Variable Data Printing: Pushed to the Limit
Ed Cowgill, Director-Human Resources, Muncie Novelty Co Inc.
Digital printing has allowed the use of VDP within the workflow at Muncie Novelty. Come see how Muncie Novelty uses VDP to assure flexibility and security within the specialized area of printing tickets for organizations like the Atlanta Braves.

Today's World of Digital Printing
Lori Watson, Konica Minolta
Ball State University has recently acquired a Konica Minolta digital press. With this new piece of equipment, the options for teaching the functions of digital print have expanded. Come see how this device will be introduced in the graphic communication classroom.

Commercial Photography: Challenges in Lighting
Jonathan Miksanek, Professional Photographer
Jonathan, a recent graduate with a degree in Chemistry, has embraced his passion of photography. With the help of his sister, Jonathan has built Impulse Photography into a dynamic commercial enterprise. Come learn about the challenges in lighting and staging of his photographs. See his work at http://jonmiksanek.com/folio

Student Engagement in Print Media
Kelly Smith, Adlai E. Stevenson High School, Lincolnshire, IL
Kelly will share resources such as Pen Tool Pictionary, Elements and Principles of Design Dice Game, Color Psychology Cards, and Serif Bingo. Explore how the games can be used to engage students within the graphic communications classroom.

Hand Bookbinding with the Fan and Glue Method
Hans P. Kellogg, Associate Professor, Ball State University
Ever wonder how you can introduce bookbinding within your classroom. Do you really need specialized equipment? This project proves you don’t. It is designed to reinforce the many concepts and properties of paper and book manufacturing through a fun and creative bookbinding project. When finished, you will take home your own, hand bound book.

Using Digital Plotters in the Process of Etching Glass
René Church, Assistant Professor, Ball State University
Student's always enjoy projects where they can create something personalized. Come learn how you can use a plotter to create a digital mask etching glass.

Creating Digital Logo Files Correctly
Shantanu Suman, Assistant Professor, Ball State University
In between getting the final approval on the logo design and seeing it appear on various print collateral—whether it's large or small, black and white, for print or web—a professional designer has to ensure that the correct logo files are created. This presentation is a step-by-step guide to create the correct digital logo files.

Fundamentals of Letterpress Printing
Christine L. Satory, Associate Professor of Art, Ball State University
Join us in this hands-on workshop to learn the different aspects of the letterpress printing process—from composing and setting metal type through pulling prints. Bring a favorite quote to print

Game Development in the Graphics Classroom
Gabe Grant, Assistant Professor of Digital Media, Eastern Illinois University
Game development is topic of growing interest among students in secondary and post-secondary education. Lack of knowledge about the start-up costs, software and hardware requirements, and overall job prospects may make educators hesitant to begin to offer courses in game development. This presentation will unveil solutions as well as provide information and resources for educators seeking to add game development to their curriculum.

Hands-On, Printing Bright Colors on Dark Shirts
Dan McCluskey GATAI Secretary/Treasurer. Montgomery, IL
Do you print on dark shirts and the color never seems as bright as you like? Consider Discharge Printing. The popular form of discharge printing requires water-based inks, but there is an alternative plastisol system where the ink is modified and dryer process is slowed. Come see how to achieve the discharge effect.

Traditional Printing Methods

Tour of the School of Art
School of Art Printmaking Faculty
The Graphic Arts Management (GAM) program at Ball State has always covered the commercial aspect of the various printing processes. Now GAM is a part of the School of Art. Tour the School of Art and see the traditional printing processes of Serigraphy, Intaglio, and Lithography used as an art form.
Pre-registration for the 2017 Region One Conference

Cost: $50 for both Friday and Saturday, $30 for Single Day

Name ___________________________________________ School ____________________________
Address __________________________________________
Town ___________________________ State ___________ Zip ___________
School Phone ___________________________ School Fax ___________________________
E-mail Address (please print clearly) ___________________________

Circle Shirt Size: S  M  L  XL  XXL  Circle days of Attendance:  Friday  Saturday

Make Checks Payable to: GATAI—Graphic Arts Teachers' Association of Illinois
Please reply by November 1, 2017