



Syllabus

Viz Artist 204 for Advanced Designers

Introduction to scripting

Overview

This is an introductory course to scripting in Viz Artist for advanced designers. By the end of this intensive hands-on course designers will know how to write a basic script containing the basic elements of fundamental programming. This is for designers who have no or little programming/ scripting skills.

This course is typically held as a 3 day course.

Objective

With this introductory course to scripting in Viz Artist a designer will learn basic programming skills to help advanced designers unlock more creative ways of using Viz Engine.

This course will show you that scripting is not only a new tool, but a new way of thinking as it allows you and teams of designers and programmers to customize Viz Engine to fit a given project's requirements.

The main objective of this course is to introduce you to the **Viz Artist's scripting API** and how to use this to manipulate Viz Engine. The second objective is to help you team up with programmers to solve bigger and more complex projects.

Topics

Day 1

Introduction to Scripting in Viz Artist

Learn what scripting is and what can scripting do for you. Get examples of various scripting projects from customers to demonstrate what is possible.

Script Construction

Get into the mindset of what happens during a typical script execution.

My First Script

Get started with a simple but complete practical example.

Object Structures

Get an understanding about the way Viz Artist and Viz Engine is built out of object structures.

Script API Reference

Get the skills to write tools and script beyond this course.

Programming Fundamentals

Learn about variables.

Day 2

Programming Fundamentals Continued

Learn about conditional statements such as if-else and other styles of looping techniques. Learn how to use arrays, structures and functions. Some best practices on coding style will also be covered.

Action Keyframes

Learn how to trigger scripts through action keyframes and where and when you should use this technique.

Day 3

Event Callbacks

Get an overview of the basic event systems in Viz Script.

Custom User Interfaces

How to create script and plugin user interfaces.

Communicate with Components

How to communicate with plugins, GUI and system components in Viz by code. Learn how to create containers and directors.

Questions?

Summary of day - Open agenda for questions - survey.