

About Us

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_Welcome

Hello and welcome to the Tech Almanac !



It's pretty cool, thanks for checking it out. [Read our mission statement](#)

Visitors

If you're visiting as a **viewer**, please be sure to read our [privacy policy and other legal blah blah](#), please also read our [community rules](#).

Contributors

If you're visiting as a **contributor**, (please read our [legal](#)) and then read our [on-boarding document](#). This document breaks out formatting, tone, organizational hierarchy, image use, and

tagging. Ultimately, this Almanac is an on-going work-in-progress, community based document – so trust the imperfect process. Try to follow the formatting and tone, but coming close-enough, is good-enough. Admins will remove, edit, or adjust as necessary.

Want to be a Contributor?

Contact us below and tell us a bit about yourself and what you'd like to add to the Almanac!

Email us at CTAlmanac@gmail.com

Mission Statement

Our Mission

We believe Creative Technology has evolved beyond being simply an "intersection of art and technology."

Creative Technology is a distinct field with its own methodologies, frameworks, and ways of thinking. **Our goal is to democratize the knowledge and resources that define this emerging discipline through a comprehensive, free online platform.**

This resource includes advice, techniques, approaches, ethical considerations, methodologies, tools, research findings, cheat sheets, glossaries, vendor directories, and a community directory of creative technologists working across the field.



Why This Matters

Creative Technology is inherently collaborative. The complexity of working across aesthetic vision, technical implementation, and material constraints means no individual or organization can master

every element needed to create transformative experiences. **It takes communities to build the most innovative work.**

We've observed that competitive advantage in this field doesn't come from hoarding tools or techniques, but from unique sensibilities, taste, and problem-solving approaches. As one practitioner puts it: "just because you've seen my kitchen, doesn't mean you know how to cook." The real value lies in how we orchestrate and combine available resources, not in keeping those resources secret.

Much of our collective time is lost to re-solving problems that others have already tackled. By sharing knowledge, we can redirect energy from redundant research toward creative experimentation and innovation.

Building the Field

By contributing to this shared knowledge base, we're not just saving time—we're helping establish Creative Technology as a field with its own identity, career paths, and institutional recognition. This benefits everyone working in the space, from individual practitioners to companies seeking to attract top talent and develop more sophisticated practices.

Building Community

In creating this Almanac, we have a unique opportunity to bring creatives, technologists, engineers and everyone in between to a common digital location. The world is big, and sitting in front of a computer all day can be limiting. We can solve problems easier and faster when we work together – and we can teach each other rather than learning from the void.

Evolution

Creating and maintaining a resource can be a messy business, especially something so broad and meant to be on the cutting edge of tech. Technology will keep on moving, and parts of this resource will transition from being current and relevant to more of a historical artifact. Ideally a lot of the information should feel as timeless as possible, but we also want it to evolve with the changing space and would love to have the community help guide it to continue being a helpful reference in the future <3

Tech Almanac Rules

Have a complaint? Message Blair or Cam or any other admin.

****Should we set up an admin@tech-almanac.org as a group email address / forwarder? ****

1. Be nice to people, and when you can't be nice, be neutral.
2. No hate speech. None of that kind of stuff.
3. Take it E-Z in the comments. There's no need to get aggressive about HAP vs. NotchLC. There are nice people on both sides.
4. If you have a bad experience with a vendor or company that you'd like to share, please do so only if you feel comfortable putting your name next to that content in a publicly shared context. We're not saying that you can't complain about how something works, or things to watch out for from a specific vendor. It's a small world. We live in a democracy, after all. Just proceed with caution.
5. No politics. Knowing that the definition of "politics" is subjective, just avoid explicit endorsements of politicians or political parties. For example - don't say "vote for blah blah blah" but you can say "people should be paid fairly."

Cam Vokey - Co-Founder

About Me

I'm a Creative Technology Producer. That means I'm a utility creative technologist who primarily functions as a producer. I know how to do a lot of things. A big part of my career has also been post-production and VFX supervision. There's a lot of crossover there to Creative Technology. I don't code, not really, but I've dipped my toes in pretty much everything else and I can vibe code/script pretty good. I typically work with companies like RadicalMedia, Production Triangle, and 3-Legged Dog. My favorite work is figuring out something that's never been done before... knowing that it's just a unique combination of things other people *have* done.

I've done work for lots of clients across many industries and I'm a pretty good guy, so I have some level of expertise in several fields. Film, Sports, Architecture, Fashion, Retail, Education, Hospitality, Broadcast, and Fine Art. I also strive to be ethical and humanist.

I started tracking information that I've gathered over the years in a massive, privately shared, google doc - and I wanted to make that information more widely accessible, as well as easier to search, and allow more folks to contribute. From that idea, I joined forces with Blair Neal (of a similar mind) to develop a Creative Technology Almanac, which is somewhere between *The Backstage Handbook*, a nerd-centric wikipedia, and editorial commentary you might see in a forum full of dorks arguing about banding in H264 files. I try not to take things too seriously.

[Vacationland](#) is my personal website and portfolio. I'm proud of the people I work with and what we've accomplished together.

I live in Brooklyn with my partner and son.

Personal Disclosure

I think transparency about money and privilege is important. Companies don't want you to talk about our rates with our coworkers because you'll find out that someone who doesn't know how to set up their email signature makes \$50k more than you, even though you started before them, and you both have the same title. That'll make you ask for a raise. *The man doesn't like that!*

I come from a middle class small Massachusetts city (that is now upper class and I'll never be able to live there lol). I went to an expensive liberal arts college in western Massachusetts and learned a lot, but in retrospect, it's very clear why the drop-out rate was so high. Also the school decided to close in the fall of 2026, which is like a death in a lot of ways. My parents and I each have our own set of loans. I'm very thankful for that support. Also I got an eat-the-rich tattoo in my 30s, so you get that I've got a chip on my shoulder and I'm out to prove something.

As long as I have been able to work, I have. I started working as a paper boy at 12, grocery store clerk at 14, interned for a boat builder at 15, side-hustled as a tech support person at 16, and worked full-time as a convenience store generalist at 18. After that, I worked as a Summer Stock PA, then a Company Manager, and eventually a Production Manager, moved to NYC in 2009, and then did lots and lots of questionable jobs (we can talk about that offline) until I landed at 3-Legged Dog in 2012.

I've been lucky enough to have long-term contracts with a few different companies over the years, but I haven't been hired in a salaried role for a very long time. It's not for lack of trying! I'd love to work for a company that could use my extremely weird skill-set regularly. I just want to belong. Some years are better than others. 2021 was terrible. 2022, 2023, 2024 were really good. 2025 was alright. 2026 is good so far!

Blair Neal - Co-Founder

About Me

I am an artist and creative technologist with too many hobbies and interests. As a side effect of all that, I've found a place as a sort of generalist-specialist in the space of experiential design and creative technology.

My gateway drug into a lot of this work was music and performing with a band. I play guitar, use way too many effects pedals and overall wanted to know how everything worked from audio signals, to music theory, to production, to collaboration and improvisation. In the summer before college, I recorded an entire album with my high school band, Fruit Punch Catastrophe and learned a ton about all of that stuff. I went to Rensselaer Polytechnic Institute for undergraduate and graduate degrees and I focused on a sort of mix of engineering and electronic arts. From there, I worked at Fake Love, an experiential shop in NYC, from 2010 to 2020. We were acquired by The New York Times in 2016.

My personal site is [here](#) (and an older version is [here](#)). My personal projects range from live visuals, to physical AI generated tarot decks, to music videos, to code experiments, to writing, to pen plotter art, and light art hardware experiments. In the professional space I've had to make a little bit of everything from mobile apps, to large scale multi-projector installations, to museum exhibits, to stunts, to AR/VR, to web apps, and more. I've had to learn a little about a lot of things and have had to get better at connecting the dots.

I've written a bunch over the years for long form guides on things like projectors, cameras, and alternative displays - things that didn't feel like they had resources particularly relevant to my practice in creative tech. These resources are great as they are, but as things have grown, I've always wanted to make a place to collect more of these things in one place so it's easier to find relationships and collect more knowledge in one place. I'm excited to work with Cam and the rest of the community to build a collective knowledge base here.

Personal Disclosure

When trying to present a curated set of knowledge to a community, I find it very important to recognize privilege in this space, and mine is no exception. I grew up in Richmond, Virginia with fairly blue collar parents that had white collar parents. I went to a private all boys school for kindergarten through high school. These things allowed me to have a lot of advantages, including having the support to go to college and graduate school at RPI. Having the space to explore more creative pursuits in a professional context is something that I recognize is not available to everyone, so I try to cherish it as much as I can and try to give back to the community in various ways whenever possible. There are always improvements to be made in how I approach these efforts and what knowledge could be shared.

The niches of tech and creative tech still have an inclusivity problem, and I think that by opening up as much information as we can that would otherwise feel "hidden" is one of the best ways to grow and support the community that supports myself and others. A lot of information I have encountered felt like it had to be earned through mistakes or research, and being able to share those learnings with others feels very important.

Credits

In your professional life, you are the sum of the work you've done, the people you've worked with, and the success of that work (even if it's technically a failure). To that end, it's important that we credit the following people for being amazing collaborators, co-workers, mentors, and colleagues. Many have contributed in some way to this guide (and don't even know)!

Jason Batcheller
Ben Bauer
Avery Brooks
Peter Burr
ChatGPT
Ed Cheetham
Claude
Kevin Cunningham
Hunter Fairstone
Andrew Garces
Naomi Gilbert
Phil Gulley
Peter Kallok

Fubbi Karlsson
Seth Kirby
Wayne Kramer
Jacob Krupnick
Sean Leo
Garret Linn
Kurt Lorey
Dillon Majoros
Nic Moali
Blair Neal
Soren Nielsen
Dave Ogle
Tom Pacio

Kristina Porter
ProjectileObjects
Nica Ross
Luke Shepard
Zack Shepard
Beecher Smith-Stackhouse
Ben Smith
Ben Smyth
Matt Slater
David Stallbaumer
John Syzonenko
Luke Taylor
Dave Tennent
Jim Yates

Contact

If You Need To Reach Us

Email us at CTAAlmanac@gmail.com

([Permalink to Self](#))