

WHAT WORKSHOPS ARE ON? 4TH JUNE

10.30	Know your Knots Harlequin Workshop Room	 FLINTS Theatrical Chandeliers
10.30	Checking Electrical Safety Charcoal Blue Workshop Room	
10.30	Introduction to "Busking" Lighting White Light Workshop Room	
11.15	Introduction to Wig Making Harlequin Workshop Room	EN  WHAM Wigs, Hair and Make-up
11.15	Introduction to Automation in Theatres White Light Workshop Room	TAIT
11.15	Introduction to Lighting Networks Palace Suite	 ARTISTIC LICENCE
12.00	Intercom Basics Charcoal Blue Workshop Room	 Clear-Com AN HME COMPANY
12.00	Manual Handling for Smooth Get-ins and Get-outs White Light Workshop Room	
12.15	Houselighting Upgrade Workshop Palace Suite	Anolis
12.45	Introduction to Wig Setting Harlequin Workshop Room	EN  WHAM Wigs, Hair and Make-up
12.45	Planning Production and Live Events Charcoal Blue Workshop Room	
12.45	Drape Handling and Care White Light Workshop Room	DRAPEMAKERS The drape specialists
13.15	Shedding Light on Colour - CRI, TLCI, TM30 Made Simple Palace Suite	ROBE
13.45	Automation Skills Charcoal Blue Workshop Room	
13.45	Hall Stage Tracks: How it's Used in Theatres White Light Workshop Room	
14.15	Hands on Alternatives to Dedicated Followspots Palace Suite	ROBE
14.30	Introduction to Weft Making Harlequin Workshop Room	EN  WHAM Wigs, Hair and Make-up
14.30	Your Personalised Sustainability Action Plan Charcoal Blue Workshop Room	
15.15	Know your Knots Harlequin Workshop Room	 FLINTS Theatrical Chandeliers
15.15	Intercom Basics Charcoal Blue Workshop Room	 Clear-Com AN HME COMPANY
15.15	Drape Handling and Care White Light Workshop Room	DRAPEMAKERS The drape specialists
15.15	Avolites Training Palace Suite	
16.00	Getting to Know Pleats and Pleating Harlequin Workshop Room	CiTEA Costume in Theatre, Entertainment & Arts
16.00	Checking Electrical Safety Charcoal Blue Workshop Room	
16.45	Ladder Safety Inspection White Light Workshop Room	
17.15	Why did that Breaker Trip? Palace Suite	 LSC CONTROL SYSTEMS
All day	Experience KV2's True Point Source Products Palace Suite	