Installathon Presentations Spring 2011

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Installathon Time Slots

Time	Name	Title	Brief Description
12:00	Andrew Meyer	Microcontroller Development on Linux	Setting up toolchains and development environments to do dev work for AVR and ARM MCUs.
12:30	Jacob Wiltse and Nick Trierweiler	Arch Linux	Comparing and contrasting Arch Linux with other distros, and going over my experiences with it.
13:00	Josh Knight	Intro to Blender	Getting started with 3D modeling/animation in Blender
13:30			
14:00	Kaleb Elwert and Jay Vana	Generic RPG development	Trials and tribulations of a semi-non-professional 2D RPG development team. Also, a little about our work and experience with C, SDL, OpenGL, Glut, image loading, project management and Lua.
14:30	John Pastore	Installing MIDPssh	Stupid Shenanigans with a semi-modern Phone.
15:00			
15:30			
16:00			
16:30			

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