

**MosaicHydro Advanced Hydro Topics Training**  
**DRAFT Syllabus**  
**9-10 October 2008**

Day 1 – In Class	Day 2 – In Class
<b>Introduction</b> <ul style="list-style-type: none"> <li>• <i>Instructor Introduction</i></li> <li>• <i>Housekeeping</i></li> <li>• <i>Outline</i></li> </ul>	<b>Geodesy</b> <ul style="list-style-type: none"> <li>• <i>TBA</i></li> </ul>
<b>Overview</b> <ul style="list-style-type: none"> <li>• <i>Intro to Fledermaus</i></li> <li>• <i>Uses / Applications</i></li> <li>• <i>Data Examples</i></li> </ul>	<b>Total Propagated Error</b> <ul style="list-style-type: none"> <li>• <i>Overview</i></li> <li>• <i>Calculating / Using TPE</i></li> </ul>
<b>Gridding Data</b> <ul style="list-style-type: none"> <li>• <i>Average Gridder</i></li> <li>• <i>DMAGIC</i></li> <li>• <i>Making SD and SCENE Objects</i></li> </ul>	<b>CUBE</b> <ul style="list-style-type: none"> <li>• <i>Background</i></li> <li>• <i>Understanding the mechanics</i></li> </ul>
<b>Movie Making</b> <ul style="list-style-type: none"> <li>• <i>Using Fledermaus and MovieClien to make animated fly-throughs</i></li> </ul>	<b>Fledermaus</b> <ul style="list-style-type: none"> <li>• <i>PFM Direct</i></li> </ul>
<b>Lunch Break</b>	
<b>Route Planning</b> <ul style="list-style-type: none"> <li>• <i>How to use Route Planner</i></li> </ul>	<b>Fledermaus</b> <ul style="list-style-type: none"> <li>• <i>Importing PFM Objects</i></li> <li>• <i>3D Editor</i> <ul style="list-style-type: none"> <li>○ <i>CUBE Editing</i></li> </ul> </li> </ul>
<b>CrossCheck</b> <ul style="list-style-type: none"> <li>• <i>How to use the CrossCheck tool</i></li> </ul>	
<b>Object Tracking</b> <ul style="list-style-type: none"> <li>• <i>Configuring Fledermaus to track multiple objects in Real Time</i></li> </ul>	<b>Wrap Up</b>