

Technicon 28

Robot Revolution

Schedule for Saturday April 2

Most areas open around 10 am, and all programming ends by 10 pm.

- 9:30am: Art Show setup for artists; Dealers & Guests room setup for exhibitors
- 10:00am: Convention opens; Anime, Dealers, E-Gaming, Video, etc.
Panels A: Dan Delby Comics (Dan Delby)
RPG A: Exalted (Ben)
RPG B: D&D 3.5 (Frank)
- 11:00am: Panels A: Studio Unseen (Barb Fisher & Chris Impink)
- 1:00pm: Panels A: GCG Studios (Garth Graham)
- 2:00pm: Panels A: Getting Started in Digital Art (Jerry Conner)
Panels B: MMORPG Player Meetup
RPG A: D&D 4.0 (Steven)
RPG B: D&D 3.5 (Andrew)
- 3:00pm: Panels A: Photoshop for Comic Artists (Garth Graham)
Panels B: Filking 101 (Keith Brinegar)
- 4:00pm: Panels A: Oh the Humanity: Recreating SF Destruction in Blender 3D (Chris Impink)
- 5:00pm: Panels A: Going Pro: Taking your Art from Hobby to Paycheck (Dan Delby, Barb Fisher, Garth Graham, Chris Impink)
Main Programming: Masquerade Contestant Walkthrough
- 5:30pm: Art Show: Anti-snipe / final bids
- 6:30pm: Art Show: Closes
- 7:30pm: Main Programming: Masquerade / Cosplay
- 7:45pm: Main Programming: Art Auction
- 8:00pm: Main Programming: White Plectrum concert (Keith Brinegar)
- 10:00pm: Convention closes

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Room Assignments, McBryde Hall

100	Main Programming
113	Panels A
126	E-Gaming B (Rhythm Games featuring Rock Band)
129	E-Gaming A (Main Consoles)
134	Con Ops
201	
202	Panels B
204	
207	E-Gaming C (Competitive / Head to Head)
209	Art Show
210	
212	RPG C
216	RPG A
218	RPG B
219	
223	Con Lounge
224	Table Gaming (Board / Card)
226	E-Gaming D (Handhelds)
230	Anime
231	
232	Video
233	
238	
240	Dealers & Guests

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