

A MAZE. Workshops:

(1) Joonas Turner (FI) - SOUND

Title: Oh, I wouldn't have guessed!

Date: September 11, 2014 – 10:00-13:00

Time: 2hrs

Requirements: fun

Location: iClub

Capacity of participants: 5 - 25

Description:

In this workshop videogame sound designer Joonas Turner shows some ways to create practical videogame sounds out of every day objects found around you!

Register here: workshop@amaze-festival.de

Subject: Sound

(2) Sos Sosowski (PL) – GAME DESIGN

Title: The Lone Gunmen of Indie, aka making it all yourself!

Date: September 11, 2014 - 10:00-13:00

Location: iClub

Time: 2hrs + break

Requirements: fun

Capacity of participants: no limit

There is nothing one cannot learn, and making games alone is possible. You can polish all of your skills to perfection, even ones you didn't even possess yesterday! Come and see how to make all of it yourself at the ultimate workshop of everything you need to know to make video games!

Register here: workshop@amaze-festival.de

Subject: Game Design

(3) Tegan Bristow and Cameron Harris - VISUAL PROGRAMMING

Title: Frozen Sounds – Max/ MSP

Date: September 12, 2014 – 10:00-13:00

Location: iClub

Time: 2hrs

Requirements: Intermediate Max/MSP, Your laptop with Max/MSP and Jitter installed. (30 day demo's can be found here: www.cycling74.com), fun

Capacity of participants: 15

Description:

Frequency domain processing with visual interaction. This workshop is for people with intermediate level max/msp experience. The focus will be on working with sound in the frequency domain using FFT analysis. We will follow this with affecting visuals, such as video and stills with the sound frequencies.

Register here: workshop@amaze-festival.de
Subject: Visual Programming

(3) Lea Schönfelder (DE) – ANIMATION

Title: Animation Workshop – Clay Animation

Date: September 12, 2014 - 10:00-16:30 (incl. break)

Location: iClub

Time: 4-5hrs

Requirements: fun, laptop and video software.

Capacity of participants: 4 - 20

Description:

In a two session workshop - divided into conceptual development and actual production - Lea Schönfelder will guide you through the process of Animating. Everybody is welcome to participate, no matter if you have never animated before, or if you are already quite a pro. We will provide clay as animation material as well as cameras and computers including the necessary software. Everybody is welcome to bring his or her own material - software and material wise. Because we will work in an experimental manner, everything is allowed!

Register here: workshop@amaze-festival.de
Subject: Animation

(4) Jonatan Van Hove (BE) – CONTROLLER

Title: Burn the keyboard: Build your own custom controller.

Date: September 12, 2014 – 14:00 -16:30

Location: iClub

Time: 2hrs

Requirements: fun, Tools participants should bring (software, hardware, etc.): Any old (or new) computer hardware you have can become part of your new custom game controller. Old keyboard, mouse, USB cables, screens, computers, or any other appliances that you'd like to make into game controllers: toasters, tin breadboxes, ... There will be a minimum of hardware provided by the organizers.

Capacity of participants: 5 - 25

Description:

Most digital experiences are confined to keyboard, mouse and gamepad, or with complicated and expensive electronics. In this workshop, you will find out how remarkably easy it is to build something physical, that can interact with games and all other interactive jazz. With inexpensive raw materials like arcade buttons, joysticks, duct tape and cardboard, together we will create three custom controller installations that will be exhibited for the rest of the festival. After an introduction and a short talk about existing projects, you'll get to designing and building something unique, and the workshop hosts will be there to help you out when things get too technical. Let's build a racecar, a joystick-cowboy-hat, maybe just the world's largest joystick,... or whatever we come up with. Takeaways: Building shit is easy and great.

Register here: workshop@amaze-festival.de

Subject: Controller 1

(5) David Hayward (UK) – CONTROLLER

Title: Build Arcade Controller to Last.

Date: September 13, 2014 – 10:00-13:00

Location: iClub

Time: 3hrs

Requirements: fun, bring your laptop

Capacity of participants: 12

Description:

In this workshop, you'll learn some of the basic skills required to construct, solder and crimp a sturdy box for arcade controls. Suitable for complete novices, you'll learn some basic woodworking and electronics skills, and leave with a simple three button controller.

Register here: workshop@amaze-festival.de

Subject: Controller 2