

# Содержание

<b>1</b>	<b>Main List</b>	<b>2</b>
<b>2</b>	<b>Graphic</b>	<b>4</b>
2.1	Propellers . . . . .	4
2.1.1	3d . . . . .	4
2.1.2	Level-Up . . . . .	5
<b>3</b>	<b>Data Analysis</b>	<b>6</b>
3.1	ColumbiaX . . . . .	6
3.1.1	DS101X Statistical Thinking for Data Science and Analytics . . .	6
<b>4</b>	<b>Languages</b>	<b>7</b>
4.1	IT.1.1x Introduction to Programming with Java, part 1 . . . . .	7

# 1 Main List

code	f.title	b.date	e.date	Note
edX				
IT.1.1x	Introduction to Programming with Java, part 1		2016-07-01	Self-paced
DS101X	Statistical Thinking for Data Science and Analytics	2015-12-14		
DS102X	Machine Learning for Data Science and Analytics	2016-01-25		
DS103X	Enabling Technologies for Data Science and Analytics: The Internet of Things	2016-03-07		
PH525.1x	Data Analysis for Life Sciences 1: Statistics and R	2015-10-15	2016-09-15	Self-paced
PH525.2x	Data Analysis for Life Sciences 2: Introduction to Linear Models and Matrix Algebra	2015-11-15	2016-09-15	Self-paced
PH525.3x	Data Analysis for Life Sciences 3: Statistical Inference and Modeling for High-throughput Experiments	2015-12-15		Self-paced
PH525.4x	Data Analysis for Life Sciences 4: High-Dimensional Data Analysis	2016-01-15		Self-paced
PH525.5x	Data Analysis for Life Sciences 5: Introduction to Bioconductor: Annotation and Analysis of Genomes and Genomic Assays	2016-02-15		Self-paced
PH525.6x	Data Analysis for Life Sciences 6: High-performance Computing for Reproducible Genomics	2016-03-15		Self-paced
PH525.7x	Data Analysis for Life Sciences 7: Case Studies in Functional Genomics	2016-04-15		Self-paced
LFS101x.2	Introduction to Linux			Self-paced
Coursera				
Propellers				
	3D-мультифильм с нуля			

	Blender Level-Up			

## 2 Graphic

### 2.1 Propellers

#### 2.1.1 3d

#	Topic	Len	Note
1			
a	Интерфейс		
b	Редактирование		
c	Видеомонтаж		
2			
a	Архитектура		
b	Материалы		
c	Моделирование		
3	Модификаторы		
4			
a	Оснастка, часть1		
b	Оснастка, часть2		
5			
a	Скелет		
b	Модификатор Skin		
6			
a	Ключи формы		
b	Гуманоидный риг		
7			
a	Шейдеры Internal		
b	Шейдеры Cycles		
8			
a	UV развертка		
b	Рисование текстур		
c	Рендер UV		
9			
a	Кривые анимации		
b	Работа с ключами		
c	Скелетная анимация		
10	12 правил анимации		
11			
a	Основы линкования		
b	Типы адресов		
c	Сложное линкование		
d	Связи датаблоков		
12	Композитинг		
13			
a	Техника безопасности		
b	Жизнь после курса		

--	--	--	--

### 2.1.2 Level-Up

#	Topic	Len	Note
1			
a	Хоткеи		
b	Скрытые функции		
2			
a	Азбука NLA		
b	Применение NLA		
3			
a	Анимация мяча		

## 3 Data Analysis

### 3.1 ColumbiaX

#### 3.1.1 DS101X Statistical Thinking for Data Science and Analytics

#	Topic	Len	Ass	Date
1	17-12-2015 Introduction to Data Science			—
2	21-12-2015 Statistics and probability I			29-12-2015
	Examples of Statistical Thinking			
	Numerical Data, Summary Statistics			
	From Population to Sampled Data			
	Different Types of Biases			
	Introduction to Probability			
	Introduction to Statistical Inference			
3	28-12-2015 Statistics and probability II			X
	Association and Dependence			
	Association and Causation			
	Conditional Probability and Bayes Rule			
	Simpsons Paradox, Confounding			
	Introduction to Linear Regression			
	Special Regression Models			
4	04-01-2016 Exploratory Data Analysis and Visualization			X
	Goals of statistical graphics and data visualization			
	Graphs of Data			
	Graphs of Fitted Models			
	Graphs to Check Fitted Models			
	What makes a good graph?			
	Principles of graphics			
5	11-01-2016 Introduction to Bayesian Modeling			X
	Bayesian inference: combining models and data in a forecasting problem			
	Bayesian hierarchical modeling for studying public opinion			
	Bayesian modeling for Big Data			

## 4 Languages

### 4.1 IT.1.1x Introduction to Programming with Java, part 1

#	Topic	Len	Ass	Date
0	Introduction			
1	From the Calculator to the Computer			
2	State Transformation			
3	Functional Abstraction			
4	Object Encapsulation			
5	Packaging			