DAY	ONE	TWO	THREE	FOUR
Summary	CONCEPTS, UI, SCENES, LIVE CAPTURE, BASIC TRIGGERS, EFFECTS, PLUGINS, LOOPS	AUDIO TRIGGERS, MIDI, OSC, WII, iOS, NETWORKS, ARDUINO	CONTROL PANELS, USER ACTORS, TEXT, CAMERA TRACKING PART 1	CAMERA TRACKING PART 2, 3D & MAPPING, DMX
10 am	Artists & Interactive Concepts	Control Panels	Arduino & Serial setup	Infra Red camera tracking
	Graphical softwares	Design a media server	Text	Depth mapped live camera feeds
	Freeframe installation	Show control, cues		
	Installations & Peripherals		Capture control, Capture to Disk	Kinect into Isadora
	Hardware for live capture	Audio triggers	Video buffers & delays	Skeleton tracking with NiMate
	Preference settings	Pitch Analysis	Luminance & chroma keys	
	Stages, actors, projectors	User actors		
	Importing media		Blob tracking	DMX, theatre lighting control with Lanbox or Enttec
	Live capture & camera vision		Color tracking	
	Video & Sound players		Brightness tracking	
	Video mixing			
1pm	Lunch	Lunch	Lunch	Lunch
2pm	3D versus 2D	Core video and audio	Networked data	3D particle systems
	Projector layers & blending	Quartz Composer plugins	Local networking video/audio	3D projectors
	Mouse watcher			
	Keyboard watchers	MIDI Controllers	Syphon/Spout streams	Special Request topics
	Toggles & Generators	Bluetooth, Wii & OSCulator	Activating multiple scenes, for sound playback, video or data workarounds	
	Scenes, Jumps & loops	Gesture as an instrument		One-to-One training
	Value scaling	OSC Stream setup	Projection mapping	
	Parameter min/max settings	iOS devices into OSCulator		
	Video effects			
		JunXion & Glovepie software options		
4-5pm	Review, Questions, One-to-One	Review, Questions, One-to-One	Review, Questions, One-to-One	Review, Questions, Feedback
5pm	Drinks (optional)			Drinks/Dinner (optional)