

- beginner: no previous vvvv knowledge
- ◐ intermediate: basic familiarity with vvvv
- expert: vvvv pro user

NAXOSHALLE
Wittelsbacherallee 29
60316 Frankfurt

MOUSONTURM
Waldschmidtstraße 4
60316 Frankfurt

CONCORD
Allerheiligentor 2-4
60311 Frankfurt am Main

MAKERSPACE TATCRAFT
Gwinnerstraße 42
60388 Frankfurt

MARIE
Naxoshalle

ADA
Naxoshalle

RENA
Naxoshalle

MARGARET
Naxoshalle

THERESE
Mousonturm

AUGUSTE
Mousonturm

HENRIETTE
Mousonturm

OTHER LOCATIONS

Mon 26	10:00 - 13:00	○ VVVV FÜR ANFÄNGER Katharina Mayerhofer, Jürgen Ropp (deutsch)	○ VVVV FOR BEGINNERS Marcel Wiessler, Lukas Winter	○ VVVV FOR PROGRAMMERS Matthias Husinsky, Valerie Vogt	● ADVANCED DIRECTX11 SHADING Julien Vuillet, Ekaterina Danilova	◐ VL FOR VVVV USERS joreg, Anton Mezhiborskiy	◐ CCCC4D Raffael Ziegler, Sebastian Häfele	HACKSPACE NAXOSHALLE LUNCHTIME: WELCOME NOTES	
	14:30 - 17:30					◐ CONCEPTS AND PATTERNS I Elias Holzer, Tebjan Halm	◐ BOX 2D Thomas Gross, Christian Engler		
Tue 27	10:00 - 13:00			◐ IOT - BRIDGING THE GAP BETWEEN THINGS WITH MQTT Theron Burger, Maria Yablonina	◐ PROCEDURAL NOISE: EVERYTHING YOUR PARENTS DIDN'T TELL YOU Kyle McLean, Vadim Epstein	◐ DX11 SHADERS UPPER-INTERMEDIATE Anton Kalabukhov, Natan Sinigaglia	◐ VAUDIO BASICS Sune Petersen	◐ DEVELOPING NODES & LIBRARIES FOR VL joreg, Sebastian Gregor	
	14:30 - 17:30			◐ SILLY MACHINES - BASIC ELECTRONICS & HARDWARE PROTOTYPING Theron Burger, Maria Yablonina	◐ COMPUTE SHADER BY EXAMPLE Julien Vuillet, Ekaterina Danilova		◐ BULLET PHYSICS Christian Engler, Thomas Gross	◐ STRUCTURED PROGRAMS Martin Zreck, Matthias Husinsky	
Wed 28	10:00 - 13:00	◐ DMX PROGRAMMING ON VVVV, DMX BASICS, ARTNET, V4 & GRANDMA2, PIXELMAPPING Andres Alvarez, Manuel Gonzalez	◐ REALLLY VVVVIRTUAL Moco Raphael Ziegler, Raphaël de Courville	◐ AUTOMOTIVE USER INTERFACE PROTOTYPING Alexander Graf, Stefan Beckmann	◐ INSTANCE NOODLES Kyle McLean, Mangosh Prunier	◐ RADICAL BODIES: DANCE IN VR Minoru Ito, Shunichi Kasahara, Junji Nakae	◐ 3D BASICS & BUILDING INTERACTION Jürgen Ropp, Onur Olgac	◐ VL PROJECT Sebastian Gregor, Anton Mezhiborskiy	
	14:30 - 17:30				◐ DX11.PARTICLES Robert Willner, Marko Ritter				
Thu 29	10:00 - 13:00	◐ INTRODUCTION TO VVVV-MESSAGE AWESOMENESS Marko Ritter, Andre Viergutz	◐ TRIANGLE, TETGEN, DOPE Clemens Gürtler, Christoph Schmid		◐ PBR RENDERING IN VVVV WITH FBX4V AND MPDX David Morasz, Boris Vitazek	◐ OPENVR BEGINNER Michael Burk, Sebastian Huber, Ann Kathrin Krenz	◐ INTRODUCTION TO DX11 RENDERING Johannes Lemke, Woeishi Lean	◐ VL FOR VVVV USERS joreg, Dominik Koller	
	14:30 - 17:30	◐ TRANSFORMATIONS Matthias Husinsky, Martin Zreck		◐ WHY FIRMATA? HOW TO MAKE BETTER USE OF FIRMATA WITH VVVV Jens A. Ewald, Lars Busack		◐ FORWARD+ OR HOW TO BRING THOUSANDS OF DYNAMIC LIGHTS TO VVVV Johannes Schmidt, Michael Burk		◐ CONCEPTS AND PATTERNS II Elias Holzer, Tebjan Halm	
Fri 30	14:30 - 17:30	○ KIDS & ADULTS: PAPER POP UP PROJECTION Judith and Amir Soltani	10:00 - 22:00 SYMPOSIUM						10:00 - 17:30
								CONCORD 3D IMMERSIVE AUDIO: EXPERIMENTS & OPEN STAGE Felix Deufel, Paul Schengber	
Sat 01	10:00 - 13:00	○ INTRODUCTION TO VVVV: VIDEOFX & COMPOSITING Anton Mezhiborskiy, Anna Rack	◐ KINECT BEGINNERS Carolien Teunisse, Marta Soto	◐ CUTTING AND FOLDING PAPER Aristides Garcia, Daniel Huber	◐ SUPERSHINY MOTION GRAPHICS WITH SUPERPHONG M. Burk, S. Huber, A. Krenz	◐ HOW TO USE A STATEMACHINE: AUTOMATA UI Christian Engler, Gloria Schulz	◐ VVVV.JS 2.0 AND HOW TO USE IT AS VVVV'S COMPANION Matthias Zauner, David Gann	◐ HACKING SEX WITH VVVV Sabrina Verhage, Dominik Koller	
	14:30 - 17:30	◐ VVVV.JS - GAME ENGINE David Gann, Matthias Zauner	◐ MAPPING CIVIC DATA NETWORKS (pt. 2 on Sunday) Burak Arikan		◐ MARCHING RAYS AMONGST SHIT JOKES Mangosh Prunier, Christian Loclair	◐ MULTI-USER VVVVR Carolien Teunisse, Sabrina Verhage	◐ PROJECTION MAPPING Dominik Koller, Manuel Palenque	◐ BITCOIN OF THINGS (BOT) Martin Nadal, César Escudero Andaluz	
								MAKERSPACE TATCRAFT 3D PRINTING INTRODUCTION Victor Sardenberg	
								3D PRINTING NOODLES Patrick Jost	
								3D PRINTING CERAMICS Jens A. Ewald, Lars Busack	