



Call for Proposals

Your AU 2019 guide to submitting a proposal for
AU Las Vegas, Forge DevCon, and Connect & Construct Summit

Autodesk University is the conference for those who design, create, and make the world around us. Help your industry peers and professionals from around the world experience the future of making things.

Learn more and submit your proposals at
[AutodeskUniversity.com](https://www.autodesk.com/au)

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Part 1: BACKGROUND

Autodesk University

Autodesk University (AU) is a learning community for today's design and engineering professionals. Whether you're contributing expertise and helping drive change in your industry, learning from your peers and adopting new practices, or connecting with like minds who are solving similar everyday challenges, you're part of something special. **You are AU.**

AU provides a year-round learning environment—from dynamic keynotes and interactive Expo experiences and community meetups, to thousands of conference sessions and online classes, AU showcases how Autodesk users are guiding design and engineering industries through today's challenges and opportunities before, during, and after the event.

AU is about you and the future of making.

A year-round community of experts

AU is organized around the idea that getting better at our jobs demands support, collaboration, and knowledge sharing at every turn. So most AU classes are designed and led by industry professionals for industry professionals. As an AU speaker, you'll share case studies and offer insights on the future of your industry. You'll showcase your innovative workflows, solutions, and practices.

Your expertise will benefit your friends and peers who attend AU Las Vegas, as well as many others around the globe who turn to AU for online learning throughout the year. The contributions of AU's speaker community are accessible for free on the Autodesk University website, so your content will live on to create a perpetual learning experience that inspires and advances industry practice year-round.

Part 2: BASICS

How to use this guide

The Call for Proposals (CFP) Guide is set up to maximize your knowledge while utilizing your time effectively. We've divided this guide into 6 parts. We recommend that first-time submitters thoroughly read the first 3 parts, which apply to AU class proposals. Requirements do change from year to year, so even seasoned speakers should at least read Part 2 to submit a proposal with the best chance of acceptance. Parts 4 and 5 cover proposal paths that are new this year. If you have specific questions after reading the guide, check out the FAQ in Part 6 for answers.

CFP paths: New this year

This year you can submit proposals to teach a class at AU, give a talk in the AU Theater, or lead a community meetup, all on one web portal.

- **Teach a class:** Submit a proposal to teach a 60 or 90-minute class that demonstrates your expertise, your case studies, and innovative workflows. Read on for how to submit your proposal.
- **Give a talk in the AU Theater:** Are you an inspirational leader with a perspective on the future of your industry? Submit a proposal for a 15-minute presentation in the AU Theater. See Part 4 of this guide.

- **Lead a community meetup:** Do you manage a local user group or an online community of practice? Propose a meetup at AU Las Vegas and bring your peers together to strengthen existing ties, grow your community, and connect around the topics that matter most to you. See Part 5 of this guide.

Submitting a class proposal

The first step to becoming an AU speaker is submitting a proposal for a class you'd like to teach. This is your chance to share with AU how your work is advancing, how new workflows are improving your design and engineering practice, or how you're approaching and using technology in new ways. What should others in your industry know and how should their efforts evolve to keep pace with today's changes? Whatever you design, make, or build, we want to hear what you're doing to drive innovation in your field.

There are many factors to consider when you submit a proposal to speak at AU, especially if you've never done so. Consider the following information to help you craft a proposal with the best possible chance of acceptance.

1. Class proposals are submitted using an online form. You'll need an Autodesk ID to sign in. If you don't already have an Autodesk ID, you can create an account now or when you submit your proposal. It's easy and quick to do. Visit the [Autodesk Account page](#) to create your account.
2. You will use the same proposal submission form for AU classes and preconferences, including Forge DevCon and Connect & Construct. Visit the [AU Call for Proposals page](#) for the submission link.
3. You may submit as many proposals as you like—there's no limit. However, if you've never presented at AU, it's unlikely that more than one proposal will be accepted.
4. If you have submitted a class proposal in previous years, we do not recommend submitting the exact same proposal. Consider proposing a follow-up class. We encourage proposals that build on previous topics, business practices, or product workflows. Most AU conference sessions are available online. We suggest becoming familiar with existing content on the [AU website](#) relevant to your industry or workflows.
5. All classes at the conference in Las Vegas are presented in English.

Class proposal elements

Whether you seek to build on existing knowledge and practice or highlight an approach that is entirely innovative, your proposal should demonstrate how your work is important for peers in your industry. AU is a learning community for people exploring comprehensive solutions to the challenges they face day-to-day.

When submitting your proposal, you'll be asked to include the following information.

Speaker bio

Include a bio that helps showcase your expertise. Your bio will be public in Autodesk communities like the Autodesk Knowledge Network, AU, and other Autodesk forums. Your bio is also linked to your Autodesk Account. Tell community members who you are and how your experience has shaped your perspective or your industry. Include things like your current position and work history, along with any professional awards, publications, and academic qualifications. See page 17 for sample bios.

Class title

Your class title doesn't need to be catchy. It needs to be descriptive. Attendees should understand what your class covers based on the title alone. If the class focuses on Autodesk products, include the product name(s) in the title.

Class description

Describe the material you'll cover and the benefits to attendees. Class descriptions should reference the individual products being taught, if any. Class descriptions should also note any knowledge and skills—or even the AU classes available online—that serve as prerequisites. If helpful, use your class description to provide context for your proposed class format, such as the challenge you're hoping to address in an AU Roundtable.

Class format

Is your class an Instructional Demo, an Industry Talk, a Hands-on Lab, a Panel, or a Roundtable? See page 8 for information on how to select your class format. Note Product Briefings are for Autodesk employees only.

Class length

Class length is set for most formats. See the 'AU class formats' section on page 8 for details.

Learning objectives - Note new guidelines

A learning objective is an outcome statement that captures the knowledge or skills at the heart of your instruction—knowledge or skills that learners will gain from your AU class. Well-defined learning objectives help prospective attendees understand the content of your class.

Writing effective learning objectives can make or break your proposal's acceptance. Avoid using ambiguous verbs like "know," "understand," "appreciate," "use," or "learn." Instead use descriptive action-oriented verbs like "explain," "identify," "render," "solve," "differentiate," "measure," or "create" to name a few. Watch this short video on [Defining Learning Objectives](#) (5:31 min.) for more specific information.

Learning objectives should:

- Complete the phrase, "At the conclusion of this class, attendees will be able to..."
- Relate to specific tasks, skills, and knowledge that attendees will engage, gain, or strengthen.
- Be action-oriented and brief (no more than 125 characters each, including spaces).

A note about AIA Learning Units (LUs) and Health, Safety, and Wellness (HSW) requirements for licensed architects: Proposing a class that will meet AIA requirements for continuing education can improve your proposal's chances of selection. Writing learning objectives that align to these important requirements, especially HSW, is critical.

Class summary

Your class summary should be succinct and precise. It will display in search results on the AU website and on search engines like Google. For example: "This class shows how Fusion 360 can help you test fit and motion, perform simulations, and make photorealistic renderings and animations."

Relevant topics

What relevant topic(s) does your class explore? Reviewers search for topics to narrow down class selections, so choose carefully. See page 10 for a list of topics and explanations.

Class focus

Will your class help learners get started with new software or go beyond the basics? Will your class explore industry practices and project workflows? Will it present an industry case study or demonstrate your innovation and thought leadership?

Knowledge application

How is your expertise applied? Will attendees apply the learning objectives in the context of business management, project execution, project management, or technology management?

Relevant industries

Choose the industry that best aligns with your intended audience.

Additional proposal elements

Other proposal elements help describe your audience in greater detail. The goal is to ensure that attendees find the classes they need most, and that your class attendees are engaged with you and your expertise. Additional proposal elements include: audience occupation, audience definition, audience description, level of expertise, and prerequisite knowledge or skills.

View examples – See page 15 to get inspired and view sample proposals.

SELECTION CRITERIA AND PROCESS

AU selects classes based on the following:

- **Strength:** What is the overall strength of the proposal? Is it relevant to today's industry trends and best practices?
- **Learning:** Does the proposal build on existing knowledge and practices found through the AU website? Does it create pathways for future learning?
- **Communication:** What is the level of the speaker's communication skills and technical expertise? What is the depth of their relevant experience?
- **Feedback:** Are there survey results from previous AU conferences? How many community votes did the proposal receive?

Throughout AU's CFP process, the extended AU community is invited to review the anonymous submissions of the speaker community online. No identifying information will be included. Following the close of the AU CFP process, online community members will be able to highlight proposals that resonate with their interests and professional learning ambitions. This community feedback will supplement other factors that contribute to class selection.

What acceptance means

At AU, we maintain the highest possible standards among our expert community. Your colleagues who attend AU events and those who learn through AU online expect a dynamic, polished, and professional learning experience.

Subject mastery is essential. Experience with teaching or public speaking can be helpful. AU experts are among the top in their fields, presenting personal and professional innovations.

Before submitting a proposal, get acquainted with AU. If you've attended an AU event or spent time exploring the AU website, you should be familiar with our approach to learning. If you're new to AU, take time to learn, connect, and explore before submitting your proposal.

If your proposal is accepted, you'll be expected to meet the program's requirements, including the timely submission of class materials such as handouts, presentation decks, sample data files, and other important resources to aid learning and professional development. Class requirements may differ depending on the class format.

If your class is approved, you'll be able to add the names of co-presenters and/or panelists online in the Speaker Resource Center (SRC). The additional speakers will be listed in the class schedule.

Speaker requirements

If your proposal is accepted, Autodesk University speakers are expected to:

- Accept the AU speaker agreement.
- Meet relevant deadlines, including the timely submission of class materials.
 - Material requirements differ based on class formats, and might include:
 - A class handout (PDF) describing the topic covered and/or the specific workflows and practices examined. AU templates are provided.
 - Sample data files (if any).
 - Presentation files.

- Supply your own laptop for your presentation (unless teaching a lab) and specify any special audiovisual or software requirements.
- Attend Speaker conference calls and webinars.
- Ensure that your teaching material aligns with your accepted class proposal.
- Communicate all relevant AU information to your co-speakers and panelists.
- Answer questions about the class from registered attendees prior to AU.
- Hands-on Lab leaders: assign up to 3 lab assistants. Connect with your lab assistants at least 2 weeks prior to AU to ensure they are prepared to assist with your lab. Work with the AU tech team to ensure your lab is configured to your needs.
- Submit a final presentation deck (PDF), if available, by the stated deadlines so that global learners can access your class materials year-round.

Resources to support speakers

Once accepted, AU speakers can expect to partner with the AU team to create these unique learning and training experiences. Whenever possible, we support our expert community with editorial feedback on instructional materials, help promote speakers and their classes prior to the conference and online throughout the year, and work to increase engagement with Autodesk users worldwide.

- **Speaker Resource Center:** Visit the SRC to see deadlines, complete tasks, and track milestones to ensure completion of preparation activities in a timely manner.
- **Slack channel:** Use the exclusive AU Speaker Slack channel to interact with peers and mentors, get advice, and share best practices with the speaker community.
- **Mentor program:** Interact with mentors to get support from experienced speakers.
- **Webinars & office hours:** Attend speaker readiness webinars and office hours to learn about logistics and get questions answered live.
- **On-demand videos:** Watch micro- learning modules on specific topics on demand.

Class scheduling

Please note that classes are scheduled based on the designated Primary Speaker (usually the person who submits the class proposal). While we do our best to accommodate scheduling requests, we cannot schedule around co-speaker conflicts due to the logistics involved in allocating over 700 classes with limited available space. If co-speaker scheduling conflicts arise, it is the Primary Speaker's responsibility to ensure the class can either function without a co-speaker or make arrangements for that co-speaker to choose only one class scheduled during the same time.

Speaker compensation

AU speakers receive one complimentary pass to the conference; travel and lodging are not included. Only primary speakers receive the free conference pass; co-speakers and panelists do not.

The primary speaker is responsible for meeting AU event requirements, including submitting all class materials and completing all class tasks on time.

AU speakers with more than one accepted proposal receive a complimentary AU conference pass for their first class and an honorarium for each additional class they lead (see below for details). Honorariums are not available to panel members or co-speakers.

In addition:

- Compensation may be forfeit if AU requirements are not met, including the timely submission of class materials and resources.
- Compensation does not include lodging or travel.
- Honorarium payments are distributed on-site from the Speaker Ready Room. Payments are made in the form of a Managed Spend Visa Card.

Autodesk University 2019 speaker compensation schedule

Class Format	Role	First Class	Additional Classes
Industry Talk, Hands-on Lab, Panel, Roundtable, Instructional Demo	Primary Speaker	AU 2019 conference pass* (\$2,175 value)	\$400/class
Hands-on Lab	Lab Assistant	\$75	\$75/lab

*The AU 2019 Pass (travel and hotel not included) is not transferable.

Note to US and non-US government officials and employees: Autodesk is prohibited from providing honorariums to US and non-US government officials and employees (in any branch of government and irrespective of title or office held), including, without limitation, individuals employed by or affiliated with state-owned enterprises and individuals who represent or act on behalf of a governmental entity.

Note to Autodesk employees: Autodesk employees do not receive cash honorariums regardless of how many classes they teach.

Marketing at AU

Please adhere to our philosophy that all classes must be noncommercial. The goal of the AU program is to support professional learning and knowledge sharing that advances industry practice.

You may use your company logo and images in your presentation. A session that feels like a sales pitch may interfere with attendee learning and/or leave them with a negative impression, so use your best judgement. We encourage you to promote your session on social media; in fact, we provide a social media package that includes an email signature, sample copy, imagery, and more.

Part 3: DETAILS

CLASS PROPOSAL ELEMENTS IN DETAIL

AU class formats

Class formats at AU include Industry Talks, Instructional Demos, Panels, Roundtables, Hands-on Labs, and Product Briefings. Some formats focus on big ideas while others focus on concrete workflows. The various formats also support different learning styles. The learning resources that supplement these formats are later adapted for online learning on the AU website, accessible year-round.

Class Format	Description and Length
Industry Talks	Much like a lecture, AU industry talks enable speakers to share thought leadership or present industry insights, case studies, and other innovative experiences in engineering, design, manufacturing, business management, and more. Speakers are not expected to provide in-depth product demonstrations or walk-throughs. Industry talks are 60 minutes.

Instructional Demos	Instructional demos offer detailed presentations and instruction relying on in-product workflows. AU speakers share processes, tips and tricks, and other ways they're maximizing their Autodesk product knowledge. Instructional demos are 60 or 90 minutes.
Panels	AU speakers who lead panels are expected to facilitate a conversation among experts that showcases different viewpoints and insights on an industry topic. Panels are 60 minutes.
Roundtables	A roundtable is a mediated interactive discussion, not a lecture. AU roundtables are intended to help solve a challenge or answer a question shared by industry peers. AU roundtable speakers should foster a collaborative experience based on one or more prompts for examination and shared discovery. Roundtables are 90 minutes; class size is limited.
Hands-on Labs	Hands-on labs provide direct software instruction with individuals gaining firsthand experience with the material or application. Labs are 90 minutes. Up to 3 lab assistants can support the AU speaker.
Product Briefings	AU product briefings are an opportunity for attendees to learn directly from Autodesk product leaders who showcase updates, share road maps, and provide insider views of product development efforts. Briefings are 60 or 90 minutes and are led by Autodesk employees.

Any of these class formats might highlight the following:

Industry practices and workflows

Many AU classes distill collaboration across design and engineering domains and how diverse professionals are using a range of skills and tools to foster efficiency, innovation, and more—whether that's digital design to construction, end-to-end manufacturing, simulation and design analysis, animation and visualization across industries, and so much more.

Business management solutions

Business management and leadership perspectives are important for informing and improving industry practices. Popular topics explore the adoption and implementation of new technologies, concept-to-completion cycles, and information management in today's cloud computing environments.

Learning for a range of experience levels from beginner to advanced

Many members of the AU community have extensive experience with Autodesk products and are looking for in-depth classes that teach new and efficient ways to use those products. Others are just starting out or adopting new Autodesk products into their design and engineering workflows. AU supports people at every level of expertise.

AU topics

Consider the following topics of interest as you create your proposal and think about how attendees would search for your class. Our focus is on the most important trends and technologies shaping the ways we design and make. Proposals that address these areas stand the best chance of acceptance.

3D Printing	Hydrology and Storm Water Management
Additive Manufacturing	Infrastructure Workflows
Animation and VFX	Land Development and Urban Planning ⁶
Architecture Services ¹	Machine Learning
Artificial Intelligence (AI) – NEW	Machining – NEW
Augmented Reality	MEP & Structural Fabrication ⁷
AutoCAD and General Design	Model Coordination
Automation – NEW	Preconstruction – NEW
Automotive and Industrial Design ²	Prefabrication – NEW
Building Information Modeling (BIM)	Product Design ⁸
Building Operations ³	Product Lifecycle Management ⁹
Business Management	Product Delivery
CAD Management and IT ⁴	Project Management
Cloud Collaboration	Reality Capture ¹⁰
Computational Design – NEW	Risk Management – NEW
Construction ⁵	Simulation ¹¹
Data Management	Software Development ¹²
Document Management	Software Licensing and Deployment
Engineering Documentation – NEW	Software Training
Electromechanics – NEW	Structural Engineering ¹³
Facilities Management – NEW	Subtractive Manufacturing
Field Management	Transportation ¹⁴
Generative Design	Utilities, Energy and Natural Resources ¹⁵
Geospatial	Virtual Reality
Hybrid Manufacturing	Visualization ¹⁶

¹Architecture Services

From residential to commercial architecture, AU classes might examine the wide range of 2D and 3D software and service solutions that optimize and connect teams in the building industry. We welcome class proposals for all skill levels, from beginners who want to learn the basics of design to intermediate and advanced users who want to understand more about Building Information Modeling (BIM).

²Automotive and Industrial Design

Style and design are at the forefront of providing competitive differentiation. Market leaders recognize the important role design and styling play in ensuring the success of a product in today's marketplace. From the design of automotive vehicles to high-end consumer goods, style plays a critical role in defining a company's brand. We invite proposals for beginner to advanced classes focused on the use and application of Autodesk products. Classes should focus on technical workflows and best practices for advanced design and visualization concepts for automotive and product design.

³Building Operations

This topic focuses on the needs of building owners and operators across the building lifecycle and the role that BIM plays in helping them design, construct, operate, and manage their facilities more effectively. We're seeking proposals that show how design teams can design with the operations phase in mind, how contractors can better support the handover process, and how facilities teams can use rich BIM asset data to better operate and maintain their building assets and portfolios. Specific topics may include: designing for operations and maintenance, construction for handover, planning for renovation and retrofits, developing a preventive maintenance program, achieving energy management objectives, and using IoT for predictive maintenance and improving building asset performance.

We love classes that include BIM 360 Ops, Revit, BIM 360 Field, BIM 360 Glue, and other technologies that support the specific themes noted above.

⁴CAD Management and IT

This topic covers software, hardware, information technology (IT), management, economics, intellectual property, and user training. The topic's focus is on examining all the steps that are required to plan, implement, and maintain CAD and IT ecosystems for optimal user and company productivity. We seek proposals that can help working CAD managers develop their skills, get more done with less effort, and make their firms more efficient by using smart deployment and management of CAD and IT tools. Classes in this topic will use examples from all types of disciplines, company sizes, and work topologies.

⁵Construction

AU classes in building construction should focus on the software, services, and strategies that enable and support the construction phases for building (vertical) and infrastructure (horizontal/heavy) projects, with an emphasis on using Autodesk technology and/or unique methods (VDC, mobile devices, field collaboration tools, prefab, Lean, etc.) to improve project outcomes like quality, safety, risk, cost, schedule, communication, collaboration, etc. Topics should include processes and/or workflows using the Autodesk portfolio of construction offerings. All phases of the construction process are considered, including but not

limited to: design to construction, preconstruction planning, project execution and site enablement, virtual design and construction, bid management, Lean Construction practices, field layout, field collaboration, commissioning and handover.

6Land Development and Urban Planning

On the topic of land development and urban planning, we're interested in classes that highlight workflows for landscape architects, surveyors, and industry leaders in commercial site design and the design of residential subdivisions. We also invite classes that focus on site selection practices, including workflows involving InfraWorks. Other classes might focus on workflows for landscape architecture, as well as how—and why—software workflows can improve surveyor practices.

7MEP and Structural Fabrication

This topic focuses on fabrication and prefabrication software, services, workflows, and strategies important to mechanical, electrical, and plumbing (MEP) contractors, structural engineers, and steel and concrete rebar detailers/fabricators. For MEP contractors, we're looking for proposals on topics that illustrate the use of Autodesk fabrication software products. We're interested in proposals showing best practices for real-world Revit design to fabrication workflows, MEP estimation, and detail MEP systems for fabrication to MEP contractors. For structural firms, we welcome proposals that illustrate steel, concrete rebar, and precast workflows using Autodesk software. We also welcome highlights of technology partner solutions that are integrated on top of both Autodesk Revit and Advance Steel. Classes should focus on best practices, implementation strategies, and workflows using Autodesk structural fabrication products.

8Product Design

Product design classes should provide expert instruction to help product designers sharpen their tools and be more creative. We're looking for Inventor classes covering tips and tricks, best practices for managing large assembly performance, automation and APIs, and specific areas like sheet metal, T&P, and frame design. We're also interested in classes showing ways to effectively work with design data across multiple platforms and how to use the right tool at the right time for maximum productivity. Tell us about your experience with Inventor interoperability, delivery of product design data inside Revit models, and introducing Inventor users to additional products in the design and manufacturing collection. Show product designers how desktop, mobile, and cloud platform design tools are evolving by demonstrating useful cloud services for Inventor and other software tools, plus new ways to document designs and communicate design intent.

9Product Lifecycle Management (PLM)

PLM classes showcase the tools to manage the lifecycle of products in design and manufacturing environments. Topics include bill of materials (BOM), change management, file management, and more. Show attendees how to manage processes and files, and how to extend and connect to other enterprise solutions within a company. In addition, we're interested in: BOM and CAD file management; workflow and lifecycle management; quality, supply chain, and cost management; integrations to enterprise business systems made easy; and the future of CAD and workflow management.

¹⁰Reality Capture

This topic focuses on the use of reality capture technologies (such as laser scanning, drones, and handheld devices) and Autodesk software including ReCap Pro on construction sites for building renovation and factory retrofit, as well as for infrastructure design, construction, and inspection. We're looking for classes that examine the impact of reality capture technologies on overall project performance including cost, timing, and safety, and classes exploring new trends in reality capture technologies.

¹¹Simulation

This topic focuses on using simulation technology as an integral part of the design process to ensure that a design is not only desirable but can be manufactured and will perform as expected, minimizing surprises and reducing the time to market. We're looking for structural engineers, CFD specialists, and Moldflow experts and designers who are using simulation products. If you have expertise in these areas and want to demonstrate what you can do with Autodesk simulation tools, or if you have a success story to share, we want to hear from you.

¹²Software Development

Software development covers a broad range of development topics about Autodesk products, especially those that focus on Forge, as well as Visual LISP, VB.NET, C#, and C++, and other more general programming concepts. Classes may be targeted to any proficiency level—from the entry-level customizer to advanced programmer. Software development classes with broad appeal usually attract more attendees than classes that focus on a single, esoteric feature.

Proposals for classes related to Autodesk Forge or Autodesk product APIs will also be considered for inclusion in Forge DevCon. Forge DevCon at Autodesk University brings together over 1,500 software developers, engineers, business owners, and information officers interested in creating web and mobile applications that use Autodesk Forge. Forge DevCon at AU will be held Monday, November 18.

¹³Structural Engineering

Structural engineering focuses on topics that are important to structural engineers and designers as well as BIM and CAD managers who want to learn more about Autodesk software for BIM. We welcome proposals that focus on:

- How to get started with BIM, including examples of implementation strategies.
- How to solve structural workflow challenges using Autodesk Revit, Robot Structural Analysis Professional, and Structural Bridge Design software, as well as Structural Analysis for Revit, cloud services, and complementary third-party software solutions.
- How to use best practices for coordination with BIM between architectural firms, structural engineering firms, MEP engineering firms, and contractors using Collaboration for Revit and BIM 360.
- How to use Dynamo to generate complex structural models in Revit and introduce structural optimization techniques in the analysis process.

We seek topics that are suitable for both intermediate and advanced users. This audience highly values classes with live product demonstrations that focus on advanced modeling and design.

¹⁴Transportation

Transportation classes at AU focus on a broad set of needs within civil infrastructure, including roads and highways, airports, railways, ports, and bridges. We also invite classes that are specific to surveyors and their industry practice. We're particularly interested in classes that highlight product workflows, for instance:

- How InfraWorks, AutoCAD Civil 3D, and Vehicle Tracking software workflows can improve road and highway design
- How airport and rail design can be aided by workflows involving InfraWorks, Revit, AutoCAD Civil 3D, Navisworks, and Vehicle Tracking

¹⁵Utilities, Energy, and Natural Resources (includes Oil & Gas)

This topic focuses on the use of BIM in the design, construction, operations, and maintenance of utility, mining, and natural resource extraction and processing plants. We welcome proposals that showcase workflows, best practices, and success stories about using Autodesk collections and products, including AutoCAD, Revit, InfraWorks, AutoCAD P&ID, AutoCAD Plant 3D, and the BIM 360 portfolio, among others. Additionally, we're interested in topics that cover the use of reality capture (such as using point clouds for brownfield projects) and using cloud collaboration tools for multi-office projects. We also welcome proposals that showcase use cases of Advance Steel in the design and fabrication of process and power plants.

¹⁶Visualization

The role of visualization in architecture and across the industry spectrum has never been more important, or more in demand. Share your case studies, techniques, and practical solutions to enduring problems like visualizing a project before anything exists, and communicating abstract visions. We're seeking storytellers to translate their real-world expertise into classroom learning for attendees of all skill levels. If you're pushing the boundaries in virtual or augmented reality in design contexts, we want to hear from you. We're also interested in exploring interactive visualization techniques, innovative workflows that combine 3D and game-engine tools, and high-end rendering and compositing techniques that showcase your artistry.

SAMPLE PROPOSALS

Title: Perfecting Piping and Duct Systems in Revit

Format: Hands-on Lab

Skill Level: Beginner

Description: Revit software systems help us to define the MEP (mechanical, electrical, and plumbing) design in several ways, but the main purpose is to understand the relationships between system equipment, such as air terminals to air-handling units, or from a pump through a pipe. This hands-on lab will teach you the comprehensive steps needed for controlling project system settings, and then it will demonstrate how to capitalize on (or disable) sizing and analysis tools related to the system. We'll cover creating the target-source relationship between parts, and then we'll review using the systems to improve the quality of your documentation. The class will cover HVAC (heating, ventilating, and air conditioning) and piping items.

Target Audience: Building services engineers – along with BIM, CAD, and Project Managers – who wish to fully understand how to leverage all the Revit system settings to improve project performance

Learning Objectives: After completing this class, attendees will be able to:

- Identify steps for controlling project system settings, including HVAC and piping systems.
- Manipulate the system sizing and analysis tools to maximize project performance.
- Describe the target and source relationship between equipment without routing a duct or pipe.
- Produce high-quality construction documents by taking advantage of system-based features.

Title: Speeds and Feeds: Tooling and Cutting Strategies to Improve Parts and Profitability

Format: Industry Talk

Skill Level: Not Applicable

Description: Boost productivity and profitability with strategies on how to successfully implement new cutting tools, materials, or machinery into your manufacturing workflow. This class will share tips and formulas on understanding the basics of speeds and feeds, including how to capitalize on Autodesk CAM tool libraries and templates. We will also cover resources and offer advice on implementing process reliability, exploring new tool technologies, and discovering shop techniques to maximize tool value.

Target Audience: Machinists and Manufacturing Entrepreneurs

Learning Objectives: After completing this class, attendees will be able to:

- Select a cutting tool along with the corresponding speeds and feeds.
- Summarize the important criteria in maximizing tool life, performance, and value.
- Apply CAM templates and tool libraries for successful shop operation.
- Identify new tools and cutting strategies that may boost productivity.

Title: The Mechanics of Motion Automation in 3ds Max 2019**Format:** Hands-on Lab**Skill Level:** Beginner

Description: Mechanical motion is all around. From a simple door hinge to a car cylinder piston, it is easy to forget that even the simplest real-world motions can be complex operations in 3D-animation software. This class will explore several methods for automating complex motion animation in 3ds Max 2019. Designers will learn how to wire parameters, then import the assembly into 3ds Max, as well as how to create similar constraints using 3ds Max tools. Learn strategies for building a hierarchy based on the animation requirements, basic parameter wiring, and the setting up of links and inverse kinematics to mimic specific constraints. The class will step through multiple short lessons to create the animation of specific moveable parts. Finally, see what advantages each tool has for different steps in the animation of complex motion.

Target Audience: Novice and Intermediate level Autodesk 3ds Max users yearning to add motion to mechanical assemblies

Learning Objectives: After completing this class, attendees will be able to:

- Wire parameters for rotational motion animation in 3ds Max 2019.
- Simulate pivot constraints using 3ds Max tools suitable for animation.
- Rig a mechanical assembly using Bones and Inverse Kinematics.
- Create a keyframe animation to drive the assembly.

Title: Visualizing Design Analytics in VR with FormIt**Format:** Instructional Demo**Skill Level:** Intermediate

Description: Understanding building data and its application to design thinking requires seeing beyond analytical information. Placing simulation data—the analytics—requires placing the data within a context capable of informing designers, building collaboration with the design team, and educating project stakeholders. Capitalizing on virtual reality (VR) to visualize energy use, daylighting, solar radiation, wind, and relevant design options lets decisions be made with context and an understanding of cause and effect. This class will establish a strategic and replicable workflow methodology to build relevant building simulations (energy, sun, wind) in the design discovery phase, and visualize that data in a VR space with respect to multiple design strategies. The simulation data can then be used to educate the design team, clients, or students to help build an understanding of the role that analytics can play in forming design strategies.

Target Audience: Architects, students, and faculty looking to communicate building simulation data in context to build an understanding of its relevance to formal and spatial design options

Learning Objectives: After completing this class, attendees will be able to:

- Demonstrate how to convert analytical data into visually immersive data.
- Apply building simulation data as analytics to inform building design options.
- Build an immersive VR experience expressing key analytical building simulation information as it directly applies to formal and spatial design thinking.
- Create a process of collaboration and positive compromise with the design team, stakeholders, and project constituents—using VR.

SAMPLE SPEAKER BIOS

Desirée Mackey, GEI

Desirée Mackey has been in the architecture, engineering, and construction industry since the 1990's. After obtaining her bachelor's and master's degrees from the University of California, Davis, and Massachusetts Institute of Technology, she perpetuated her nerdy tendencies with Revit software. She started her career in California with a construction company and continued with engineering firms, and now she is the Design Technology Practice Leader with GEI. Desirée is a regular speaker at many conferences. She was a co-founder of the Rocky Mountain Building Information Society, is the chair of the Structural Engineers Association of Colorado's BIM Committee, is a member of the BILT North America Committee, and is a member of the Autodesk University Advisory Council. Finally, as if that's not enough Revit in her life, she's married to "The Revit Geek" and acts as a partner in his BIM consulting firm, BD Mackey Consulting.

Steven Schain, CADLearning

Steven Schain is the post-production supervisor for all CADLearning products from 4D Technologies, as well as the content development manager of CADLearning's Media & Entertainment products for Autodesk software, including 3ds Max and Maya. In 1998, Autodesk recognized Steven as one of only 16 Autodesk Training specialists worldwide. He has since contributed to Autodesk's certified courseware for 9 releases of 3ds Max, was a co-developer of the Autodesk Certified Instructor (ACI) Program and 3ds Max's fundamental standards, and is currently an Autodesk Certified Instructor. As a premier Autodesk trainer, he has continued teaching end users, companies, and many others, including The Walt Disney Company, Guess, and the United States Army. As a 7-year veteran of Autodesk University, Steven has taught top-rated classes ranging from creating particle fountains in 3ds Max, to classes on 3D printing and entrepreneurship.

David Butts, Gannett Fleming

David Butts is an Autodesk Expert Elite Team member and Building Information Modeling BIM specialist for Gannett Fleming with over 30 years of experience in the architecture, engineering, and construction field. He is responsible for implementation, training, BIM project support, and management for engineering design applications, including Revit, AutoCAD P&ID/Plant 3D, AutoCAD MEP, Navisworks software, and more. He was an Autodesk Authorized Training Center ATC training manager and application engineer for an Autodesk Reseller for 13 years, providing implementation and training services across the United States, and serving as a subject matter expert for Autodesk, Inc.'s, Building Design Solutions. He has design experience for a variety of project types, and he was an Autodesk University top-rated speaker for labs and lectures in 2011 and 2016. He authored training videos for 4D Technologies through the 2018 product cycle, and he presents BIM topics for other industry associations annually.

Part 4: AU THEATER TALKS

Submitting a Theater talk proposal

The AU Theater showcases dynamic presentations from industry evangelists and thought leaders. Submit a proposal to present a 15-minute talk on the trends shaping our world. AU Theater talks are:

- Different from AU classes—storytellers focus less on how, and more on why and what
- Digestible presentations that motivate, challenge, and inspire
- Short segments curated among broader themed topics of interest
- Delivered in a theater setting with space for nearly 250 people
- Recorded for distribution on AU and Autodesk channels

Theater themes for AU 2019

The AU Theater format consists of themed one-hour programming blocks curated among broader topics of interest for today's business leaders, decision makers, and innovators. Your content needs to align with one of the following themes, which you will select during the proposal process:

- Automation, Robotics, and Human-Machine Collaboration
- Design Reimagined: How We Express, Explore, and Optimize
- Advances in Generative Design
- Work Reimagined: What We Do, How We Do It, and Who Gets It Done
- Design for Impact: Industry Practice for Good
- Construction Reimagined: Constructability, Data in the Field, and Robotics
- Convergence Across Industry, from Manufacturing to AEC
- Manufacturing Reimagined
- Data at the Center: From Open Platforms to Cloud Collaboration
- Cities of the Future
- Design to Make | Design to Build
- Scaling with BIM
- Other

Important dates and deadlines

The CFP process for AU Theater talks does not follow the same timeline as the process for AU classes.

Submissions for the Theater remain **open through July 26, and selection begins in August**. Notifications will be sent in September.

Part 5: COMMUNITY MEETUPS

Submitting a community meetup proposal

Personal connections and community are significant aspects of AU. Host a community meetup to support networking and connections with like-minded peers, product users, and others in your industry. Meetups are informal and not focused on instruction. Facilitate a discussion on industry trends, collaborate on common challenges, host a lunch and learn on your latest innovation, or propose an activity. AU community meetups are:

- Not formal presentations, lectures, or sales pitches
- Focused on conversation and creating community
- Opportunities to connect around a common theme or interest
- Scheduled in the Community Quads, Campus Lounges, or other gathering spaces throughout AU

Important dates and deadlines

The CFP process for community meetups follows the same timeline as the process for AU classes. Submissions are **open through May 28**, and notifications will be sent in July.

Part 6: SPEAKER FAQ

Submitting class proposals

How can I change or update my speaker profile or class information?

Once submitted, proposals can still be edited by the author through the Call for Proposals site prior to the deadline. Following the submissions deadline, if you need to make changes to your class information, please contact [AU Speaker Management](#). If you need to make changes to your profile, visit the [Autodesk Account page](#). If your proposal is accepted, you can update your speaker profile in the Speaker Resource Center (SRC) under the General Tasks tab.

How many class proposals are submitted each year, and how many are accepted?

We routinely receive more than 2,200 class proposals each year, and we can only accept about 600.

For approved speakers

I need help with my Autodesk account.

Visit the [Autodesk Account page](#) to learn more or to retrieve your Autodesk ID or password.

When will a comprehensive schedule be available online?

When general AU registration becomes available in August, we will publish a comprehensive schedule that includes classes.

Can I communicate with attendees or potential attendees of my class before AU?

Of course. We're all about communication. After registration opens, you can sign in to the Speaker Resource Center and communicate from there with people who have registered for your class.

Are speakers responsible for their travel and lodging arrangements and costs?

Yes. All speakers are responsible for their own travel and lodging costs, which are not included in the 3-day conference pass. We encourage speakers to book accommodations through the registration site to receive AU discount rates and access the rooms reserved for speakers at the conference hotel.

Do my co-speakers or panelists receive a conference pass or an honorarium?

No. Co-speakers or panelists do not receive a conference pass or cash honorarium. Only the person who submits an approved proposal for a class or panel will receive an AU conference pass and/or cash honorarium.

Do speakers need to register for the conference?

Yes. All speakers, co-speakers, panelists, and lab assistants must register for the conference.

I've been accepted as a speaker. How do I register? How do I book my hotel?

When registration opens, visit the Speaker Resource Center. Choose the General Tasks tab, and then complete the Register for AU task. After you register, you can book your hotel at the AU discount rates. Speakers, co-speakers, panelists, and lab assistants all use the standard AU registration site; there is no special portal.

Will my class be available on the AU website after AU in Las Vegas?

Absolutely. Learning with AU is always in session. Your expertise will benefit your friends and peers who attend AU Las Vegas, as well as many others around the globe who turn to AU for online learning throughout the year; so your content will live on to create a perpetual learning experience that inspires and advances industry practice year-round. Speaking at AU is a great way to get noticed in your industry.

Who owns my session's intellectual property once it's posted to the AU website?

As an AU speaker you grant Autodesk a perpetual, unlimited, royalty-free, worldwide right and license to print, reprint, distribute, use, display, and redistribute all or any portion of the session's materials. Licensed under [Creative Commons](#).

Can I request that my class not be recorded at AU in Las Vegas?

Yes. If your company has a policy against making your recorded session publicly available, you must notify [AU Speaker Management](#) **prior to the AU conference**. (Not all conference sessions are recorded.)

Do I need to bring a laptop to use for my presentation?

Yes. All AU speakers must furnish their own computers loaded with their presentation materials and any software that they are demonstrating. Co-speakers and panelists must also furnish their own computers, if needed. Hands-on lab instructors can use their own laptops or computers provided by AU.

I'm teaching a hands-on lab. Do you provide assistants to help keep my class on track?

Of course. AU provides 3 lab assistants for each lab. In the Speaker Resource Center, you can assign other registered AU attendees to assist you. The AU team will also recruit assistants. Lab assistants receive \$75 per lab; they do not receive a conference pass. Lab assistants must have an Autodesk account and be registered for AU prior to being assigned to a lab.

What equipment will be available for my hands-on lab?

AU provides a high-end computer for the speaker. You are responsible for loading your presentation onto the presentation computer. Prior to the conference, AU will load the presenter computer and classroom computers with data sets submitted through the Speaker Resource Center under the Class Tasks tab.

For hands-on labs, AU furnishes one computer for every 2 attendees.

What software is allowed in my hands-on lab?

The latest version of current Autodesk software will be loaded onto the classroom computers. You will submit your software requirements via the Speaker Resource Center under Class Tasks. Please do not use discontinued software in your session, as it may not be accessible to your audience. Only use non-Autodesk software if licensing is free and does not require a different user login on each computer.

Can I include third-party images, videos, or other content owned by others in my presentation?

Only if you have permission. All AU content is licensed under [Creative Commons](#) and must be offered freely and openly to others. You are responsible for your materials. We encourage you to use third-party copyrighted materials only with written permission.