

# MEDIA ARTS SHOW

## CONFERENCE SESSIONS – AT A GLANCE

### Sessions For Students and Teachers:

#### ***Before You Click “Submit”: Understanding Film Festival Submissions, Selection, and Expectations***

**Speaker: Amanda M. Ramirez, Filmmaker & Media Professional**

Participants learn what materials matter, how to know if a project is ready, and how to avoid wasting money or time when submitting to Film Festivals. Through interactive exercises, polls, and group discussions, students explore virtual vs. in-person festivals, screenwriting competitions, and programming decisions. Designed to give first-time filmmakers confidence and practical knowledge for submitting work.

#### ***Craft it Once: The 3D to 2D Illustration Workflow Pipeline***

**Speaker: Anthony Prevete, Pre-Production Artist**

Learn how 3D environments can become powerful pre-production tools for 2D Artwork and visual storytelling. This interactive session explores how blocking spaces, placing cameras, and testing angles in 3D helps maintain visual continuity across multiple shots. Ideal for artists, designers, and storytellers looking to plan smarter, draw with confidence, and keep their worlds consistent from every angle.

#### ***Generative AI: Future is Now for Creative Production***

**Speaker: Colin Goldberg, Contemporary Artist**

Generative AI for Creative Production is explored in a hands-on session led by artist and designer Colin Goldberg. Students will explore how AI supports creative workflows in image-making, music, and video. Working collaboratively, participants will contribute ideas and prompts to generate original content in real time, gaining insight into how emerging tools are shaping new creative possibilities.

#### ***Emotion in Motion: Turning Feelings into Fuel***

**Speaker: Eli Johnson, Executive Director, *The Too Live Tour***

Participate in an interactive SEL-based workshop that helps students turn their feelings into fuel. Through activities rooted in self-awareness, communication, and S.Q.U.A.D. Goals, participants learn how to build healthy relationships, manage emotions, and collaborate with confidence. Using relatable scenarios and hands-on reflection, the session empowers young creatives to understand themselves, connect & secure careers with purpose.

#### ***Strategic Mastery in Esports: Elevate Your Game***

**Speaker: Evan Leider, Game Designer and Esports Coach**

Join us for an exciting on insights on creative gaming strategy. This interactive discussion, featuring popular titles like *Super Smash Bros.*, *Ultimate* and *Fortnite*, highlights the art of team-building, effective communication, and in-depth statistical analysis. Discover how to think creatively and strategically in competitive gaming, empowering aspiring Esports student-athletes to excel.

#### ***Behind the Mic: The Truths About Starting a Podcast***

**Speaker: Rachel Ann Strauss, Actor, Content Producer and Podcaster**

So, you want to start a podcast? You have a great idea. *Where to next?* This workshop takes attendees through subjects like Hosting, Distribution, Equipment, Editing, and more. Attendees will have a fully fleshed out podcast concept, marketing materials and be on their way to creating a pilot episode.

### ***Content Creation as a Career***

#### **Speaker: Matt O'Leary, YouTuber and Social Media Creator**

Turn your passion for creating content into a career. Matt O'Leary discusses video creation on social media and how creators can monetize their content to make it into a career.

### ***TV Takeover! Live from Studio 400***

#### **Speakers: Holli Haerr, Brigitte Boyle, and Michael Peters - Mass Comm Professors**

Five Towns College Mass Comm Students will be covering the conference all day long. This will be your chance to visit our TV Studio and participate in one of our live broadcasts!

### ***I Mostly Blame Myself: 0 to 1M in under 2 years***

#### **Speaker: Nicholas Shanman, Comedy Writer and YouTuber**

Ever wonder how to write sketch comedy like SNL? In this session, we'll break down how to write and perform sketches, do live table reads, and share the strategies that helped grow *I Mostly Blame Myself* to 2M+ social followers with parodies, musicals, and original comedy. Come create, laugh, and get inspired. No idea is a bad idea. In fact, bad ideas are often the funniest!

### ***Master Class: Professional Camera Operating***

#### **Speaker: Romeo Tirone, ASC, DGA, Director and Cinematographer**

This interactive Master Class explains the basics of composing and operating Film Cameras. We will Demonstrate the many ways of creating shots for film and video We will utilize techno cranes, camera dollies, and handheld cameras. The students will get a chance to operate all cameras and see first-hand what it takes to create a multi-Camera shoot.

### ***Pro Photo Skills: Fashion Photography with Models***

#### **Speaker: Harold Naideau, Photographer**

Students will have the fun opportunity to work with an incredibly beautiful professional fashion model with backgrounds and studio lighting in a professional digital studio environment under the direction of an extremely experienced, very talented professional New York photographer.

### ***The Art of Self-Promotion: Building a Powerful Artist Brand***

#### **Speaker: Jillian Weston, Online Marketing Specialist and Entrepreneur**

Musicians and artists: *Stop just creating—start branding!* This dynamic workshop reveals how to define your unique artistic voice, master content strategy, and build an unforgettable online presence that truly drives your career.

### ***Immersive Sound Adventures: ATMOS Audio***

#### **Speaker: John Machado, Audio Engineer and Producer**

The presentation will focus on immersive audio mixing and production using live examples. Listeners will be seated inside an environment surrounded by speakers. They will be treated to sound traveling around them. All formats of immersive audio will be discussed and will include a discussion of the past, present, and future of immersive audio. Listeners will experience binaural playback. Headphones will be provided so each attendee can come in, sit down, and listen.

### ***Impact of Film Music in Your Film***

#### **Speaker: Masatora Goya, Musician and Composer**

I'm sure you all know how important the music can be for a film, but have you ever compared exactly how your impression is going to change? Here's the chance!

### ***Code it Live: Hands-on Creative Coding***

#### **Speaker: Nick Selvaggio, Software Developer**

In this hands-on presentation, we will explore core software development ideas but in a unique visual way. Everyone will walk away understanding a bit more about software and what makes it work.

### ***Illustration in Action: Techniques, Process, and Practice***

#### **Speaker: Robert Field, Illustrator**

Join a hands-on illustration workshop focused on building strong drawing fundamentals and professional techniques. Through live demonstrations and guided exercises, students will learn approaches to line, form, composition, and visual clarity while developing confidence in their illustration process. This session is ideal for aspiring illustrators, designers, and visual storytellers looking to refine core skills, strengthen observation, and gain practical.

### ***Creating With a Purpose: Turning What You Know into a Business***

#### **Speaker: Dr. Tywana Williams, Entrepreneur**

*Create With Purpose* is an interactive session that challenges students to move past “just creating” and start thinking strategically. Through guided discussion and real-time activities, students explore how skills in media, gaming, and digital content can be shaped into real business opportunities. Students focus on solving real problems, creating value, and making smart, intentional moves, not chasing trends.

### **FTC Student Art Showcase**

Movement, technology and art come together at Five Towns College to create beautiful visions. Explore the work and insights of Five Town's own Interactive Media Arts and Film students. Learn about how industry standard tools, such as Davinci Resolve, Adobe, Autodesk, Unreal Engine, are utilized to create art and how the education here serves creatives.

### **The Game Hub**

Experience student-designed games in our new interactive showcase space. Sign up for a Game Hub session to play, explore, test, and engage with original student Game Design submissions.

### ***Go Beyond LIMAS: Tour Five Towns College***

#### **Tour Guides: The FTC Admissions Team**

Take a break from the LIMAS floor and see what college life is really like at Five Towns College. This guided campus tour gives student creatives a behind-the-scenes look at residence halls, the student rec center, film studio, music labs, black box theatre, and more. If you're thinking about college for media, music, film, or games—this is a must-see stop.

### **Lunch in the Upbeat Café**

Lunch will be available for purchase. LIMAS special: Sandwich, bag of chips, fruit, drink. Attendees may also purchase a la carte options from the Cafe at list price.

## **Sessions For Teachers Only:**

### **President's Luncheon – Block 3, 11:30-12:10 PM**

#### **Hosted by Dr. David Cohen, President of Five Towns College**

As a token of our appreciation for your continued support of the arts and dedication to education, we are inviting high school educators to join us for a complimentary Presidential Luncheon during the event, from 11:10am-11:50am and will be in room 601. This luncheon offers a unique opportunity to network with fellow educators, engage in discussions about media arts education, and Learn about Five Towns College programs. We can't wait to celebrate with you!

### ***Behind The Scenes with the Dean of Production – Directly following the President's Luncheon***

#### **Speaker: Thomas Calandrillo, Dean of Institutional Production**

#### **Facilitated by Dr. Karyn Bush, VP of Enrollment**

Go behind the scenes of Five Towns College on an exclusive tour of the studios, labs, and technology hubs not featured during the LIMAS conference. Led by Dean of Institutional Production Thomas Calandrillo, this guided experience highlights production-focused campus spaces—including the film set, newly renovated black box theatre, control rooms, and audio suites—while showcasing recent technology upgrades, future build plans, and insights into the College's evolving, media-driven curriculum.