



Tuesday 11th Nov 2014
Video & Motion Graphics Show

Premiere Pro CC – Top Features – Jarle Leirpoll

As an Adobe influencer and official “Adobe test pilot”, video producer and writer Jarle Leirpoll knows more about Premiere Pro than most people. In this session he will share his top 5 favorite functions in Premiere Pro since the CS6 release; from “invisible” but very useful things like the GPU-debayering and smart rendering to creative features like Masking and Tracking.

Premiere Pro CC – Essential Features – Alex Macleod

Video Editor and Premiere Pro Trainer Alex Macleod demonstrates the Premiere Pro CC features and workflows he considers to be essential to his work. Alex will also share his top tips for developing new skills and succeeding in the industry.

Mobile Apps – Premiere Clip – Creative Cloud - The Latest

The October release of the Creative Cloud sees an impressive array of iOS mobile apps join it's ranks. The Premiere Pro compatible Premiere Clip is the powerful video mobile app that allows you to edit, polish, synch and share your video projects.

Essential After Effects CC – Michael Pettyt

Motion Graphics and video production professional Michael Pettyt reveals his favorite and most loved After Effects features and workflows since the launch of the Creative Cloud. He will also share his top tips and insights on how he has achieved success in the industry.

The Best of After Effects CC and the Cinema 4D Pipeline – Anders Printz, SVT Design

When working in broadcast graphics design, time is a luxury that most of the time you don't have. How do you sketch up, create rough animatics, deal with picky producers and deliver a complete graphics package for a television show on time, while also making sure that everybody's happy with the results? Anders Printz will share his favorite features in After Effects CC and Cinema 4D that help him in his everyday work – which is designing graphics for Swedish Television.

The Latest Video Products Update – Niels Stevens With Alex Macleod & Michael Pettyt

Adobe Senior Solutions Consultant, Niels Stevens gives an overview of the latest features and updates in the October release of the Creative Cloud Video products.

After Affect CC – Animal Project – Creative Cloud - The Latest: Intro Creative Cloud

Take a sneak peak at an innovative After Effects project currently in development.

Wednesday 12th Nov 2014
Digital Imaging Show

Photoshop CC Content Aware Magic & Faster Workflows – Gavin Hoey

Gavin will be sharing some of his recent projects and insights into how he has achieved success as a photographer and educator. He will also give us a unique insight into how he works with

Photoshop and other Creative Cloud Digital Imaging products. He will be showing us his favorite features and enhancements, since the launch of the Creative Cloud in May 2012, that have enabled him to work faster and more creatively.

Your Creative Profile – Creative Cloud - The Latest

Have access to key assets, brushes and settings right from within your creative desktop applications all synced by the power of Creative Cloud. This fantastically connected enhancement to your Creative Profile is presented by the Creative Cloud Product teams from Adobe MAX in LA.

Photoshop CC - Faster, Non-Destructive Workflows – Karl Taylor

Karl will be joining us from one of his photography workshops to share his work along with some valuable industry tips and insights. He will be selecting and demonstrating his can't-live-without features, from the Creative Cloud Digital Imaging Tools, since it's launch in May 2012. Learn how to work faster and non-destructively within your favorite tools and set up a personalized streamlined interface.

Your Creative Community – Creative Cloud - The Latest

Make the most of your creative online profile and get up to speed with the latest enhancements to the Creative Cloud Community offering, in this presentation by the Creative Cloud Product teams at Adobe MAX in LA.

Back from Adobe MAX – Richard Curtis

Recently back from Adobe MAX in Los Angeles, Adobe's Richard Curtis will be sharing his thoughts about the latest Creative Cloud Mobile Apps and Creative Services.

The Future – Photoshop Touch – Creative Cloud - The Latest

Take a sneak peak at one of Adobe's innovative projects exploring the future of touch devices and your favorite desktop applications.

Photoshop CC – Creative Filters & Image Compositing – Steve Caplin

Steve will be joining us to divulge some of the secrets of his success in the industry as well as the tools and features that have helped him to work to deadlines and produce highly creative work. He has chosen the key features since the launch of the Creative Cloud in May 2012 and will be showing us how he has used them in his professional projects, so you too can benefit from the faster workflows and Adobe magic that he has worked with the most.

Thursday 13th Nov 2014

Design, Web & Publishing Show

Adobe Illustrator CC – Essential Features – Martin Perhiniak

In the first of his three sessions Martin will share with us some of his recent work and his tips for succeeding in the creative industry. He will also be showing us in action his best-loved features, carefully selected from Adobe Illustrator CC, since it launched in May 2012.

Adobe Illustrator CC Touch – Creative Cloud – The Latest

Touch devices offer all new challenges and creative opportunities to Adobe desktop creative apps, but the Adobe Illustrator team has risen to that challenge. They've been working hard to deliver you an exciting tactile interface and are excited to show you it in action, on stage, at Adobe MAX.

From Digital to Reality – SNASK Agency

Creative Agency SNASK will share their top favourite Adobe Creative Cloud tools as well as show us how they used Adobe Illustrator and Photoshop CC to create the poster project for Malmo Festival. It may look as if it was all done in 3D but "we created a visual concept where everything was made by hand and in paper," says founder and creative director Fredrik Öst.

Photoshop CC 3D Capabilities – Steve Caplin

Steve will show how you can create 3D models from scratch in Photoshop, and even turn photographs of certain objects into 3D models with just a few clicks. And that's not all: he'll go on to show how you can process and print those models to a 3D printer, direct from Photoshop.

Photoshop CC - Ultimate Features for Designers – Martin Perhiniak

Join Martin for his second session to see his top pick of the Photoshop CC features for Designers, since the release of the Creative Cloud in May 2012. He will be sharing tips on compositing, agile file handling, automatically generating image assets, creative filters and much, much more.

Adobe Photoshop & Extract – Creative Cloud - The Latest

Gone are the days of painstakingly extracting image assets and CSS from Photoshop documents. See the glorious Creative Cloud Extract functionality in action delivered by the Adobe Product Managers from Adobe MAX in LA.

Creative Collaboration – Thinkable Agency

At Thinkable, Adobe Creative Cloud helps their team of designers and creative technologists to collaborate freely and across multiple channels and tasks. This workflow allowed their team of creatives and developers to share assets and work simultaneously with design and implementation as well as creating launch campaigns for one of Sweden's largest mobile bank application.

Publishing to Mobile from InDesign CC – Sampo Korkeila, Corellia Helsinki

Multi-Discipline Designer, Sampo Korkeila of Corellia Helsinki, will share his experiences of producing and publishing from InDesign to mobile devices. Sampo will also show workflows in action for the production and EPUB3 publishing of mobile apps with using Adobe InDesign CC.

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Back from Adobe MAX – Tony Harmer

Tony is joining us having just returned from Adobe MAX in LA, to share with us what he is most excited about in the latest release of the Creative Cloud and all it has to offer to Designers.

Your Creative Community – Creative Cloud - The Latest

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Creative Cloud Mobile Apps & Services – Martin Perhiniak

Whether it's creating on the move, publishing your work, maintaining your digital professional profile or accessing your settings and fonts from where ever you are, the Creative Cloud has innovative, connected, solutions for you to make use of. In his third session Martin will give you his tips and insights as to how he uses all these things to enhance and extend his creative reach and productivity.

Adobe Muse CC – New Opportunities – Andrew Cooper

Andrew discovered Adobe Muse shortly after the launch of the Creative Cloud in May 2012 and has not looked back. Since introducing Muse into the workflow at Gravity Matrix the agency have been able to shift a significant portion of their business to a digital market. Andrew will share with us experiences and creative insights from his time working in the digital design and web industry as well as the key things within Adobe Muse that have allowed him to extend the digital work their designers deliver. New to Adobe Muse? Then this is a great session, not to be missed...

Adobe Air and the Sonos Project – Perfect Fools

Go behind the scenes and see how Perfect Fools used Adobe AIR-technology to create the front-end part of a massive interactive display project made of 300 Sonos Play:1 speakers.

Powerful Mobile Apps – Creative Cloud - The Latest

If you want to capture, create, edit or share your work on the move Adobe now has a whole host of powerful mobile iOS applications to work with. Find out all about the latest offering from Adobe Product Managers, on stage at Adobe MAX in LA.

The Future – Project Context – Creative Cloud - The Latest

Take a look at the future of collaborative team working with the fantastically tactile Project Context shown at Adobe MAX in LA. Adobe and Microsoft have been partnering on this innovative tool for some time now and wanted to give you a sneak peak at their progress so far.