

Minispotlight.com Presents

SEMINARS & WORKSHOPS

Friday, June 6th | **REGISTER NOW**

10:00am | Room B - 3 hours

Detailing Tips, Tricks and Secrets!

Mike "Tattoo" Krausert, Thirteenth Floor Entertainment Group

Learn intelligent and practical application and creative techniques for turning an average room design into a highly detailed "Disney-level" attraction. Detailing, tips, tools of the trade, and advanced methods will be demonstrated and discussed with plenty of opportunity for Q&A along the way.

10:00am | Room A - 1 hour

The Professor's Long Lost Sketchbook...I Open my Secrets to You!

John Denley, Professor Nightmare Entertainment

In this class you will have access to John's personal sketches and designs. He has consulted for Theme Parks all over the world and now it's your turn.

Each attendee will receive a copy of 15 of his design sketches!!!

a) Scare Designs

b) Maze Designs

c) Room and Theme Designs

d) Sources that will save you thousands of dollars...Let John put over 25 years of experience to work for you!! You can't afford to miss this class...each design will be discussed with Q & A following. Let John solve your haunting problems!!!

11:00am | Room A - 1 hour

Designing Amazing Scenes for Outdoor Events

Eddie McLaurin, Woods of Terror

Designing amazing scenes outdoors it not as hard as it seems. With a little bit of creativity and determination, you can be successful! In this seminar Eddie will show you what he has learned over the past 20 years of haunting outdoors. Your customers will not only be amazed but they will be lost in the level of realism of your scenes and sets.

12:00pm | Room A - 1 hour

Build to Scare - The Best Shocks You Can Build into your Haunt!

John Denley, Professor Nightmare Entertainment

People have one question they ask your cashier. "Is it scary?" Let me show you how to create the SCARIEST show in town!!! People love to be scared but there are many reasons why some haunts fail this mission. I will help you turn your haunt into a "Scream-Machine!" In this fast paced class, you will learn the secrets of:

- The importance of a great maze design!
 - The 13 best scares that won't frighten your wallet!
 - How to make sure "all" your guests get the full experience!
 - How to make your guests feel vulnerable!
 - How to turbo-charge your ghouls!
 - The importance of building it right the first time!
 - Common mistakes to avoid!
- The only thing scarier than this seminar is missing it! Sign up now!!!

2:00pm | Room B - 3 hours

Total Fabrication and Application of Silicone Prosthetics

Allen Hopps, Stiltbeast Studios / Darkest Hour

In this class Allen will sculpt, mold, clean the mold, mix silicone, pour silicone, allow the silicone to cure, pull the prosthetic, and apply the prosthetic. Yes all of that and several types of prosthetics will be made. All questions will be answered. We will go over the dos and don'ts, as well as adhesives. Attendees should walk away with the ability and knowledge to create silicone prosthetics for their attraction faster and cheaper than they thought possible.

2:00pm | Room A - 1 hour

Preparing Budgets and Business Plans for Haunted Attractions

Frank MaMana

This course is for anyone in ownership or who wants to be a part of the management staff at a haunted attraction. It identifies and discusses topics that are necessary to create an accurate budget and how to put together a thorough business-five year plan. This is a wide open topic that doesn't just look at numbers, but discusses everything such as code compliance, location issues, security, props, marketing, demographics, scheduling, actor training, merchandising, design, the psychology of fear and much more.

3:00pm | Room A - 1 hour

Going the Extra Mile: How to Make your Customers Feel Special

Margee Kerr

A key to creating an event that will keep customers returning is through providing an experience that makes them feel special. But how do you do that when you're processing thousands of people a night? This seminar will go through a variety of simple strategies, methods and implementations suitable for large attractions to small backyard haunts designed to make each customer feel they've had a unique experience.

4:00pm | Room A - 1 hour

The Next Dimension of Haunt Advertising and Marketing

Dick Terhune & Craig Hines, Voice from Hell & Dark Imaginings

What do you get when not one, but two Masters of the Dark Arts (of Advertising & Marketing) join forces?? A whole lot of killer advertising strategies and mind-blowing marketing innovations that will grow your traffic and keep your audience talking about you all year!! DICK TERHUNE (the "Voice From Hell") and CRAIG HINES (the Evil Genius of "Dark Imaginings") team up to give you powerful and proven ways to put your ad dollars to best use, and get your marketing inside the heads of your customers.

Saturday, June 7th | REGISTER NOW

10:00am | Room A - 1 hour

Use Misdirection and Confusion in your Haunt Design

Matthew Bistany, Witches Woods

Learn and discuss new and creative ways to scare your guests when designing your haunt. I will cover 3 entire haunt design models that can help you build and shape your haunt, and I will go over the importance of misdirection and confusion, as well as share some of my own tricks to really catch your guests off guard.

10:00am | Room B - 1 hour demo

Advanced Airbrush Techniques for Haunters

Allen Hopps, Stiltbeast Studios / Darkest Hour

You are sick of airbrush 101 classes. You know what a single action and dual action airbrush is because you use them already. Even if you do not, this class will not waste your time. This class will explore tips tricks and techniques that will make you a faster and better airbrush makeup artist. Highlights, planning, creating depth, stencil use and speed painting will be covered.

10:00am | Room C

Haunt Animatronics - Bringing Life to Props

Kristy Noble - AKA "Dionicia", Mistress of Servo Control and Multi-Axis animation for the Haunting Grounds in NY

Kristy will walk you through how to get started, what to buy (and what not to buy) as she guides you through getting started with controlling your props via servos. PC based, scripted control of Haunt props will be explained and demonstrated with the goal of helping those new to animatronics through the hardware, software and programming required to create your own talking, interactive ghouls. This is the perfect class for those interested in building their own "3 axis" skulls, greeters and animated haunt elements.

Presented by The Garage of Evil

11:15am | Room A - 1 hour

Motivation, Training and Retaining your Actors Year after Year

Jeff Simmons, Clío Manor Haunted House

The class will cover different strategies on how to keep your veteran actors coming back year after year, as well as proven effective actor training techniques to separate your actors from the rest of the haunted house pack.

11:15am | Room B - 1 hour demo

Create your own Nightmarish Burlap Masks

Kevin Stich, Haunted Hotel in Louisville, KY / Sinister FX

The artists of Sinister FX teach some of the tips and tricks of their signature Burlap and Latex masks. We will show you each stage of the production process, painting techniques, and a variety of materials to make your own freakish mask for your character, haunt, or your collection.

11:15am | Room C

Introduction to 3D Floor and Set Design

Steve O'Connor, Head Cook and Bottle Washer, the Garage of Evil, and GoE Workshop

Ditch that graph paper and pencil and get started using Sketchup effectively as a set and haunt design tool. Basic 3D modeling as it relates to haunt design and construction will be covered with the goal of outputting dimensionally accurate plans you can then build from and use for reference during the phases of construction. Once you're comfortable with Sketchup you will find it an indispensable tool in visualizing, creating and assembling a flat based floor plan. This will teach you how to build, see and walk through a haunt before you even pick up a tool. You're encouraged to bring a laptop and learn along in real time

Presented by The Garage of Evil

12:30pm | Room A - 1 hour

Secrets of Sliding - Equipment, Techniques and More!

Tim Green, Ruby Falls Haunted Cavern

Our Fear Connection Crew has been sliding for over 9 years! Tim Green, as well as other members of the sliding crew, will give some advice and tips for any haunt that might want to include this amazing scare element to your Haunted Attraction.

12:30pm | Room B - 1 hour Demo

How to do Haunted House Makeup in 5 Minutes

Keith Newsome, Chief Makeup Artist & Ops Manager @ Scareatorium

This will be a hands-on teaching class to show haunt owners, makeup artist and actors how to get in and out of a makeup chair in 5 minutes. Will be providing information on what to do and what not to do... as well as character building. Be sure to bring your video camera, ipads or note pad. Will be a great time!

12:30pm | Room C

Head Towards the Light: Using Lights to "Paint" Your Haunt Walls

Warren Maxwell, Ghoulie Manor and Third Degree of Terror Home Haunt

Put down that black paint and head into the light! Warren Maxwell will teach you how to select and apply colored lights to your home haunt walls to evoke different moods, accentuate textures, and direct the eyes of your visitors. Don't repaint your walls every year; instead, learn how to change the position, angle, and color of your lighting to create a new effect. This class will also demonstrate simple techniques for casting attention-grabbing shadows, as well as using color transitions to reveal hidden messages concealed on your haunt walls.

Presented by The Garage of Evil

2:30pm | Room A - 1 hour

Pneumatics 101

Brian Warner, Technical Director at Forsaken Haunted House

This class will be covering all the basics of pneumatic systems and how to apply them to haunted attractions and animatronics. Brian will be covering everything from what fittings to use, types of cylinders and valves, and safety. If you are an absolute beginner, or an advanced user, you will learn something.

2:30pm | Room B - 1 hour demo

Mold Making and Casting 201 - The Next Step

Mike Privett

In previous mold making and casting seminars, we covered using readily available and local materials for mold making, casting and various haunt applications. This year, we will touch on those items but expand into more professional materials and their uses. Smooth On® will be providing some sample materials and we will be producing a few items in real time that will be given away to the crowd.

2:30pm | Room C

Prop Weaponry

Mike Privett, Propmaster for The Horror Trail

Mike will explore various methods to create several styles of prop weaponry. Constructing plastic, foam and urethane weapons will be covered along with retrofitting already existing weapons. In addition, safety considerations will also be covered. Creating the weapon is just the beginning. Methods to finish weapons, age them and adding special effects will also be covered in this seminar.

Presented by The Garage of Evil

3:45pm | Room A - 1 hour

How to Develop Uniquely Entertaining and Scary Characters

"Killer" Katie Johnston, Forsaken Haunted House

Get the tools you need to build amazing characters from concept to reality, that not only fit your haunts needs and entertains your audience, but fits you like a second skin! We'll cover coming up with ideas, costuming, makeup, body movement, acting styles and making your character uniquely yours!

3:45pm | Room B - 1 hour demo

Creepy and Effective Haunted Attraction Lighting

Jake Farmer, Technical Director @ Dark Hour Haunted House

In this seminar, Jake Farmer of Dark Hour Haunted House will discuss various lighting techniques and tricks for creating depth and mood in your haunted attraction. Learn how to choose colors, effects, and fixtures that can help take your show up a notch and make your scenes and performers more effective.

3:45pm | Room C

Realistic Haunt Painting and Distressing

Victor Bariteau, Owner, Ghoulie Manor and feature of the smash hit documentary The American Scream

From funeral parlor walls to mausoleums to mansion facades, we'll show you how to get the realism you are looking for in your haunt. We'll cover basic painting and texture techniques that you can apply to most wall and prop distressing as well as some advanced techniques we've developed ourselves. We've got quick and dirty tricks that will speed up your build and laborious methods that are well worth the time and effort. Paint to impress!

Presented by The Garage of Evil

5:00pm | Room A - 1 hour

Successful Haunted Attraction Operations and Management Part 2

Ed Gannon, Something Wicked Productions

Make your guests, owners, and staff happier, faster, more productive and more profitable! Don't let your attraction get bogged down with operational issues and problems that get in the way of your show, waste money and resources. In this seminar, Ed will show you how to fix, or better yet avoid, costly issues that plague haunted attractions and teach you how to streamline all the aspects that make putting on a cost-effective show possible. A smooth running attraction is more fun for your guests, your staff and most importantly, more fun for you!

5:00pm | Room B - 1 hour demo

Fabricating Props for Halloween Displays and Haunted Houses

Dr. Bill Ramsay, Dr. TerrorEyes

Are you looking for ideas or techniques to create props for your Haunt? Do you want to learn how to create and play with "Monster Mud"? Do you want to build an awesome 8-foot tall "Reaper" tombstone, creepy 9-foot tall "Pumpkin King" or even just make a 6-inch tall "Witch's Apothecary Poison Bottle" that is dusty and dirty? Are you aware of resources for practically free materials? If you are looking for help, ideas and resources on things to do to keep your scary Haunt evolving, listen to Dr. TerrorEyes (Dr. Bill Ramsay) provide you with the suggestions you want. Let the kind doctor prescribe treatment for your ailing haunt in this open-discussion format program. His 40 years of Haunt experience might offer the perfect cure!

Sunday, June 8th | REGISTER NOW

10:00am | Room A - 3 hours

Terrifying Haunt Character Design and Interactive Acting

Geoff Beck, Shudder Productions

This unique acting seminar focuses on the two most important elements of character design: make-up and interactive acting. The class will start with the focus on make-up, including critiquing exercises of many photos of different actors breaking down the details of their make-up and what makes them successful. Then using three actors already in make-up and costumes, the instructor, also dressed up "in character" will demonstrate acting skills such as dialogue, body movement, and approach using volunteers from the class acting as customers. Also, using many different kinds of props in these acting exercises will help in making characters that are more "interactive" and "memorable" that will resonate with patrons at haunts. All who sign up for this class will get a 25% discount on Shutter Production's acting and make-up training DVDs (available at the classroom).

10:00am | Room B - 3 hours

How to Create Insanely Detailed Portable Haunted Houses

Tim & Ann Marie Gavinski, Wisconsin Feargrounds

Owners of the Nationally Recognized Wisconsin Fear Grounds, Ann Marie and Tim Gavinski will share with you their secrets to building a modular attraction that will not only blow away your customers, but your competition as well. From scheduling build teams, to packing away the toys until the following season, they will leave no stone unturned in this incredible 3 hour seminar.

All information on this page subject to change without notice. Please check back for updates and alterations.

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Trade show floor Demo Stage sponsored by Sinister Visions



Select seminars presented by The Garage of Evil

