**NCC TexGen Workshop Preliminary Agenda**

Dr Louise Brown

1. General overview of the TexGen project

* Where code and executables are stored
* Wiki pages
* Forum
* Overview of where TexGen fits into the multi-scale modelling process
* Summary of software structure

2. An overview of the use of TexGen as a pre-processor for generating textile models

* Automatically generated 2D and 3D models used for prediction of mechanical properties
* Refinement of 3D orthogonal model for prediction of permeability properties
* Generation of models for other types of textiles such as braids and knits

3. TexGen modelling theory and how this relates to the creation of TexGen models both using the graphical user interface (GUI) and Python scripting.

4. Generation of 2D and 3D textiles using the automation provided by the weave wizards.

4. Editing textiles using the GUI.

5. Generating of custom textiles using the GUI.

6. Introduction to the Python scripting API

* How to edit models from the TexGen Python console
* Creating custom scripts.