

Intro to Digital Video Programming with Max

KYLE'S INFO:

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COURSE SCHEDULE:

Sept. 25th - November 6th
Wednesdays, 6-9pm
Showcase: November 16th

COURSE DESCRIPTION:

This course is an introduction to digital video programming with Max. Students will receive introductory training in the Max programming environment; a powerful multimedia tool designed for artists. This course will focus on utilizing the visual side of Max, commonly referred to as "Jitter", by placing emphasis on video performance, interactive video installation, and visual accompaniment to music. Over 7 weeks, we will be covering subjects such as VJ style video mixing, controlling video using mobile apps, audio responsive video processing, video tracking, and realtime processing of live video streams.

COURSE WEBSITE:

In class examples and additional information will be added each week to the class website:
KyleEllisEvans.com/jitter

COURSE OUTLINE:

- **Week 1 - 9/25: Max Overview, Video Codecs, and Video Mixing**
 - Max Interface Overview and Object Types
 - MIDI Basics
 - Proper Video Codecs and Converting Video Files
 - Jitter Basics
- **Week 2 - 10/2: Video Triggering and Manipulation**
 - More Max Basics
 - Looping, Scrubbing, and Cutting
 - Playback speed and direction
- **Week 3 - 10/9: Video Color and Positioning Effects**
 - Brightness, Contrast, and Saturation Control
 - Advanced video mixing and positioning
 - Video Feedback
- **Week 4 - 10/16: Vizzle Objects and Audio Reactivity**
 - Vizzle Objects Overview
 - MSP Objects
 - Audio Filtering
- **Week 5 - 10/23: Advanced Controllers and Tracking**
 - Advanced Graphical Interface Objects
 - Mobile App Control with MIRA
 - Video Tracking with cv.jit
- **Week 6 - 10/30: Video Keying and Live Video Inputs**
 - Luma and Chroma Keying
 - Live Camera Input
- **Week 7 - 11/6: Showcase piece finalization and refinement**