**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 during our combined 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 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 a number of 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/>

**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**

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