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Ada X is offering two online workshops this winter:
[Introduction to 360 video + WebXR](#) and [Video Mapping](#).
Contact ateliers@ada-x.org before February 24th to register.



Workshop

Introduction to 360 video + WebXR
With Olivia McGilchrist and Anna Eyler
Saturday, March 6th + Sunday, March 7th (9am – 5:30pm)
Online | 135\$

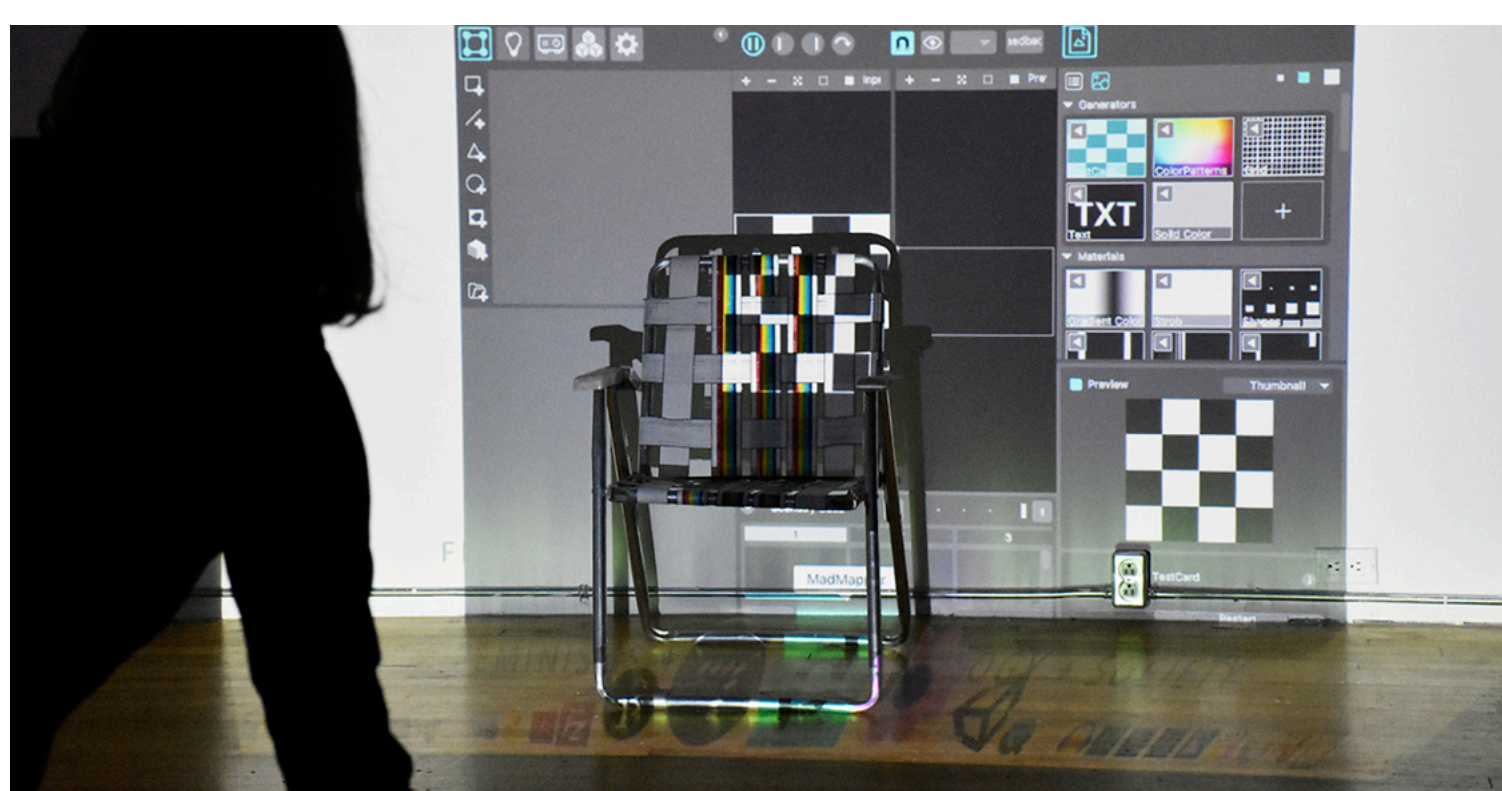
To register, contact ateliers@ada-x.org before February 24th.

This online workshop aims to introduce the participants to a creative and critical process in 3 steps:

1. Content creation: 360 video capture and simple video editing techniques; creation and remixing of simple 3d models using Blender.
2. WebVR integration: bring 360 video and 3d models into a web based shared virtual space using the open source platform Mozilla Hubs.
3. Collaborative practice during Covid-19: join the class Discord server to create one virtual room together in Mozilla Hubs.

* Although the platforms used are accessible via a virtual reality headset, the training is designed without this device. The only equipment required is a computer and a stable internet connection, the technical specifications of which you will have to validate with the center when you register.

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Workshop

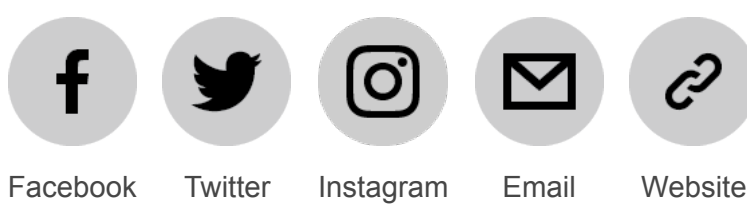
Video Mapping: video integration in 3D space
With Nelly-Eve Rajotte and Stéphanie Lagueux
Saturday, February 27th + Sunday, February 28th
(9am – 5:30pm)
Online | 105\$

To register, contact ateliers@ada-x.org before February 24th.

This hands-on workshop introduces participants to video mapping techniques using the projection mapping software Madmapper. By adapting projections to specific spaces, participants will be able to combine recorded and live footage in real time. First, they will develop a project based on examples of video creation and schematization of the process. Secondly, they will create a projection model based on prior examples and influences. Lastly, participants will use the tools they have learned to research and develop their own project which will be presented on the last day of the workshop.

Hardware (computer, MadMapper license and projector) can be made available to members who need it. You can become a member via this [link](#).

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