

Digital Media Workshop  
Experiments in  
ARTificial Intelligence  
art with machines

Years taught: Fall 2021,2022

[background: Uumwelt, 2018 by Pierre Huyghe - segment]



<a href="#">UF Catalog</a>	<a href="#">Course Description</a>	<a href="#">Course Details</a>	<a href="#">Learning</a>
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ART 4612C/6925C Digital Media Workshop [cross listed with ART4828C] is a revolving topics, studio workshop. This semester we will explore ARTificial Intelligence. We will learn about the history and theory of AI in computing from a scientific, mythological, and material viewpoint. We will investigate it from a "pharmakological" position that is deeply critical, yet simultaneously analytical with regard to its potential. Not only will we gain a literate understanding of AI, but we will learn "heurettically": we will learn through the act of making. Students will materially engage AI as a medium for the production of art works. Experience with digital image practices, computer modeling and programming are recommended, but not required.

The class is a hands-on, art studio, experimental workshop. It is project-based and students will propose work that explores their own practice using artificial intelligence as a medium or source of inspiration. Sample project ideas include but are not limited to: simulations, networked experiences, generative audio, generative imagery (still and motion), info-viz, general research, etc.

**As a Senior-level and Graduate-level course, you develop your own project ideas (with our help). Your primary task is to challenge your own abilities and push the boundaries of your current knowledge.**



UF Catalog	Course Description	<b>Course Details</b>	Learning
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Credits: 3; Prereq: [ART 2620C \(Net Art\)](#) or with permission of faculty.

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Undergraduate: ART 4612c Section 11633  
Graduate: ART 6925c Section 11699  
Class: PHYSICAL – Fine Arts Bldg C Room 302  
Time: T/Th 8:30AM – 11:30AM  
Website: <http://jackstenner.com/teaching/ai>  
Listserv: Class contact will be made UF email and via Discord (evite to be p

# Objectives

Over the course of the semester, the goal is to help you develop your art practice in the following ways:

1.

## Context

Become aware of the history and material foundation of AI.

2.

## Synthesis

Learn the appropriate integration of digital processes.

3.

## Criticality

Engage meaningful discussion and develop criticality.

4.

## Awareness

Gain an awareness of related work in the field.

5.

## Communicate

Propose ideas in a way that clearly demonstrates intent.

6.

## FUN

Have FUN!



Attendance

**Grades**

Evaluation

Grades will be based 90% on projects, reviews, and class assignments. 10% will be based on class participation. See below for the breakdown. Participation means you are expected to constructively criticize your peers and participate in class discussions. Failure to do so will impact your participation grade.

Detailed, specific info on grades and grading can be found at:

<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

Notwithstanding the description of grades above, generally, grades are conceived in this way:

**A(Excellent)** Student's work is of exceptional quality and the solutions to problems show a depth of understanding of the program requirements. Project is fully developed and presented well both orally and graphically. Student has developed a strong and appropriate concept that clearly enhances the overall solution. The full potential of the problem has been realized and demonstrated.

**B(Good)** Student's work shows above average understanding and clear potential. All program requirements are fulfilled and clearly and concisely presented.

**C(Fair)** Student's work meets minimum objectives of course and solves major problem requirements. Work shows normal understanding and effort. Quality of project as well as the development of knowledge and skills is average.

**D(Poor)** Student's work shows limited understanding and/or effort. Minimum problem requirements have not been met. Quality of project or performance as well as development of knowledge and skills is below average.

**F(Failure)** Student's work is unresolved, incomplete and/or unclear. Minimum course objectives or project requirements are not met, and student's work shows lack of understanding and/or effort. Quality of project or performance is not acceptable.

Instructor's evaluation of student's interest, motivation, attendance, proficiency and overall development or improvement during the semester will be taken into consideration in determining the final course grade. This syllabus is subject to refinement and development throughout the semester based on feedback and class interaction. Policies and grading criteria are absolute and will not change. Any substantial changes will be discussed with the class prior to implementation.

**Grading breakdown:**

Assignments (5) = 50%  
Reflections (10) = 20%  
Final Project = 20%  
Participation = 10%

Attendance

Grades

Evaluation

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>.

Despite what some lunatics might say, Covid-19 is STILL a problem. We are required to meet in person this semester, but thankfully there is a vaccine. Please get one! You MUST, at a minimum, follow [UF Covid-19 Guidance](#) as a member of this community.

Attendance

Grades

Evaluation

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

Materials/Fees

Readings

Policies

H.B. 233

Readings will consist of .pdfs and URLs available on the class website. While not required, I highly recommend [Atlas of AI](#) by Kate Crawford.

## Projects



Reflections  
Reading Reflections



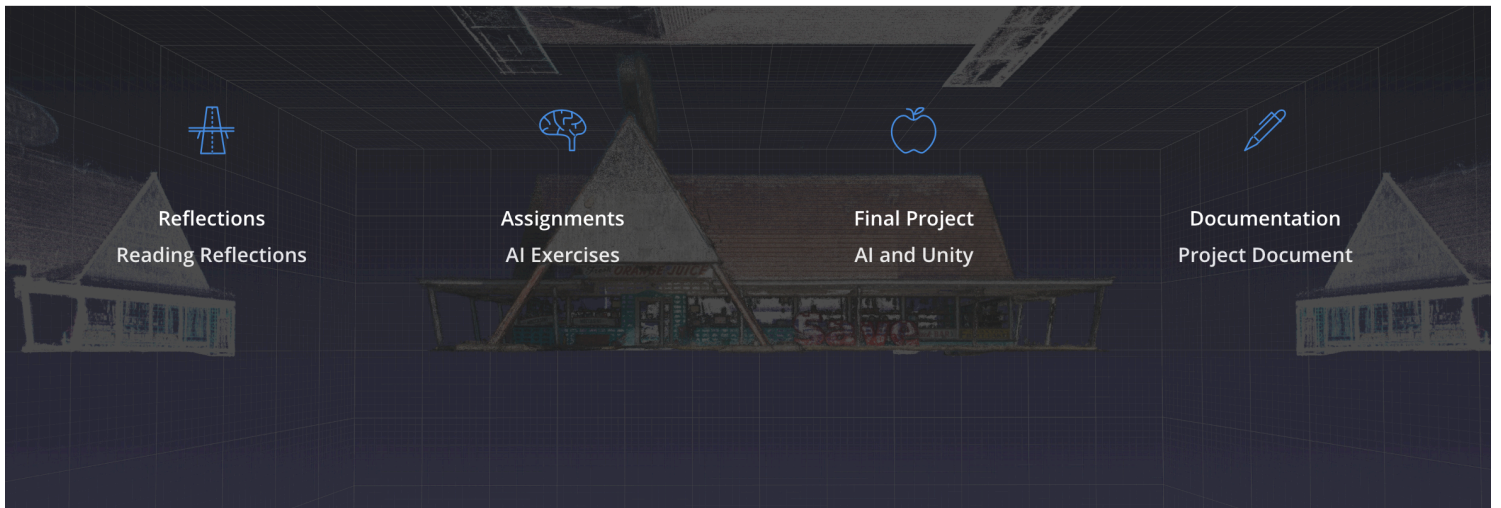
Assignments  
AI Exercises



Final Project  
AI and Unity



Documentation  
Project Document



# Experiments in ARTificial Intelligence Schedule

[return to course](#)

AI Schedule 2022

Thursday 08.25

## Week 1: Introduction and Setup

### Content:

Syllabus Review

Intro to Experiments in ARTificial Intelligence

Intro to Art, Artists and AI

**SCREEN:** [Naked AI](#)

### Assignment:

Complete the reading(s) below and post reflections on Canvas (due: Tuesday, Aug. 30.)

**BOOKMARK:** [UF LinkedIn Experiments in ARTificial Intelligence Playlist](#)

Sign up for DALL•E 2 Preview [HERE](#)

Join Midjourney Discord. See instructions [HERE](#)

Join Class Discord. Link provided in class.

Research the work of [Heather Dewey-Hagborg](#) and prepare questions.

### Readings:

[Slocombe, Will. "Machine Visions: Artificial Intelligence, Society, and Control." In AI Narratives, Cave, Dehal, Sarsvati et.al, 213–36. Oxford University Press, 2020.](#)

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Tuesday 08.30, Thursday 09.01

## Week 2: What is AI? History of Machine Intelligence

### Content:

Discuss reading(s) assigned last week.

**HiPerGator Training:** Go to UF Coursera Training and take [HiPerGator Account Training](#) (due: Tuesday, Sept. 06). More info [HERE](#) but you MUST take the Coursera course.

**WATCH:** [UF LinkedIn Experiments in ARTificial Intelligence Playlist - Unix Essential Training](#)

Experiment with Midjourney and DALL•E 2 - post favs to class Discord.

**REQUIRED:** Attend Visiting Artist [Heather Dewey-Hagborg's talk](#) tonight at 6:15PM

### Assignment:

Complete the reading(s) below and post reflections on Canvas for discussion next week.

**BE SURE YOU'VE completed the Unix tutorial AND the HiPerGator Training**

### Readings:

[Crawford, Kate with Hao, Karen. "Stop Talking about AI Ethics. It's Time to Talk about Power." n.d. MIT Technology Review, April 23, 2021.](#)

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Tuesday 09.06, Thursday 09.08

## Week 3: Art, Artists and AI

### Content:

Discuss reading(s) assigned last week.

**SCREEN:** [Coded Bias](#)

**STUDIO:** BASH Terminal + HiPerGator setup, Development Environment Configuration

**DEMO:** Introduction to AI techniques

[Slides for Research Computing Orientation.](#)

**FYI:** I added a ZSH Setup overview on my Teaching Support forum: [HERE](#)

### Assignment:

Complete the reading(s) below and post reflections on Canvas.

Assignment 1: Experiment with Midjourney and DALL•E 2, prepare for CRIT, post reflection to Canvas.

### Readings:

**Readings:**

Steyerl, Hito. "Medya: Autonomy of Images" in *Astro Noise: A Survival Guide for Living under Total Surveillance*. by Laura Poitras, New York: Whitney Museum of American Art, 2016. pp. 162-177

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Tuesday 09.13, Thursday 09.15

## Week 4: Image Classification 1

**Content:**

Discuss reading(s).

**CRIT:** Assignment 1 - Midjourney/DALL•E 2 experiments.

**SCREEN:** [Lo and Behold: Reveries of the Connected World](#), by Werner Herzog

Intro to P5.js and ml5.js

Learn to implement basic image classification using existing machine learning models.

**Assignment:**

Complete the reading(s) below and post reflection on Canvas.

Assignment 2 - Create a network-based artwork using p5.js that incorporates still imagery, video and, optionally, some form of interaction.

**Readings:**

[Mackenzie, Adrian. "The Production of Prediction: What Does Machine Learning Want?" \*European Journal of Cultural Studies\* 18, no. 4-5 \(August 1, 2015\): 429-45.](#)

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Tuesday 09.20, Thursday 09.22

## Week 5: Image Classification 2

**Content:**

**FIELD TRIP:** Tour of [HiPerGator AI](#) at UF High Performance Data Center (Tuesday)

Discuss reading(s).

**CRIT:** Assignment 2 - P5.js artwork

Saving and loading training models, exploring multiple techniques.

Google Colab and Jupyter Notebooks and [using them with HiPerGator](#)

**Assignment:**

Assignment 3 - Image Classification Artwork 1

**Readings:**

None

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Tuesday 09.27, Thursday 09.29

## Week 6: Object Detection, Computer Vision

**Content:**

**CRIT:** Assignment 3 - Image Classification Artwork 1

Learn to implement Object Detection.

**Assignment:**

Complete the reading(s) below and post reflection on Canvas.

Assignment 4 - Create an artwork using Object Detection

**Readings:**

[Boden, Margaret A., and Ernest A. Edmonds. "Explaining the Ineffable." In \*From Fingers to Digits: An Artificial Aesthetic\*, 61-89. The MIT Press, 2019.](#)

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Tuesday 10.04, Thursday 10.06

## Week 7: Transfer Learning

**Content:**

Discuss reading(s).

**Content:**

Discuss reading(s).

Learn to create and train your own neural network.

**Assignment:**

Continue development of Assignment 4 - Object Detection Artwork

**Readings:**

None

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Tuesday 10.11, Thursday 10.13

## Week 8: Working with TEXT

**Content:**

**CRIT:** Assignment 4 - Object Detection Artwork (Tues/Thurs)

Learn about Sentiment Analysis, GPT2, Text to Image, Word2Vec, etc.

**Assignment:**

Complete the reading(s) below and post reflection on Canvas.

Assignment 5 - Create an experimental AI artwork.

**Readings:**

[Droitcour, Brian. "GANs and NFTs." ARTnews.Com \(blog\), May 28, 2021.](#)

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Tuesday 10.18, Thursday 10.20

## Week 9: Working with a Supercomputer

**Content:**

Discuss reading(s).

How to work with UF's HiPerGator -> [Step by Step](#)

Begin to work with HiPerGator and Jupyter notebooks: Disco Diffusion, VQGAN, etc.

[Is Cryptocurrency the Magic Bullet for Social Change?](#)

**Assignment:**

Continue development of Assignment 5 - Experimental AI artwork

**Readings:**

None

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Tuesday 10.25,

## Week 10: Disco Diffusion - Stills

**Content:**

Learn about text to image or CLIP-guided diffusion systems.

Prompt engineering, parameters, models.

**Assignment**

Complete the reading(s) below and post reflection on Canvas.

Continue development of Assignment 5 - Experimental AI artwork

**Readings:**

[Agostinelli, Erika. "I Don't Trust AI: The Role of Explainability in Responsible AI." Erika Agostinelli, April 1, 2021.](#)

[Women in Data Science, Bristol 2021 - Agostinelli Crowdcast begins at 1:13:19](#)

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Tuesday 11.01, Thursday 11.03

## Week 11: Disco Diffusion - Stills

**Content:**



Discuss reading(s).

**Assignment:**

Experiment with Disco Diffusion

**Readings:**

None

Tuesday 11.08, Thursday 11.10

## Week 12: Disco Diffusion - Animation

**Content:**

How to create animations with Disco Diffusion

STUDIO - Experiment with techniques, develop project

**Assignment:**

Develop your final project. EXPERIMENT!

**BEGIN:** Final Project, brainstorm and prepare to present concept in class on Tuesday.

Complete the reading(s) below and post reflection on Canvas.

**Readings:**

[Crawford, Kate, and Trevor Paglen. "Excavating AI." - . Accessed May 12, 2021.](#)

[Crawford, Kate. "Time to Regulate AI That Interprets Human Emotions." Nature 592, no. 7853 \(April 6, 2021\): 167–167.](#)

Tuesday 11.15, Thursday 11.17

## Week 13: EXPERIMENTS

**Content:**

Review Final Project concepts.

STUDIO - Develop AI Final artwork.

**Assignment:**

Continue work on Final Project - AI artwork

**Readings:**

[VQGAN+CLIP — How does it work?](#)

[VQGAN+CLIP github](#)

[Make your own AI generated movies with VQGAN+CLIP \(YouTube\)](#)

[List of VQGAN+CLIP Implementations](#)

Tuesday 11.22, Thursday 11.24

## Week 14: AI EXPERIMENTS - NVIDIA Jetson

**Content:**

**DEMO:** NVIDIA Jetson Nano

**Assignment:**

Continue work on Final Project - AI artwork

Complete the viewing below and post reflection on Canvas.

**Readings:**

[Manovich, Lev. AI and the Myth of Creativity, DigitalFUTURES world. Digital Consortium Lecture - The Hitchhiker's Guide to Artificial Intelligence. Accessed August 5, 2021.](#)

Tuesday 11.29, Thursday 12.01

## Week 15: AI EXPERIMENTS - NVIDIA Jetson

**Content:**

Experiment with NVIDIA Jetson Nano

**Content:****DEMO:** NVIDIA Jetson Nano**Assignment:**

Continue work on Final Project - AI artwork  
Complete the viewing below and post reflection on Canvas.

**Readings:**

[Manovich, Lev. AI and the Myth of Creativity, DigitalFUTURES world. Digital Consortium Lecture - The Hitchhiker's Guide to Artificial Intelligence. Accessed August 5, 2021.](#)

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Tuesday 11.29, Thursday 12.01

## Week 15: AI EXPERIMENTS - NVIDIA Jetson

**Content:**

Experiment with NVIDIA Jetson Nano  
STUDIO - Develop your Final Project

**Assignment:**

Continue work on Final Project

**READ:**[The Illustrated VQGAN](#)

**Readings:**

None

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Tuesday 12.06

## Week 16: AI EXPERIMENTS

**Content:**

STUDIO - Develop Final Project  
[NFT Discussion at Art Basel Miami](#)  
[New Study on NFTs Deflates the "Democratic" Potential for the Medium](#)

**Assignment:**

FINISH work on Final Project

**Readings:**

None

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Friday 12.16

Exam Week: Final Exams - UF Official Exam time: 7:30AM - 9:30AM.

**FINAL CRITIQUE:** Black Box

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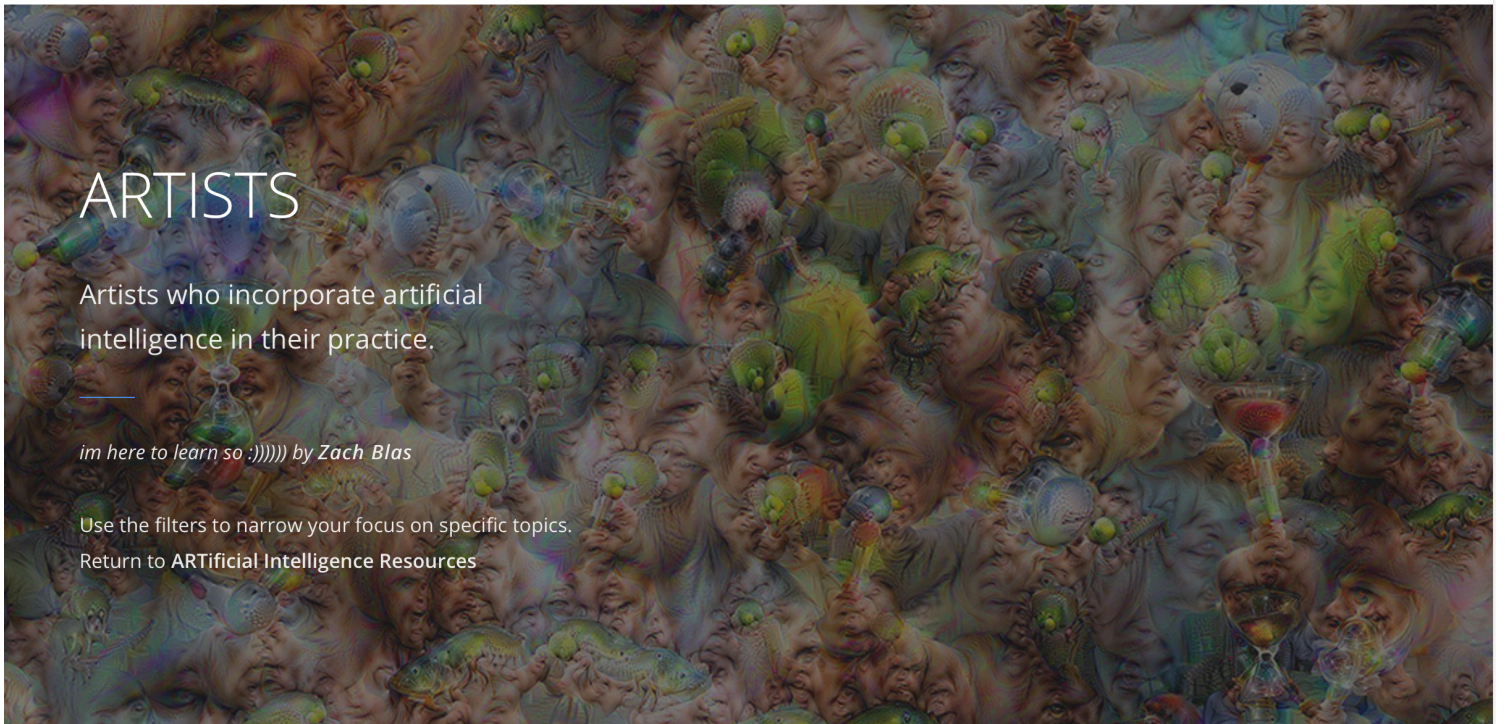
# ARTificial Intelligence Resources

[back to Experiments in ARTificial Intelligence](#)

[back to Full Luxury AI](#)



My Support Forum



# ARTISTS

Artists who incorporate artificial intelligence in their practice.

*im here to learn so :)))))) by Zach Blas*

Use the filters to narrow your focus on specific topics.  
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Tags

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Artist	Capture Date	Taxonomy
<a href="#">A Data Artist's Guide to Putting People (and Privacy) First</a>	Fri, 05/07/2021 - 02:59	<a href="#">data</a> , <a href="#">data_visualization</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">artist</a> , <a href="#">experimentsinai</a> , <a href="#">syllabus</a>
<a href="#">Anatomy of an AI System</a>	Mon, 09/10/2018 - 05:16	<a href="#">amazon</a> , <a href="#">infrastructure</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">art</a> , <a href="#">artist</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a>
<a href="#">Artificial Intelligence &amp; Life Art – Prix Ars Electronica</a>	Mon, 06/14/2021 - 04:26	<a href="#">experimentsinai</a> , <a href="#">syllabus</a> , <a href="#">artist</a> , <a href="#">art</a> , <a href="#">artificial_intelligence</a> , <a href="#">ai</a> , <a href="#">aiseminar</a>
<a href="#">Beck - Hyperlife (Hyperspace: A.I. Exploration) - YouTube</a>	Wed, 07/28/2021 - 03:04	<a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">artist</a> , <a href="#">stylegan</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a>
<a href="#">Check if you're a member of AI...</a>		<a href="#">latest_artificial_intelligence...</a>

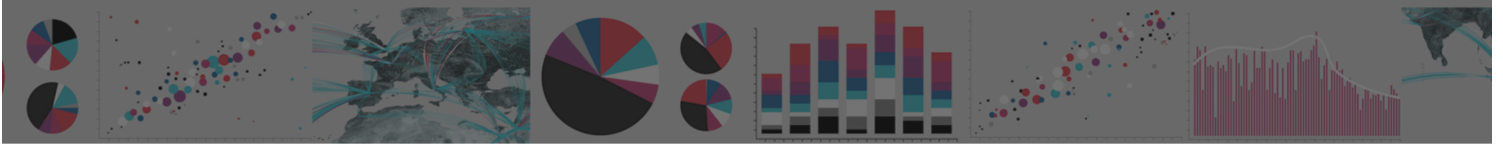
# TECHNOLOGY

Stuff that makes it happen.

from *Cultural Analytics* by Lev Manovich

Use the filters to narrow your focus on specific topics.

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Title	Capture Date	Taxonomy
<a href="#">10.1: Introduction to Neural Networks - The Nature of Code - YouTube</a>	Sat, 07/31/2021 - 09:22	<a href="#">javascript</a> , <a href="#">js</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">syllabus</a> , <a href="#">technology</a> , <a href="#">experimentsinai</a>
<a href="#">ADE20K dataset</a>	Mon, 07/26/2021 - 01:38	<a href="#">computervision</a> , <a href="#">datasets</a> , <a href="#">dataset</a> , <a href="#">technology</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a>
<a href="#">AI Explorables   PAIR</a>	Fri, 07/30/2021 - 03:53	<a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">machine_learning</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a> , <a href="#">technology</a> , <a href="#">theory</a>
<a href="#">AI for Social Good Guide – Google AI</a>	Fri, 07/30/2021 - 03:55	<a href="#">machine_learning</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a> , <a href="#">technology</a> , <a href="#">theory</a>
<a href="#">An Intuitive Explanation of Convolutional Neural Networks – the data science blog</a>	Tue, 08/03/2021	<a href="#">cnn</a> , <a href="#">neural_network</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">technology</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a>

# THEORY

Some of the ways we think about it.

*from Silver Peak Lithium Mine by Kate Crawford.*

Use the filters to narrow your focus on specific topics.  
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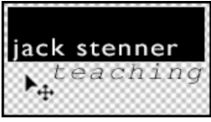
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Tags

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Title	Capture Date	Taxonomy
<a href="#">"I don't trust AI": the role of Explainability in Responsible AI</a>	Wed, 07/28/2021 - 06:49	<a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">theory</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a>
<a href="#">AI Explorables   PAIR</a>	Fri, 07/30/2021 - 03:53	<a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">machine_learning</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a> , <a href="#">technology</a> , <a href="#">theory</a>
<a href="#">AI for Social Good Guide – Google AI</a>	Fri, 07/30/2021 - 03:55	<a href="#">machine_learning</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">syllabus</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a> , <a href="#">technology</a> , <a href="#">theory</a>
<a href="#">Algorithmic Justice League - Unmasking AI harms and biases</a>	Wed, 04/28/2021 - 05:24	<a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">experimentsinai</a> , <a href="#">aiseminar</a> , <a href="#">syllabus</a> , <a href="#">theory</a>
<a href="#">Cybertopia - Dreams of Silicon Valley - Docu - 2015 - YouTube</a>	Wed, 04/22/2020	<a href="#">california_ideology</a> , <a href="#">silicon_valley</a> , <a href="#">cybernetics</a> , <a href="#">libertarianism</a> , <a href="#">technologicaldeterminism</a> , <a href="#">ai</a> , <a href="#">artificial_intelligence</a> , <a href="#">syllabus</a> , <a href="#">theory</a> ,



## Tutorials

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<a href="#">SOUND ROOM: Using Pro Tools HD Native</a> by <a href="#">jstenner</a> » Tue Apr 02, 2013 7:36 am	3	1094	by <a href="#">jstenner</a> » Tue Oct 09, 2018 7:20 am
<a href="#">BrightSign Getting Started</a> by <a href="#">jstenner</a> » Thu Mar 03, 2011 7:17 am	1	2423	by <a href="#">jstenner</a> » Mon Feb 05, 2018 7:22 am
<a href="#">BrightSign video preparation</a> by <a href="#">jstenner</a> » Thu Mar 03, 2011 7:11 am	3	3730	by <a href="#">jstenner</a> » Wed Nov 22, 2017 7:15 am
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<a href="#">RED Epic Dragon AND RED Raven</a> by <a href="#">jstenner</a> » Mon Feb 25, 2013 2:24 pm	6	3569	by <a href="#">mchristo</a> » Mon Oct 10, 2016 2:38 pm
<a href="#">302 Plasma Instructions</a> by <a href="#">mchristo</a> » Fri Sep 27, 2013 11:17 am	0	867	by <a href="#">mchristo</a> » Fri Sep 27, 2013 11:17 am
<a href="#">Quick Maya - V-Ray - EXR to After Effects Workflow 04.26.2021</a> by <a href="#">jstenner</a> » Tue Apr 27, 2021 4:06 am	0	123	by <a href="#">jstenner</a> » Tue Apr 27, 2021 4:06 am
<a href="#">Smooth Preview Render in V-Ray</a> by <a href="#">jstenner</a> » Wed Apr 14, 2021 4:12 am	0	125	by <a href="#">jstenner</a> » Wed Apr 14, 2021 4:12 am
<a href="#">Turntable beauty and wire-frame render via Maya and V-Ray: 01.30.2021</a> by <a href="#">jstenner</a> » Sat Jan 30, 2021 1:50 pm	0	192	by <a href="#">jstenner</a> » Sat Jan 30, 2021 1:50 pm
<a href="#">Basic Unity3D Glow demo: 12.02.2020</a> by <a href="#">jstenner</a> » Wed Dec 02, 2020 12:55 pm	0	499	by <a href="#">jstenner</a> » Wed Dec 02, 2020 12:55 pm
<a href="#">Basic Unity3D pathfinding using NavMesh demo: 10.29.2020</a> by <a href="#">jstenner</a> » Mon Nov 02, 2020 5:26 pm	0	280	by <a href="#">jstenner</a> » Mon Nov 02, 2020 5:26 pm
<a href="#">Basic Maya to Unity3D BlendShape Demo: 10:29:2020</a> by <a href="#">jstenner</a> » Mon Nov 02, 2020 4:51 pm	0	278	by <a href="#">jstenner</a> » Mon Nov 02, 2020 4:51 pm
<a href="#">Unity, Maya, Cinemachine, Particle Sprite Demo: 10.08.2020</a> by <a href="#">jstenner</a> » Tue Oct 13, 2020 3:44 am	0	924	by <a href="#">jstenner</a> » Tue Oct 13, 2020 3:44 am
<a href="#">A&amp;A Class Workflow 2019</a> by <a href="#">jstenner</a> » Tue Mar 19, 2019 7:27 am	0	647	by <a href="#">jstenner</a> » Tue Mar 19, 2019 7:27 am
<a href="#">Recording Audio with Zoom F8 Field Recorder</a> by <a href="#">jstenner</a> » Wed Sep 26, 2018 1:10 pm	0	686	by <a href="#">jstenner</a> » Wed Sep 26, 2018 1:10 pm
<a href="#">OVERVIEW: A+T Motion Composite Workflow</a> by <a href="#">jstenner</a> » Fri Apr 03, 2015 3:40 am	1	10241	by <a href="#">jstenner</a> » Wed Apr 12, 2017 8:41 am
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<a href="#">Ashley's ANDROID + Unity3D Notes</a> by <a href="#">arlong95</a> » Tue Apr 04, 2017 9:27 am	0	716	by <a href="#">arlong95</a> » Tue Apr 04, 2017 9:27 am
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<a href="#">Red Mag Reader Connections</a> by <a href="#">mchristo</a> » Mon Oct 10, 2016 2:38 pm	0	585	by <a href="#">mchristo</a> » Mon Oct 10, 2016 2:38 pm
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