

# SABINA COVARRUBIAS (/)


[HOME \(/\)](#)   [BIO \(/BIO.HTML\)](#)   [MUSIC \(/MUSIC.HTML\)](#)   [MULTIMEDIA ART \(/MULTIMEDIA-ART.HTML\)](#)

[ART-RESEARCH PROJECTS \(/ART-RESEARCH-PROJECTS.HTML\)](#)   [LEARN JITTER IN MAX MSP \(/JITTER.HTML\)](#)   [CONTACT \(/CONTACT.HTML\)](#)

## Introduction to Live-Video Using Jitter Online Course

Do you want to create original live visuals for music?  
Are you a Jitter beginner or someone looking to consolidate skills?  
Do you want to learn how to create audio reactive video in 3D or 2D?  
Are you interested in including interactive video into your digital art creations?  
Tired to learn Jitter from complex or isolated tutorials?


**Save time: This Jitter online course will allow you to get solid knowledge by easy learning.**




**Introduction to Live-Video  
Using Jitter, Online Course**

€30.00  
~~€50.00~~

Buy it now  
(<https://selz.com/checkout/item/5afb23faca>)

VISA  AMEX

Powered by   
(<https://selz.com>)

Pay using your favorite Credit Card (Green button above)  
or pay using PayPal (Yellow button below).



Terms and conditions  
(<http://www.sabinacovarrubias.com/termsandconditions.html>)

## Overview

Introduction to live-video with Jitter is an online course. It is an introduction to the world of live-video in the MAX environment. The course is designed for the musician who wants to add interesting visual, non-existent elements or environments to his/her music, traditional media artists interested in moving their work into animation or interactivity or just about anybody who is curious about how live video-synthesis is made.

The course is designed to make the medium of live-video understandable and accessible, it will take you step by step from the very beginning through an intermediate Jitter level. The live-video course includes video file modifications, 3D, rendering, and animation in real time. It is also designed to make you comfortable with compositing—the mixing, adding, subtracting, and shuffling of visual elements—which is at the heart of most visual effects work. Along the way, you will be developing the essential skills that allow independency for the successful use of Jitter.

Learn at your own pace. Since you have time-unlimited access you can take as much time as you need to complete the course.

## Introductory price

**Get the complete course for only 30€ : 10 lessons, each one including access to video-tutorials and patches to download .**  
**If you prefer personalized attention then contact me here (<http://www.sabinacovarrubias.com/contact.html>) for private individual lessons or any question.**

## How it works?

### Product delivery and payment options

Once you purchase the course you will get a password. If you pay using our payment method (green button) the password will be automatically sent to you by email. If you pay using PayPal service (which includes also your favorite card without subscribing to PayPal), please contact me by mail here (<http://www.sabinacovarrubias.com/contact.html>), send me your order number and I will send you your password by the next 24 hours of working days.

### The online learning platform

The password will give you time-unlimited access to the online course. The online course is hosted in a dedicated and robust learning platform: Google Classroom. In order to use this course you will need a Google e-mail account. Learn relaxed, at your own pace.

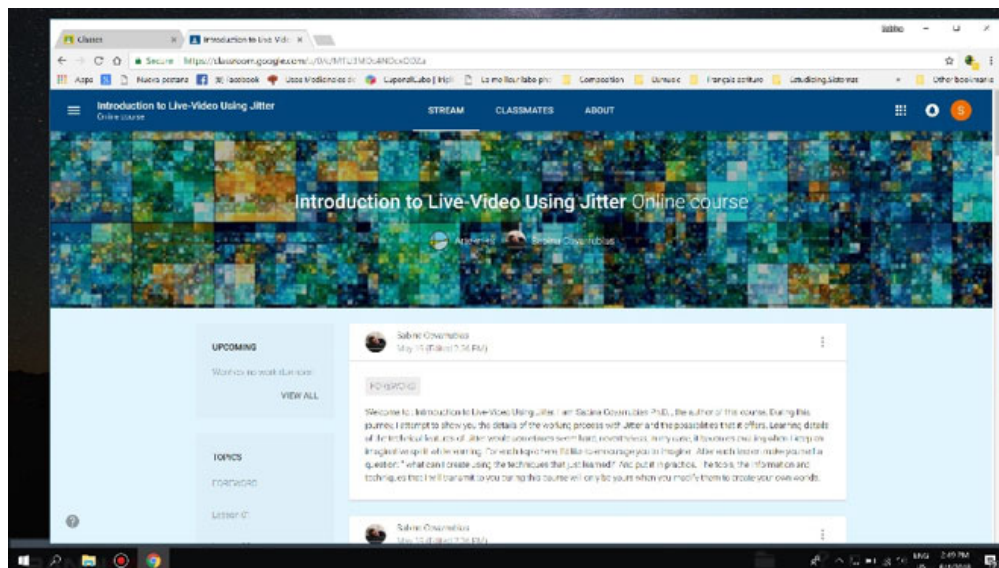
### Compatible with Max 7 and Max 8

The techniques and patches in this course run in both versions Max 7 and Max 8.

This site uses cookies to personalize your experience, analyze site usage, and offer tailored promotions.  
[www.youronlinechoices.eu](http://www.youronlinechoices.eu) (<https://www.youronlinechoices.eu>)

Remind me later

I accept



This is a screenshot of the course, hosted in Google Classroom.

## What do I get ?

- 34 patches
- 39 videos in streaming (about 9 hours of video content!)
- 1 PDF file to download

This media is distributed along 10 lessons.

### Each lesson contains:

- Sample patches (files) to download
- From 40 to 60 minutes of video lessons in mp4

## Which are the topics included in this course?

### Syllabus

#### INTRODUCTION TO LIVE-VIDEO USING JITTER AN ONLINE COURSE

#### FOREWORD

#### LESSON 1

- Settings
- Patch cords
- Attributes, arguments and parameters 3
- Image representation in Max
  - Dimensions
  - Color representation
    - Panel
    - Grey levels
    - Color synthesis
    - Planes RGB
    - The Alpha plane
    - Type
    - The object jit.matrix

- get/sell
- import/export

## LESSON 2

- Playback of a video sequence
  - Movie playback
  - jit.qt.movie & jit.movie, managing time
- Sound of a QuickTime sequence
  - Video-sound synchronized playback
  - Synchronization of several QuickTime sequences
- Video capture
  - Selecting the capture source
  - Rectangles, source and destination.
- Introduction to matrix resizing operations
  - Screen coordinates
  - Interpolation
  - Resizing and interpolating a Matrix

## LESSON 3

- jit.matrixset
  - A matrix set storage and playback
  - Video delay
- Windows and visualization
- Zoom and rotation : jit.rota
- Correction : contrast, brightness, colors
- Changing color placement
  - Hue, Saturation and Luminosity
- Hue and Luma

## LESSON 4

- Foreword
- Introduction to Matrix Operations
  - Addition
  - Subtraction
  - Multiplication by a constant
  - Division
  - Multiplication by another matrix
  - Order of multiplication
  - Addition and multiplication in jitter
- Matrix operators in Jitter
- About matrix and operator types
- Other matrix operations
- The identity matrix
- Notation

## LESSON 5

### LESSON 5a

(this topic continues from lesson 4)

- Using multiple operators in Jitter
- Feedback using jit.op

This site uses cookies to personalize your experience, analyze site usage, and offer tailored promotions.  
[www.youronlinechoices.eu](https://www.youronlinechoices.eu) (<https://www.youronlinechoices.eu>)

[Remind me later](#)

[I accept](#)

**LESSON 5b**

- Generating graphics with jit.lcd
- Feedback
- Copy and paste a matrix
- Color detection using jit.findbounds and sukha

**LESSON 6**

- Color modification by a lookup table with jit.charmap.
  - jit.charmap
  - jit.gradient

**LESSON 7****Foreword: Intro to Jitter and MSP interactions**

- Interaction MSP-Jitter
- jit.catch~
  - jit.catch~ and jit.graph
  - Mapping an audio signal to a geometry matrix using jit.catch~

**LESSON 8**

- Exercise : Modifying a 3D shape dimensions using peakamp~
- Modifying a 3D shape using jit.catch~
- Modifying a 3D surface using jit.catch~

**LESSON 9**

- Jit.poke~
  - Introducing jit.poke~
  - More about jit.poke~
  - Color to audio signal mapping and jit.poke~
- Jit.peek~
  - Introducing jit.peek~
  - Additive synthesis using jit.peek~
- Jit.release~
  - The sound of a matrix

**LESSON 10**

- An Open GL scene
  - The render
  - The camera
  - The Shapes
  - The light
  - Materials
  - Texture
  - Drawing Contexts

**Questions ?**

This website uses cookies to personalize your experience, analyze site usage, and offer tailored promotions.  
[www.youronlinechoices.eu](https://www.youronlinechoices.eu) (<https://www.youronlinechoices.eu>)

[Remind me later](#)[I accept](#)

Please **contact me here** (<http://www.sabinacovarrubias.com/contact.html>)

(<http://www.sabinacovarrubias.com/contact.html>) I'll answer during my work schedule, from Monday to Friday from 9 am to 6 pm CET/CEST