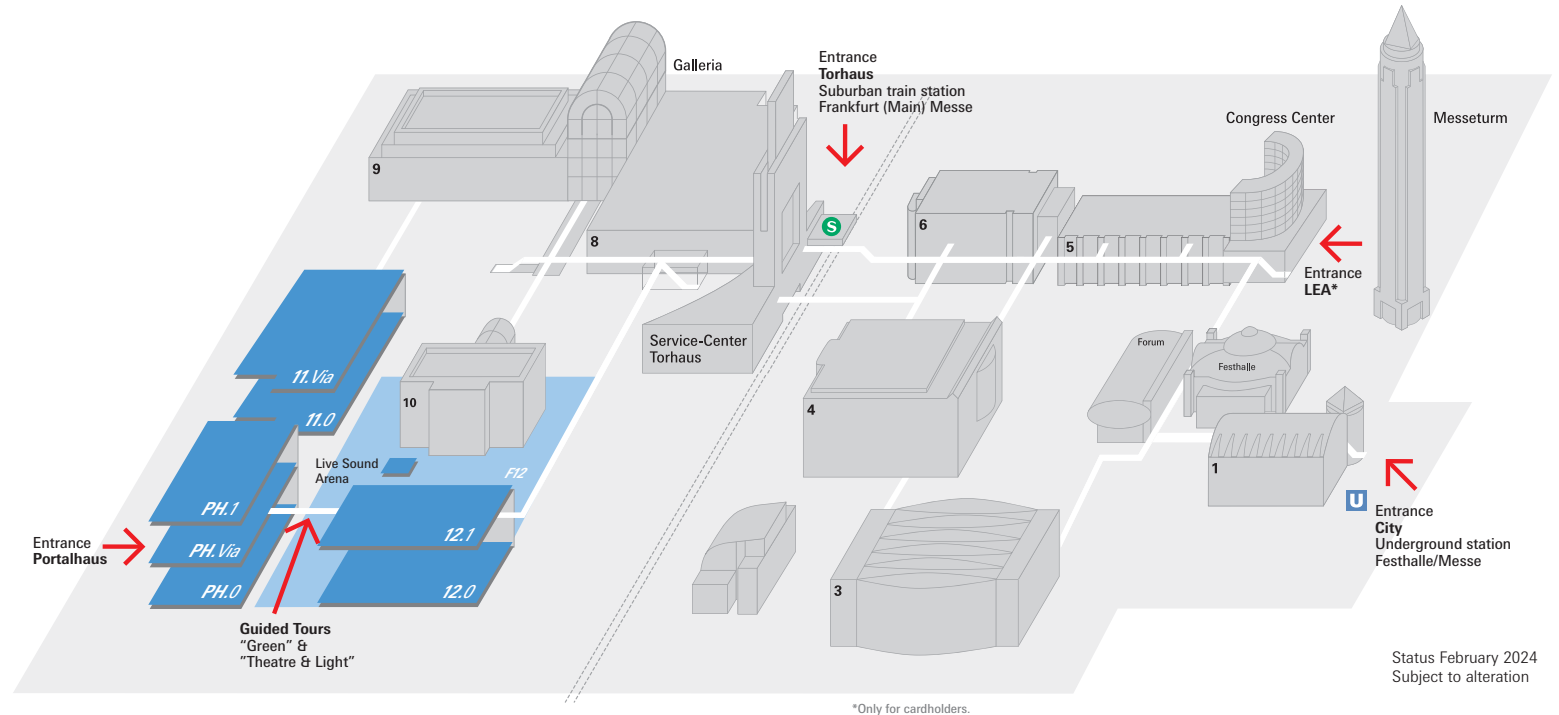




# prolight+sound

## 19. – 22. 3. 2024 Frankfurt am Main

### The Global Entertainment Technology Show



### Discover the Exhibition

#### Hall 11

**ProAudio:** sound reinforcement technology, headphones, room acoustics, system integration, studio, recording and production technology, monitoring

**ProMedia:** media controls, camera technology

#### Hall 12

**ProMedia:** projection and LED-Displays, network technology

**ProLight:** lighting and laser technology, effects, virtual reality

**ProStage:** theatre and stage technology, stage equipment, truss systems and floors

**ProEvent:** event services, equipment and planning

#### Portalhaus

##### The One LP Experience

Portrait photography project

#### Outdoor Area

**ProAudio:** Live Sound Arena, Communication Technology

**ProEvent:** LED-Displays, Inflatables, Mobile Stages

### Advance your Knowledge

#### Main Stage with Keynotes and Green Sessions,

Hall 11.0, E11

#### Prolight + Sound Conference,

Hall 11.0, Room Granat

#### Manufacturer's Forum, 19./21. 3.

Hall 11.0, Room Korall

#### I-ESC, 20. 3.

Hall 11.0, Room Korall

#### NEW: Prolight + Sound Colleges:

**ProAudio College,** Portalhaus, Level 1, Room Transparenz 2

**VPLT College,** Hall 11.0, Room Granat

**Camera College,** Hall 11.0, Room Karmesin

**NEW: Image Creation Hub,** Hall 11.0, E05

**Performance + Production Hub,** Hall 11.0, E50

**VPLT Experience Zone,** Hall 11.0, E33

**Women in Lighting,** Hall 12.0, D72

**LightLab,** Hall 12.0, E59

#### Future Hub, Hall 11.0

Start-up Area, Networking Lounge, Campus, Career Center, Future Talents Day (22. 3. 2024)

### Elevate your Entertainment & Experience

**Performance + Production Hub,** Hall 11.0, E50

**NEW: Live Box with Live-Acts,** Hall 11.0, E50

**NEW: Audio Bar,** Hall 11.0, B41

**NEW: The One LP Experience,** Portalhaus, Via A08

**Live Sound Arena,** Outdoor Area F12

**Silent Stage,** Hall 11.0, C50

**Immersive Audio Dome,** Hall 11.0, E31

#### NEW: PLS Community Nights,

Frankfurt City