UPGRADE
CONFERENCE SCHEDULE

	TRACK A | GREEN	TRACK B | BLUE	TRACK C | RED
8:30 AM			
8:45 AM	8:45– 9:30 **Check-In** **MEZZANINE**	8:45– 9:30 **Check-In** **MEZZANINE**	8:45– 9:30 **Check-In** **MEZZANINE**
9:00 AM			
9:15 AM			
9:30 AM			
9:45 AM	9:45 – 10:30 **Keynote Speaker** **BALLROOM**	9:45 – 10:30 **Keynote Speaker** **BALLROOM**	9:45 – 10:30 **Keynote Speaker** **BALLROOM**
10:00 AM			
10:15 AM			
10:30 AM			
10:45 AM	10:45– 11:30 **Speaker Panel & Lunch** **BALLROOM**	10:45– 11:30 **Speaker Panel & Lunch** **BALLROOM**	10:45– 11:30 **Speaker Panel & Lunch** **BALLROOM**
11:00 AM			
11:15 AM			
11:30 AM	11:30 – 12:05 Mini Campus Tour **MEZZANINE**	11:30 – 12:05 Hands-On Demos **SEC 2030 & 2040 & 2050**	11:30 – 12:05 UIW Student Booths **BALLROOM**
11:45 AM			
12:00 PM			
12:10 PM / 12:15 PM	12:10 – 12:45 UIW Student Booths **BALLROOM**	12:10 – 12:45 Mini Campus Tour **MEZZANINE**	12:10 – 12:45 Hands-On Demos **SEC 2030 & 2040 & 2050**
12:30 PM			
12:45 PM			
12:50 PM / 1:00 PM	12:50 – 1:25 Hands-On Demos **SEC 2030 & 2040 & 2050**	12:50 – 1:25 UIW Student Booths **BALLROOM**	12:50 – 1:25 Mini Campus Tour **MEZZANINE**
1:15 PM			
	1:25 – 1:30 | Transition to Ballroom		
1:30 PM	1:30 - 2:00 Faculty Presentation Event Wrap Up **BALLROOM**	1:30 - 2:00 Faculty Presentation Event Wrap Up **BALLROOM**	1:30 - 2:00 Faculty Presentation Event Wrap Up **BALLROOM**
1:45 PM			
2:00 PM			

UPGRADE

Keynote Speaker

Lorena Cano acosta is a CG Generalist, Look Development, and Lighting Artist. She has worked with top VFX studios on TV commercials, cinematic game trailors, and episodic shows for brands such as DIsney, HBO, Apple, EA, Amazon, and Coca-Cola.

Alumni Panel

Priscilla Chong-Macias (class of 2025) - 3D Character Artist, Blizzard Entertainment

Sonny Ponce (class of 2023) - Software Engineer, Science Applications International Corporation

Josh Starrett (class of 2023) - Technical Artist & Engine Generalist, Unfound Productions

Mini Campus Tour

Go on a guided tour of campus highlights and catch a glimpse of Founders Hall, soon to be UIW3D's new home!

Students Booths

Find inspiration in our student work showcase while asking questions of the creators.

Hands-on Demos

Explore how imagination combines with innovation through interactive demos in programming, animation, and 3D modeling:

- Programming (rm 2040s) - Visualize how math, logic, and code define the laws of physics to imaginary worlds.

- Animation (rm 2050s) - Transform static into motion, commanding movement and timing.

- Modeling (rm 2030s) - Step into a creative space that constructs characters, environments, and props. See our 3D printer cook.

Scavenger Hunt

Remember to scan the QR code in each presentation area for an extra entry in the afternoon raffle!

Event Map and
Information on our:
Department
Admissions
Teacher Continuing Ed