

# DATATON

# ACADEMY

## Day 1:

- (9 AM) Introductions
- System Over-view  
Installation/ re-installation of WATCHOUT, hardware considerations, license keys requirements, initial Capture considerations
- Beginning your first show  
How and why to create show folders, media, relative and absolute file paths, initial windows and where to find others, how to save a "template" show
- The Network Window
- The Stage Window  
Adding basic output screens, organizing screens and their preference menus, bringing Media into WATCHOUT/ Media Window, drag and drop benefits and limitations, the "original" method, why and when to use it, media Codex discussion
- The Main Timeline  
General preferences, layer naming and preferences, placing media on the time-line, the scrubber (your best friend)

- The Universal Preferences Menu  
Overview of each tab and general discussion
- Tweens (Not pre-teen children)  
An in depth look at the available options, practical exercises
- Compositions (New media type)  
Work flow discussions, practical exercises
- Auxiliary Time-lines and Control Cues (the task window) Part A  
How to create, work flow, preferences
- ATC's (Part B)  
Run(Play), Pause, Stop, preferences, work flow, practical exercise for Part A &B
- End of day 4pm

## Day 2:

- (9 AM) Questions from yesterday?
- Stage Tiers
- Conditional layers

\*10 Minute breaks will be taken every 1.5-2 hours. We understand if you need to take a call and just ask you to be courteous to your classmates and step outside of the training room.

- Disparate Displays
- Masking
- External Control of WATCHOUT  
Midi, DMX, Generic, and TCP/UDP Strings
- Output  
DMX, Generic, TCP/UDP Strings
- External Control of Media  
Control of Auxiliary time-lines and limitations, live control of tween points, practical exercise
- "Live Capture"  
Capture devices VS Network Devices, set-up, practical considerations and workflow discussion, NDI
- Virtual Display  
Adding them, pros and cons, practical applications and work flow discussion
- 3D in the 2D environment  
Types of 3D files, bringing them into WATCHOUT, texturing and limitations, multiple looks from one texture?
- Topics to discuss depending on time\*  
WATCH Net and WATCH Remote  
Controlling WATCHOUT inside of Telnet  
Brief talk about other external control systems
- (3 or 3:30 PM) 3D projector and hands on demonstration

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