

**Florida Mega-Mini  
Sequence Like a Pro  
April 1, 2022**

<p>1. Setting Up your Master File</p> <ul style="list-style-type: none"> <li>a. Groups</li> <li>b. Render Order</li> <li>c. Tricks</li> </ul>	<p style="text-align: center;">Tom</p>
<p>2. Timing and Transitions</p> <ul style="list-style-type: none"> <li>a. Vamp Plugin</li> <li>b. Bars and Beats</li> <li>c. Manual Timings</li> <li>d.</li> </ul>	<p style="text-align: center;">Tom</p>
<p>3. Sequence Choice and Perspective</p> <ul style="list-style-type: none"> <li>a. Type of Music</li> <li>b. Colors and Color Selection</li> <li>c. Perspective</li> <li>d. Groups vs. Individual Props</li> </ul>	<p style="text-align: center;">Tom Tom, Mike, Barry</p>
<p>4. Modeled Props</p> <ul style="list-style-type: none"> <li>a. Basic Sub-Models</li> <li>b. Candy Canes</li> <li>c. Snowflakes</li> <li>d. Stars</li> <li>e. Spinners</li> </ul>	<p style="text-align: center;">Tom</p>
<p>5a. Effects 1</p> <ul style="list-style-type: none"> <li>a. Shockwave</li> <li>b. Single Strand</li> <li>c. Text</li> <li>d. Meteors</li> <li>e. Ripples</li> <li>f. Twinkle</li> <li>g. Faces</li> <li>h. Shader</li> <li>i. Video/Picture</li> <li>j. DMX</li> </ul>	<p style="text-align: center;">Tom</p>
<p>5b. Effects 2</p> <ul style="list-style-type: none"> <li>a. Bars</li> <li>b. Warp</li> <li>c. Liquid</li> <li>d. Morph</li> <li>e. Balls</li> <li>f. Marquee</li> </ul>	<p style="text-align: center;">Barry</p>

<ul style="list-style-type: none"> <li>g. Color Wash</li> <li>h. Shimmer</li> <li>i. Plasma</li> <li>j. Fill</li> </ul>	
<p>5b. Effects 3</p> <ul style="list-style-type: none"> <li>a. VU Meter</li> <li>b. Fan</li> <li>c. Spiral</li> <li>d. Shapes</li> <li>e. Lightning</li> <li>f. Snowflakes</li> <li>g. Fireworks</li> <li>h. Galaxy</li> <li>i. Fire</li> <li>j. Wave Lines Pinwheel</li> <li>k. Butterfly</li> </ul>	Mike
<b>Break</b>	<b>Lunch</b>
<p>6. Basic Prop Sequencing</p> <ul style="list-style-type: none"> <li>a. Arches</li> <li>b. Outlines</li> <li>c. Candy Canes</li> <li>d. Snowflakes</li> <li>e. Stars</li> <li>f. Spinners</li> </ul>	Barry
<p>7. Advanced Prop Sequencing</p> <ul style="list-style-type: none"> <li>a. Mega Trees           <ul style="list-style-type: none"> <li>i. Shape and Size</li> <li>ii. 180 vs. 360</li> <li>iii. Mini Trees</li> <li>iv. Best Effects</li> </ul> </li> <li>b. Matrices           <ul style="list-style-type: none"> <li>i. Shape and Size</li> <li>ii. Horizontal vs. Vertical</li> <li>iii. Best Effects</li> </ul> </li> <li>c. High Definition Props           <ul style="list-style-type: none"> <li>i. What is a HD Prop</li> <li>ii. Sub Models within a HD prop</li> <li>iii. Sequencing, Best Effects</li> </ul> </li> </ul>	Mike
<p>8. Horizontal and Vertical Blending/Layering</p>	Mike

a. Layer Hierarchy b. Basic Layering Techniques c. Horizontal Transitions	
9. Buffer a. Buffer and what it does b. Buffer Manipulation c. Roto Zoom	Barry
<b>Questions and Answers</b>	