

2019 NATIONAL PUPPETRY FESTIVAL WORKSHOP SCHEDULE

WEDNESDAY 9:00-10:30	WEDNESDAY 10:45-12:15	THURSDAY 9:00-10:30	THURSDAY 10:45-12:15	FRIDAY 9:00-10:30	FRIDAY 10:45-12:15	SATURDAY 9:00-10:30	SATURDAY 10:45-12:15
Puppet Stop Motion 1	Puppet Stop Motion 2	Gourmet Sock Puppets 1	Gourmet Sock Puppets 2	Electric 1	Electric 2	Character Design	Construction Techniques
Business Secrets 1	Business Secrets 2	Sound Effects	Dancing Puppets	Crankie 1	Crankie 2	Show is in Your Hands 3	Show is in Your Hands 4
DMX 1	DMX 2	Thick Blue Line	Thumbs-Up!	Masking Tape	Shoestring Video	Toy Theatre 1	Toy Theatre 2
Jabberwock	Mon-Stirs	Lesson Plan	Arduino	Marionette 1	Marionette 2	Plastics In Puppetry	Mini Mask
Wayang	Theatre Games	Pop-up Stages 1	Pop-up Stages 2	Work for Water	Paper Clay	Foam Brain 1	Foam Brain 2
Needle Felting 1	Needle Felting 2	Puppetry Without Pain	Writing Humorously	Shadow Mechs 1	Shadow Mechs 2	Wayang	Archetypal Voices
Anthropomorphizer 1	Anthropomorphizer 2	Wayang	Conductive Thread	EBAS 1	EBAS 2	Movement Viewpoints	Puppetry Without Pain
Show is in Your Hands 1	Rod Control Mechanisms	Show is in Your Hands 2	Understanding Movement	Art of Education	Ensemble Puppetry	Puppet Podcast 1	Puppet Podcast 2
Silicone	Puppet Improvisation	Green Screen 1	Green Screen 2	Fettig Mechanisms	Fettig Mechanisms	Ready, Set, Puppetshow 1	Ready, Set, Puppetshow 2
Movement Viewpoints	Songwriting	Performance w/ Purposeful Feedback 1	Performance w/ Purposeful Feedback 2	Solo Show 1	Solo Show 2	Directing for Puppetry	Directing for Puppetry
	Karagoz			Wayang	Sketch Writing		

HIGHLIGHTING (with a number) indicates that there are multiple sessions. You will automatically be signed up for all of them.

COLOR CODING gives an indication (not an exact description) of the type of workshop; several fall into multiple categories.

TECHNOLOGY / MOVEMENT & MANIPULATION / EDUCATION – TEACHERS / KID APPROPRIATE

PERFORMANCE TECHNIQUES / BUSINESS & MARKETING / MAKING A SHOW – writing, directing, staging

HANDS-ON / BUILDING TECHNIQUES & MATERIALS