b> Get a walk-through of the latest 3ds max 2008 Games demo content and how to communicate the new features & product messages. We will cover content shown at SIGGRAPH ad how the materials can be used during the launch Roadshows.	Louis Marcoux
3:15 - 3:30 pm	<b>Break</b>	
3:30 - 5:30 pm	<b>Maya in Games Demo</b> Get a walk-through of the latest Maya 2008 Games demo content and how to communicate the new features & product messages. We will cover content shown at SIGGRAPH ad how the materials can be used during the launch Roadshows.	Steven Roselle
5:30 - 5:45 pm	<b>Break</b>	
5:45 - 6:15 pm	<b>Goodbye Session</b> Review session achievement and the importance of keeping the community alive.	Scott Hamilton