EVENT AGENDA

8:00 AM: REGISTRATION OPENS
8:30 AM: BREAKFAST, CALLEY PARK
9:30 AM: KEYNOTE SPEECH
10:00 AM: EXHIBITS OPEN
12:30 PM: LUNCH
6:00 PM: EXHIBITS CLOSE
6:00 PM: COCKTAIL RECEPTION
7:15 PM: SOUND REEL SHOWCASE
9:15 PM: END OF DAY
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HOSTED BY
SONY PICTURES

EVENT PARTNERS
CINEMA AUDIO SOCIETY
MPSE MOTION PICTURE SOUND EDITORS

TIER 1
AUDIVOX DESIGN
AVID
DOLBY
DTS

TIER 2
AUDEZE
Dante
Audionamix
Eventide
Focusrite
GENELEC

RED CARPET
COCKTAIL RECEPTION

INDUSTRY PARTNERS
EIPMA
MPTF
KEYNOTE SESSION

More than ever, with tight budgets and shrinking schedules, a film or television project needs a true Sound Director, Producer, Designer to follow the audio elements from script to screen.

ABOUT WYLIE STATEMAN

Wylie Stateman is a sound designer and post-production media entrepreneur. He has supervised more than 150 sound projects, and his work has been recognized in the industry with more than 40 nominations spanning every decade of his 40-year career. His industry recognitions include 8 Oscar nominations, 6 BAFTA nominations, 2 Emmy nominations, and 30-plus MPSE Golden Reel nominations. In 1994 he received, with Lon Bender and Kim Waugh, an Academy Scientific and Technical Award for an innovation that contributed to the advancement of digital audio post-production workflows.

Wylie has worked extensively with every major studio in Hollywood, along with some of the most prolific writer/directors in the motion picture and television industries. His creative sound work has included multiple collaborations with Oliver Stone, John Hughes, Quentin Tarantino, Wolfgang Petersen, Cameron Crowe, Scott Frank and Rob Marshall, among others.

Wylie was a co-founder of the post production sound services company Soundelux, where he served in a senior executive management capacity involved in overall operations. He also served as Chairman for the Soundelux Entertainment Group, a holding company that oversaw 11 entities, including The Hollywood Edge (sound effects libraries), Modern Music (music editorial for feature films and television), DMG (computer game design), and Mind’s Eye/Jabberwocky (books on tape), as well as Soundelux Systems and Showorks (both focused on location-based entertainment and show control). A few years ago, Wylie established 247SND, centered around a Dolby Atmos design studio, in Topanga.

His most recent work, Once Upon a Time In Hollywood, is Wylie’s seventh collaboration with Quentin Tarantino. During this project, he and his team applied a rapid prototyping process, an approach that they have been refining over the past five years. By continually incorporating new and refined sound design, dialog and music elements directly into the Avid track, Wylie and his crew enable the editor and director to take sound contributions into consideration throughout the editorial assembly process. Always in service to the director’s needs and vision, the process makes it easier to approve sonic elements in progressive stages, rather than forcing all of the decisions into the final weeks of post.

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MIX PANEL SERIES
BURT LANCASTER THEATER

10:30 AM - 11:30 AM Immersive Audio Workflow: Concept, Editorial, Design and Mix Presented by MPSE
Our panel of experts will discuss a how-to plan for creating and delivering audio through the post-production process for the best use of immersive sound technology.

MODERATED BY: Carolyn Giardina - The Hollywood Reporter
PANELISTS:
Paula Fairfield - Tony Lambert - Sony Pictures Studios
Caleb Hollemback - Formosa Group Cheryl Ottenritter - Ott House Audio
Scott Kramer - Netflix Steve Ticknor - Sony Pictures Studios

2:00 PM - 3:00 PM Follow the Tracks Presented by: Cinema Audio Society
A panel of experts discusses where our dialog tracks come from, where they go, and what happens to them along the way, from set to screen.

MODERATED BY: Bob Bronow - CAS Re-recording Mixer
PANELISTS:
Gary Bourgeois - CAS Re-recording Mixer Anna Mackenzie - Dialog Editor
Adam Carl - Recordist Ben Patrick - CAS Production Mixer
Matt "Smoky" Cloud - Assistant Editor Tod A. Maitland - Production Mixer
Chris Jacobsen - CAS Re-recording Mixer

4:00 PM - 5:00 PM The Networked Studio: Building a Near-Field Immersive Room With Audio-Over-IP
Chief engineers, designers and integrators discuss the ins and outs of building a near-field immersive audio studio using advanced Audio-Over-IP networking technologies and tools.

MODERATED BY: Phil Wagner - Wagner Consulting
PANELISTS:
Brian Armstrong - Streamline System Design Ron Romano - Belmont University
Lane Burch - Sony Pictures Studios Shawn Jones - Audio Intervisual Design

CAS PARADE OF CARTS & BAGS
PRODUCTION SOUND PAVILION

BARBRA STREISAND SCORING STAGE
10:15 AM - 12:30 PM CAS Parade of Carts and Bags Presented by Cinema Audio Society
From large soundstage productions to reality TV to super-portable documentaries, production sound mixers show off their highly customized methods of managing the tools of their trade.

THE COMPOSERS LOUNGE
ANTHONY QUINN THEATER * Sound system provided by Meyer Sound

11:45 AM - 12:30 PM Composing for Television
MODERATED BY: Greg Ondo - Steinberg
PANELISTS:
Danny Lux
Fred Coury
Bobby Summerfield
THE COMPOSERS LOUNGE  (CONT)
ANTHONY QUINN THEATER  * Sound system provided by Meyer Sound

1:15 PM - 2:00 PM Composing for Film
MODERATED BY: Greg Ondo  - Steinberg
PANELISTS:
Paul Haslinger
Benjamin Wallfisch
Pinar Toprak

2:30 PM - 3:15 PM Bleeding Fingers Music
3:30 PM - 4:15 PM Shie Rozow
4:45 PM - 5:30 PM Featured Composer

MEYER SOUND PROGRAMMING
ADR 1  - ROOMS 109 & 319

10:30 AM – 5:30 PM (Rooms 101 & 139) Immersive Sound Design
Hourly demonstrations of immersive sound design in the newly equipped Will Files design suites

10:30 AM – 5:30 PM Testing Studio Monitors (ADR 1)
Meyer Sound and Dr. Roger Schwenke will be hosting hourly demonstrations that introduce the M-Noise test signal and testing procedure as tools to determine the power and precision of studio monitors.

NEW! AUDIO-OVER-IP THEATER
WILLIAM HOLDEN THEATER

10:30 PM - 11:30 PM Repurposing Your 5.1/7.1 Room for Networked Immersive Sound -
Sponsored by Audinate, Presented by Focusrite
Chief engineers, designers and integrators discuss the ins and outs of building a near-field immersive audio studio using advanced Audio-Over-IP networking technologies and tools.
MODERATED BY: Patrick Killaney  - Audinate
PANELISTS:
Brian Armstrong  - Streamline System Design
Craig Holbrook  - Westwind
Darius Seabaugh  - ProCo Sound
Andrew Papastefano  - SourceSound
Dan Shimiaei  - Formosa Group

12:00 PM- 12:30 PM Focusrite Presentation
1:30 PM - 2:00 PM Streamline System Design Presentation
2:15 PM - 2:45 PM Eventide Presentation
3:00 PM - 4:00 PM 3 Studios, 1 Soundtrack: Immersive Sound Collaboration With Effects, Dialog, Music
Chief engineers, designers and integrators discuss the ins and outs of building a near-field immersive audio studio using advanced Audio-Over-IP networking technologies and tools.
MODERATED BY: Patrick Killaney  - Audinate
PANELISTS:
Dan Shimiaei  - Formosa Group
Brian Armstrong  - Streamline System Design
Greg Ondo  - Steinberg
Andrew Papastefano  - SourceSound
Lane Burch  - Sony Pictures Studios
Will Eggleston  - Genelec
Mark Roberts  - Streamline System Designs

4:15 PM – 4:45 PM ProCo Audio Presentation
5:15 PM – 5:45 PM Genelec Presentation

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AUDIO INTERVISUAL DESIGN PROGRAMMING
STAGE 6 - THEATER 1

12:00 – 1:00 PM What Makes a Good Immersive Mix Room?
MODERATED BY: Patrick Killaney - Audinate
PANELISTS:
Tom Marks - Re-Recording Mixer
Jason "Frenchie" Gaya - Re-Recording Mixer
Kyle O'Nea - Re-Recording Mixer
Justin Herman - Sony
Jim Pace - Audio Intervisual Design
Shawn Jones - Audio Intervisual Design

3:30 – 4:30 PM What Makes a Good Immersive Mix Room? (See above)
5:00 – 6:00 PM Parametric EQ & Dynamic Range Control: Q&A with George Massenburg

AVID PROGRAMMING
CARY GRANT THEATER

10:30 AM Learn more about the newly announced Avid S4 and Avid S1 control surfaces.
11:00 AM Join Avid Product and Sales teams for hands-on demos with the world’s largest Avid | S6 console.
11:30 AM Gain insight and best practices about Dolby Atmos workflows using the Avid MTRX converter system.
12:00 PM Join Avid Product and Sales teams for hands-on demos with the world’s largest Avid | S6 console.
13:30 PM Once Upon a Time…in Hollywood. Recreating the Sounds of ’69
MODERATED BY: Matt Feury - Senior Director of Artist Relations, Avid
PANELISTS:
Lindsey Alvarex - Dialogue Editor
Harry Cohen - Sound Effects Designer
Michael Hertlein - Dialogue Supervisor
Jim Schultz - Music Editor
Mark Ulano - Production Sound Mixer

2:30 PM Join Avid Product and Sales teams for hands-on demos with the world’s largest Avid | S6 console.
3:00 PM Spider-Man: Far From Home How Media Composer and Pro Tools Untangled the Web from Pix to Mix
MODERATED BY: Matt Feury - Senior Director of Artist Relations, Avid
PANELISTS:
Tony Lamberti - Supervising Sound Editor, Re-Recording Mixer
Dan Lebental - ACE Editor
Steven Ticknor - Supervising and Sound Design Editor

4:00 PM Join Avid Product and Sales teams for hands-on demos with the world’s largest Avid | S6 console.
4:30 PM Dark Crystal: Age of Resistance The audio workflows, tools and creative techniques behind three Gelflings’ epic journey
PANELISTS:
Tim Nielsen - Re-recording Mixer, Sound Designer, Supervising Sound Editor
Jeff Komar - Solutions Specialist, Avid

PRESENTATION STUDIO
STAGE 6 - THEATER 2

10:30 AM – 11:30 AM Krotos
1:30 PM – 2:15 PM Audionamix
2:45 PM – 3:30 PM Audeze
4:15 PM – 5:00 PM Ultimate Ears
DTS PROGRAMMING
STAGE 6 - THEATER 3
DTS will be hosting demos throughout the day focusing on immersive content production, new workflow improvements and support for upcoming new audio standards and technologies. Experience object-based, immersive audio at its best and learn how the flexibility of the DTS solution can benefit your production and studio environment, from small-scale projects to feature films.

DOLBY LABORATORIES
KIM NOVAK THEATER

11:00AM - 12:00PM: The Sound of Carnival Row
PANELISTS:
Marc Fishman - Re-recording Mixer
Robert Carr - Re-recording Mixer

1:30PM - 2:30PM The Sound of Stranger Things
PANELISTS:
Craig Henighan - Sound Supervisor
Mark Patterson - Dolly and Music Mixer
David Klotz - Music Editor
Angelo Palazzo - SFX Editor
Katie Halliday - SFX Editor

3:15PM - 4:15PM The Sound of Ford v Ferrari
PANELISTS:
Paul Massey - Re-recording Mixer
Don Sylvester - Supervising Sound Editor
David Giammarco - Re-recording Mixer & Sound Designer

SHURE INCORPORATED PROGRAMMING
PRODUCTION SOUND PAVILION

BARBRA STREISAND SCORING STAGE
1:30 – 2:15 PM: What Digital Wireless Can Do For You
2:30 – 3:15 PM: Maximize Your RF Coverage
3:30 – 4:15 PM: Tools for Wireless Gear Management and RF Coordination
4:30 – 5:30 PM: Tod A. Maitland Interview: Capturing Audio for Steven Spielberg’s “West Side Story”

YAMAHA/STEINBERG PROGRAMMING
STAGE 17
Yamaha and Steinberg will be featuring the new and improved Nuendo 10 Advanced Audio Post-Production Solution, award-winning HALion 6 VST Sampler & Sound Creation System, Cubase Pro 10 Digital Audio Workstation, MMP1 Studio Monitor Management System, and Nuage Advanced Production System.
Join us in the Cary Grant Theater at 7:15 p.m. for one of the annual highlights of Mix Presents Sound for Film & Television—a special presentation of the Sound Reel Showcase, sponsored by JBL. Each year, the major and independent film studios submit 8-minute reels from films released that year and likely to be in consideration for a Best Sound Oscar, MPSE Golden Reel and CAS Award. Plus, hear from the supervising sound editors as they introduce each film.

To Connect to WiFi: Select the GS-Guest Network. Open a browser. Accept terms on the home page. Select the way you want to receive your token (text or email). Enter token on the next page. The system will confirm the login and take you to the sonymovies.com home page.