Thursday, June 29 _____ DAY 1

9:00 __ **Welcome | Introductions – Expectations – Orientation**
Michael Reuter, The Post Republic

9:30 __ **Introduction | Where we come from – chemical lab & legacies of analogue postproduction**
Michael Reuter

10:00 __ **Digital Production: Workflow Essentials, Pt. 1**
Michael Reuter

11:00 __ Coffee break

11:30 __ **Digital Production: Workflow Essentials, Pt. 2**
Michael Reuter

13:00 __ **Lunch Break**

14:00 __ **Digital Production: Workflow Essentials, Pt. 3**
Michael Reuter

15:00 __ **Interlinking Post Workflows with Schedules & Budgets**
Michael Reuter

16:00 __ **Coffee break**

16:30 __ **Outlook: Innovation Drivers: Cloud Computing, AI, Game Engines**
Michael Reuter

17:15 __ **Outlook: Virtual Production: from *FIX IT IN POST* to *FIX IT IN PREP***
Michael Reuter

18:00 __ **End of Day One**

Friday, June 30 _____ DAY 2

9:30 __ **Virtual Production Essentials**
Michael Reuter, The Post Republic

10:45 __ **Transfer to LED Cave**

11:30 __ **STUDY VISIT 1: LED Cave**
Virtual Production Stage with Full Live LED wall
Katja Köstler, LEDcave

14:00 __ **Transfer to The Post Republic**

14:30 __ **Lunch Break**

15:30 __ **STUDY VISIT 1: The Post Republic:**
Fitting your VFX to Budget: Virtual Production vs. Green Screen vs. In-Camera
VFX Asset Creation & Unreal Engine
Sebastian Barker, Automatik VFX

17:00 __ **Coffee break**

17:30 __ **Group work assignment**
Michael Reuter

18:00 __ **Transfer to the Hotel and END OF DAY TWO**

Saturday, July 1 _____ DAY 3

9:30 __ **Working on group assignment**

10:30 __ **Evaluating Case Study Assignment**
Michael Reuter, The Post Republic

11:30 __ **Coffee break**

12:00 __ **Post Production Funding, Post Equity Deals and Financing Possibilities**
Michael Reuter

13:00 __ **Lunch Break**

14:00 __ **The Role of the Post Supervisor**
Tina Mersmann, Post Production Supervisor

15:30 __ **Transfer to The Post Republic**

16:00 __ **STUDY VISIT 2: The Post Republic:**
Mix Stage: Case Study Dolby Atmos - *All Quiet on the Western Front*
Lars Ginzel, Sound Designer & Rerecording Mixer

18:00 __ **Closing Statement | Feedback**

18:15 __ **Transfer to the Hotel and END OF DAY THREE**