**LINKED IN**

DevState provides the finest interactive Canvas and WebGL workshops. We have cherry picked key programming techniques which have been essential to us two during our 30 years of programming. We have applied these concepts in a curated set of html5 Canvas and WebGL demos which can be found at http://www.devstate.net

Prior to a workshop, attendees are asked to select a number of demos they would like to master. We then create a custom workshop based on these selections.

A typical workshop will :

1. Present the required introductions to Canvas and WebGL.
2. Explain the theory behind the techniques used in the selected demos.
3. Include an interactive follow along coding exercise where attendees build the selected demos.
4. Prompt a creative challenge where attendees experiment with the topics covered.

Our workshops are targeted at agencies, in house development teams, schools, co-working spaces and other interested groups. Due to their interactive nature, workshops are limited to 10 attendees per session. DevState will travel to the client or other arranged locations to deliver workshops.

DevState is currently:

Frank Reitberger

<http://www.dasprinzip.com/prinzipiell/>

<http://de.linkedin.com/pub/frank-reitberger/7/65a/ab4/>

Sakri Rosenstrom

<http://www.sakri.net>

<http://be.linkedin.com/in/sakri/>

Please get in touch through LinkedIn or follow us:

<https://twitter.com/DevSt8>

<https://www.facebook.com/DevStateWorkshops>

**GITHUB**

Finest Html5 Canvas and WebGL Workshops.

DevState is a collaboration by Frank Reitberger http://www.dasprinzip.com/ and Sakri Rosenstrom <http://www.sakri.net>

We have cherry picked a number of key programming techniques which have been essential to us two during our 30 years of programming. We have applied these concepts in a curated set of html5 Canvas and WebGL demos which can be found on our website http://www.devstate.net

Prior to a workshop, attendees are asked to select a number of demos they would like to master. We will in turn create a custom workshop based on these selections.

The purpose of this repository is to provide the source code of all our website demos to our current and potential customers, as our website will contain minified code.

Please contact us for more details or follow us for updates:

<https://twitter.com/DevSt8>

<https://www.facebook.com/DevStateWorkshops>

**ABOUT US (devstate.net)**

Finest Canvas and WebGL workshops.

We have cherry picked key programming techniques which have been essential to us during our combined 30 years of programming. We have applied these concepts to the Html5 Canvas and WebGL demos below.

Prior to workshops, we ask attendees to pick topics they wish to master using our demo selector. We then create custom workshops based on these selections. Read More…

A typical workshop will :

1. Present the required introductions to Canvas and WebGL.
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4. Prompt a creative challenge where attendees experiment with the topics covered.

Our workshops are targeted at agencies, in house development teams, schools, co-working spaces and other interested groups. Due to their interactive nature, workshops are limited 10 attendees per session. DevState will travel to the client or other arranged locations to deliver workshops.

**WHO WE ARE(devstate.net)**

DevState is currently a collaboration between <a href=”<http://www.dasprinzip.com/prinzipiell/>

”>Frank Reitberger</a> and <a href=”<http://www.sakri.net>”>Sakri Rosenstrom</a> . We are seasoned professionals with nearly 30 years of programming combined under our belts. Having spent much of our careers working with <a href=”<http://en.wikipedia.org/wiki/Adobe_Flash>”>Flash</a>, we (along with the rest of the industry) have recently migrated to other technologies. After being approached by agencies and individuals to share lessons learned during this transition, we decided to create workshops on the topic.

Frank Reitberger is a German living in Germany. Wuzzaaaah!

<http://www.dasprinzip.com/prinzipiell/>

<https://twitter.com/_pwd_>

<http://de.linkedin.com/pub/frank-reitberger/7/65a/ab4/>

Sakri Rosenstrom is a Finn living in Brussels. After a degree in Graphic Design in 1999, Sakri quickly became involved with webdesign which eventually led to Flash and programming visual effects and experiences.

He has worked for numerous Belgian and international clients such as Johnson & Johnson, Sony, McKinsey & Company, Pioneer, Bose, Deutche Bank, Fortis and Happy Metrix. Several of these projects have won awards including thefwa site of the day, Macromedia site of the day, webaward.org and MIXX.

Sakri has been a speaker at conferences including FITC Amsterdam, 360Flex Milan, Adobe Beyond Boundaries in Brussels and Amsterdam, Multi-Mania in Kortrijk and the Belgian Adobe User Group.

He likes to spend his free time with his wife and two children, travelling, snowboarding, skateboarding and playing drums.

<http://www.sakri.net>

<http://www.twitter.com/sakri>

<http://be.linkedin.com/in/sakri/>

Born in 1977 in Bochum Germany.

Designer, Programmer, Creative Developer, aged skateboard and snowboard enthusiast.

Curator, FMX festival 2013 (www.fmx.de)

Professional Work

Employment

Jan 2012 - present: Freelancer

Jul 2004 - Jan 2012: Head of Flashdevelopment, anyMotion Graphics.

Dec 2003 - Jul 2004: Senior Art Director, Euro RSCG.

Personal Work

Statement

I´m fascinated by all kinds of computer and game graphics, procedural driven

and generative art, interactive design and digital beauty - which all together are

the results of simple mathematical or algorithmic processes. For me, my creative

process is writing my own software, programs and scripts to play, explore, experiment

and generate beauty with code and numbers.

My passion I´m focusing on is the aesthetics and methodology of digital created fluids like water and such.

Interviews, book & magazine contributions

Sept 2011: Page magazine

Mai 2007 - Jun 2010: Create or die magazine

Feb 2007: Visual-X magazine

Talks

Sep 2012: Highly Illogical, Reasons to be Creative, Brighton

Apr 2012: Highly Illogical, Beyond Tellerand, Köln

Feb 2012: Highly Illogical, FITC, Amsterdam

Sep 2011: Realtime (Hard), Flash on the beach, Brighton

Apr 2011: Realtime (Hard), Beyond Tellerand, Köln

Feb 2011: Realtime (Hard), FITC, Amsterdam

Nov 2010: Triangle affairs, Adobe Usergroup, Amsterdam

Sep 2010: Triangle affairs, Flash on the beach, Brighton

Apr 2010: Dreiecksbeziehungen, Flashforums Konferenz, Köln

Feb 2010: Triangle affairs, FITC, Amsterdam

Nov 2009: Return of the blob, WebTech conference, Karlsruhe

Sep 2009: Meta-Piece, Flash on the beach, Brighton

Apr 2009: Return of the blob, Flashforums Konferenz, Köln

Workshops

Jan 2012: Advanced shaders, Regart.NET Trainingscenter, Paris

Sep 2011: DAS EFX, Beyond Tellerand, Köln

Mai 2009: Bending pixels, Webinale, Berlin

Game Releases

2000: Die Rache der Moorhühner, Tradeland

1998: Metalizer, Greenwoord Entertainment Software

1997: D.O.G - Fight for your life, Funsoft

Contact me

Please contact me about any projects, collaborations, commissions or

exhibitions, or even just to say hello!

**FAQ**

\*) The web is full of videos and tutorials, why should we go for DevState workshops?

Cherry picked techniques, ask questions, years of experience, best practices

\*) There are endless libraries that achieve the similar results, why re-invent the wheel?

Filesize, slave to frameworks/libraries

**ELEVATOR PITCH**

Devstate provides the finest HTML5 Canvas and WebGL workshops. Our team of highly specialized programmers have created customizable interactive workshops based on a set of curated demos. These demos have been designed to reflect real world demands and are realized using key programming techniques which have proven invaluable in other programming environments. The workshops cover all required introductory material for Canvas and WebGL, the theory behind our programming techniques and follow along programming exercises which build the demos selected by workshop attendees.

**PRESS RELEASE**

Asdf