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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
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				
Stanford				
	Statistical learning	2016-01-12	2016-04-04	
Propellers				
	3D-мультфильм 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 Statistical Learning

#	Topic	Len	Ass	Date
1	12-01-2016 Introduction and			04-04-2016
1.1	Opening remarks	18-19	—	17-01-2016
1.2	Examples and Framework	12-13	2/2	17-01-2016
2	12-01-2016 Overview of Statistical Learning			04-04-2016
2.1	Introduction to Regression Models	11-42	1/1	17-01-2016
2.2	Dimensionality and Structured Models	11-41	1/1	17-01-2016
2.3	Model Selection and Bias-Variance Tradeoff	10-05	2/2	17-01-2016
2.4	Classification	15-38	1/1	17-01-2016
2.R	Introduction to R	14-13	1/1	17-01-2016
	ch quiz		4/4	17-01-2016
3	16-01-2016 Linear Regression			04-04-2016
3.1				
3.2				
3.3				
3.4				
3.5				
3.R				
4	23-01-2016 Classification			04-04-2016
5	30-01-2016 Resampling Methods			04-04-2016
6	06-02-2016 Linear Model Selection and Regularization			04-04-2016
7	13-02-2016 Moving Beyond Linearity			04-04-2016
8	20-02-2016 Tree-based Methods			04-04-2016
9	27-02-2016 Support Vector Machines			04-04-2016
10	05-03-2016 Unsupervised Learning			04-04-2016

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			