

[music] [pop captions up]

jeff macpherson: aloha i'm dr. tiki and welcome to the laboratory where we conduct all kinds of experiments, my scientific nurse kate. [pop captions down]

jeff macpherson: what's on the slate for today kate?

kate: the slate today is looking very busy.

jeff macpherson: very busy slate.

kate: we are very busy today. we're covering a lot of tech knowledge here.

jeff macpherson: tech?

kate: technology.

jeff macpherson: tech, technology?

kate: technology.

jeff macpherson: ah electric, electric technology, computerized?

kate: a lot of electric technology yes.

jeff macpherson: ah fantastic on the computerized what you might have it there. okay i'm gonna write you a prescription for a control alt delete and i'll see you in 27 metric seconds. [music] [beeping] [music] [pop captions up]

leo: hello and welcome to "the lab with leo". how are you? how are you? there's an odd scent in here.

kate: really?

leo: yeah it's kind of like fruit juice and brimstone or something. [pop captions down]

leo: was somebody here ahead of me?

kate: um well --

leo: anyway --

kate: anyway.

leo: this is the show where we explain how technology works and we're gonna have a lot of fun here. let's just see what the red clipboard has to say. [both talking at once]

kate: -- formula. [pop captions up]

leo: it looks like somebody's been writing on this. i don't it's kind of, this is episode 60 coming up. pat mcgee designing your own video games.

kate: yes.

leo: with a new technology from microsoft. alex oliver is gonna show us how to use google sketchup and google earth. he kind of gave us a little intro to google sketchup. we're gonna show you how to integrate it with google earth. ah now i know dr. tiki is here, jeff macpherson. he's gonna show you how to create a damaged look on your videos. [both laughing]

kate: i -- that.

leo: yeah i think that he can do that very well. anyway he's gonna be a lot of fun. a great show ahead for you and it's fun to have dr. tiki here. that's good. he didn't leave any tiki cups around?

kate: no he hasn't, he hasn't.

leo: cause you know they've got that forbidden mug when you touch that all sorts of wildness breaks loose. but i think we'll be all right. let's get our first call on the air on here.

kate: fantastic. our first caller is ron from the beautiful victoria in british columbia.

leo: oh, oh i love victoria. what a, you're right it is.

kate: it is.

leo: it's a beautiful city. hello ron. how are you?

ron: good leo, thanks.

leo: is it ron?

kate: yeah.

leo: oh there he is. okay hi ron. [pop captions up]

ron: good afternoon sir.

leo: good afternoon to you. what can i do for you today?

ron: well i've got a digital cable box. [pop captions down]

ron: i always watch ctv though.

leo: i can't hear him. is he talking to me?

ron: yes i'm talking to you.

leo: speak up a little bit ron, cause it's very hard to hear you here. go ahead.

ron: okay i --

leo: here now i hear you.

ron: okay i'll shout a bit.

leo: yeah.

ron: on my digital cable when i'm watching american stations.

leo: yeah.

ron: it says go onto the internet and you can view the upcoming events or see this --

leo: right.

ron: ballgame tomorrow.

leo: right. you go to the website and you click a link and they'll have some video and stuff that you can watch and so forth.

ron: when i go to abc or something it says this content is only available in the u.s.

leo: how dare they.

ron: yes.

leo: shocking. i guess they figure let me try, this is interesting. so they're blocking you because you're in canada.

ron: yeah.

leo: isn't that interesting. well there is a way around this. i don't want you to violate any laws or anything but you know you can convince them you're from canada if you want.

ron: uh-huh.

leo: or you're not from canada, you're from the u.s. by using a proxy server.

ron: okay.

leo: so what that is essentially is surfing the net through somebody else's computer.

ron: mmm-hmm.

leo: and you'll use a proxy server, a public proxy server that's in the u.s. so what happens basically is you go to their server and then they become your gateway to the outside world. and people all over the world agree to do this for a lot of reasons. ah for privacy, anonymity, sometimes cause they just want to help their friends north of the 49th parallel watch nbc news on the, the internet. so here's a place you can find these servers. it's publicproxyservers.com. [pop captions up]

leo: publicproxyservers.com and they'll have lists of servers all over the world. you're obviously gonna look for one in the united states.

ron: yep.

leo: you'll get an ip address. gee this one i don't think is any good cause well maybe it is 192.76 maybe it is. so look for one in the u.s. and now what you'll do is you'll go into your internet options or your browser settings and you'll tell your browser that you want to use a proxy and you'll give it the proxy address.

ron: okay that sounds simple.

leo: and, and then what'll happen is you'll continue to surf. [pop captions down]

leo: now i wouldn't do it day in day out it'll slow you down cause you have to make an extra jump and

depending on how busy that server is it might really slow you down. [pop captions up]

leo: there are, there are companies that do this like anonymizer that, that do it for anonymity obviously.

ron: mmm-hmm.

leo: but they'd have the same impact if you use an anonymizer server and you and the server terminated in the u.s. you would look like you were coming through the u.s. [pop captions down]

leo: they call this ip spoofing something like that.

ron: right.

leo: it i don't know if it's legal or illegal in canada. i don't you know there's some people who say it's a fraud of some kind. but i don't what are you doing? you're watching a video on a website. how could that be fraudulent? [pop captions up]

ron: that's right yeah.

leo: so that's what i would do. so you go into the proxy settings and you'll change em and, and then your there you go right?

ron: okay i will give that a try. [pop captions down]

leo: all right. so in, here we're in firefox. we're gonna go advance network configure how firefox goes to the network. and you'll say manual proxy settings and you will use you will put that number in there. oh that's not it. but you put a number in there and um and then you'll click use this proxy server for all protocols and you'll be in.

ron: okay i'm on that page and i will find the thing and put it in there right now.

leo: okay great.

ron: okay.

leo: now you'll be able to watch those news clips and you'll wonder what you went to all that trouble for.

ron: right. [leo laughing]

leo: hey thanks for the call ron.

ron: okay thanks leo.

leo: take care.

ron: bye.

leo: my pleasure. yeah these are used for a lot of good reasons for a broad variety of reasons. but you know that's one way you could use it, kind of a trivial reason. but really for the anonymity it's very important. imagine that you're a dissident in china and you want to you know get your you know find out what's going on in the rest of the world. well you'd use one of these to be able to surf the net for instance outside of china. hey pat mcgee's coming up. [pop captions up]

leo: he's gonna show you how to design your own video games. it's a new microsoft technology called xna. i've never heard of it. we'll see how it works. we'll show you what you could do when "the lab with leo" continues. you stay right here okay. [music] [pop captions down] [commercial break] [music]

leo: welcome back to "the lab with leo". pat mcgee is here. he's the co-author of "the microsoft xna game studio creator's guide". also an instructor at the british columbia institute of technology bcit and we're gonna talk today about xna which i have never heard of. but microsoft started to tout this. what is xna? [pop captions up]

pat mcgee: well xna is microsoft's latest game -- platform and --

leo: so you need to be a programmer? is it, do you need to know c? how do you, how do you interact with it? [pop captions down]

pat mcgee: um you, you can be a very basic developer so that you don't have to know a lot of programming.

leo: uh-huh.

pat mcgee: it's in c sharp and it gives you access to program games for the pc or the xbox 360.

leo: oh neat. all right.

pat mcgee: yeah.

leo: well show us how this works here.

pat mcgee: okay. well --

leo: is there this is visual studio or what are we working on?

pat mcgee: ah visual c sharp express.

leo: okay.

pat mcgee: yeah and --

leo: you can download that free or?

pat mcgee: yes.

leo: oh that's great.

pat mcgee: yeah, yeah. it's free and the game studio part of it is free as well. and to program games even commercially on the pc it's no startup cost. all you need is a good graphics card.

leo: its actually smart because that encourages people especially kids to start developing.

pat mcgee: yes.

leo: and they're gonna grow a whole bunch of people who know how to write games for the pc and the xbox.

pat mcgee: it's, it's a great idea yeah. [pop captions up]

pat mcgee: to get to know their platform how to program for it. it's great and plus we'll get a lot of great games for it too.

leo: do they give you kind of a starting point a framework so that you don't have to start from scratch? [pop captions down]

pat mcgee: well yes. they you can create basic windows right away without any code. you just run the template and it'll give you a shell and, and then you can start entering your code in.

leo: okay.

pat mcgee: so --

leo: let's, let's take a look here.

pat mcgee: yeah, all right, well i won't actually run this. but i, i do have a game that i've got on the xbox right now. ah this, this studio right here is like any microsoft development tool. it's got all the code loaded up.

leo: mmm-hmm.

pat mcgee: in solution explorer. all your media images audio and they basically even though they're giving this away free its almost like the commercial edition.

leo: right.

pat mcgee: so it's pretty amazing that they've, they've come out with this.

leo: so you run a little game and how do you get it on the xbox?

pat mcgee: well the xbox you need to have membership to the xna creator's club.

leo: okay.

pat mcgee: and it's about \$90, \$99 a year.

leo: okay.

pat mcgee: to do that. um --

leo: and we can do that through xbox live you join that or?

pat mcgee: through, through xbox live.

leo: okay.

pat mcgee: right. and as long as you have a connection an internet connection to the xbox um --

leo: xbox or xbox 360? we've got a 360.

pat mcgee: xbox 360.

leo: okay, xbox 360.

pat mcgee: yeah.

leo: well let's, let's launch the game here.

pat mcgee: okay.

leo: while you're, you're explaining this cause i know it's gonna take a little while.

pat mcgee: sure.

leo: we're right now we're in --

pat mcgee: okay.

leo: this doesn't look like a blade on my xbox 360. is that a special part of it?

pat mcgee: oh right this is the xna game, game launcher.

leo: so when you, you join you'll get this monitor?

pat mcgee: that's, that's correct.

leo: okay.

pat mcgee: yeah that's correct.

leo: and these are all games or what are these all?

pat mcgee: well actually these are chapters of our book.

leo: oh your book is on here too?

pat mcgee: yeah, yeah.

leo: that's convenient.

pat mcgee: yes.

leo: can you buy the book on x in, in xna form or?

pat mcgee: well it's, it's all about xna and um --

leo: you tell me where you want to go. i think mine's working better than yours.

pat mcgee: oh there we go, there we go. [leo laughing]

pat mcgee: yeah better.

leo: all right let's play it.

pat mcgee: all right good stuff. [both talking at once]

leo: you were strong in there. no wonder i'm beating you at the game.

pat mcgee: yeah.

leo: your, your joystick doesn't work very well -- [both talking at once]

leo: that was it.

pat mcgee: yeah.

leo: so this game is something you wrote in how long? how long did it take you to put together?

pat mcgee: um about 20 hours.

leo: okay.

pat mcgee: yeah.

leo: you obviously have to create these pieces right?

pat mcgee: that's correct. that's correct. i did the models in milkshape and --

leo: and we're walking i'm on the left, you're on the right?

pat mcgee: right.

leo: oh there you are. so am i gonna shoot you? what am i doing?

pat mcgee: yeah that's right.

leo: i'm gonna shoot.

pat mcgee: and i'm gonna shoot you too.

leo: no don't shoot at me that's mean. how, how do i shoot?

pat mcgee: ah --

leo: he's not telling me! oh okay right, all right there we go.

pat mcgee: all right good, sink or swim. [leo laughing]

leo: ah this is fun. you know what's interesting it's very smooth and fluid. um it's, it's extremely simple. you is it hard for instance to write the controller code and all that or is that kind of given to you as a library?

pat mcgee: it's given to you as a library. microsoft has really made it easy and it's amazing how fast you can develop games for it.

leo: yeah 20 hours. i mean how much of that is designing the models and how much is coding?

pat mcgee: um i didn't spend too much time on the models as you can see. actually there's a quake model

up on the roof there that someone else developed.

leo: this must be, this must be fun for the kids in your classes to do because they get instant feedback. now he's whooping me.

pat mcgee: it is.

leo: now he's whooping me.

pat mcgee: it is and it's, it's fun for me too as an instructor. its fun talking --

leo: yeah cause you get instant, instant all right i'm gonna let you beat me here. but we get the idea.

pat mcgee: yeah.

leo: so that's very cool. so how, how big is something is a game like that? i mean how many lines of code? is that a huge thing or is a, a lot of this provided for you? i guess is what i'm getting at is does xna do a lot of work for you?

pat mcgee: xna does a lot of the work for you. but um i don't know maybe 3, 33,000 lines of code you need.

leo: oh that's quite a bit.

pat mcgee: yeah.

leo: yeah. yeah.

pat mcgee: yeah.

leo: that's quite a bit. well let's can you show me just a little bit of the logic just so i can see? i'm, i'm familiar with c and it looks like pretty much like c plus, plus or c it's c sharp which is very similar.

pat mcgee: sure.

leo: do you need to know object orient programming first? i mean would your, do your students have a prerequisite of knowing c or object orient programming?

pat mcgee: no as long as they know how to write an fl statement and a four loop --

leo: mmm-hmm.

pat mcgee: you can still write very basic code, procedural or it can be object oriented. but the framework is there for you to design the game you want. so you don't need a lot of prerequisites.

leo: oh cool.

pat mcgee: yeah, so.

leo: can they get this where do they get it? do they go to microsoft.com or?

pat mcgee: well for the book or --

leo: well the book i, i yes. [both talking at once]

leo: but first off how do you get xna?

pat mcgee: sure.

leo: or does it come with the book?

pat mcgee: um well microsoft you can get it from microsoft's website. it's on your --

leo: okay.

pat mcgee: on your leo, leo laporte.

leo: okay. we've got a link on lab with leo?

pat mcgee: yeah.

leo: yeah. and the book is available at better bookstores everywhere right?

pat mcgee: that's right.

leo: that's what we said.

pat mcgee: yeah that's right.

leo: amazon.ca.

pat mcgee: yeah.

leo: all the usual places.

pat mcgee: that's correct.

leo: its called "microsoft's xna game studio creator's guide".

pat mcgee: yeah.

leo: pat mcgee is one of the authors and you can find it online or just go to our website. we've got a link to that and where you can download xna for yourself and start programming. [pop captions up]

pat mcgee: -- yeah.

leo: at um labwithleo.com. thank you pat.

pat mcgee: good thank you.

leo: coming up in just a little bit --

pat mcgee: thank you.

leo: we've got more of your calls and some great guests including dr. tiki. but first let's get a closeup at something you'd find around the lab. what the tech is this? wow man that's a puzzle. i'll tell you what think about it. take a look at it. we'll zoom out and find out when "the lab" continues. [music] [pop captions down] [commercial break] [music] [pop captions up]

leo: welcome back to "the lab". before the break we showed you this closeup of something. it's available for sale in europe. i know that much. i have no idea what that is. what is it? oh it's a kensington travel plug adaptor but of course.

sean carruthers: yeah. [laughs] [pop captions down]

leo: that's sean carruthers. he's a devilish dude. he does those macro closeups and they're really a lot of fun. i really enjoy playing that game. thank you sean. now let's get another caller on the air. kate abraham has somebody lined up for us i see.

kate: i do. i have derek from the very cool sounding winkler --

leo: winkler.

kate: in manitoba.

leo: henry winkler.

kate: henry winkler.

leo: he was the fonz.

kate: he was the fonz.

leo: that's why ey. what's his name again derek?

kate: it's derek.

leo: hey derek. [pop captions up]

derek: hi leo.

leo: how are you?

derek: i'm doing pretty good.

leo: welcome to the show. what can i do for you today?

derek: um i'm having a few issues with my linux on my computer here. um well every time i've got it i start it up and my framerate drops to pretty much nothing --

leo: that's not good.

derek: like it's, it's the whole system still runs. but it's as if it has a framerate of probably about an eighth of a frame per second. [pop captions down]

leo: when you say framerate what, what makes you think the framerate is so slow?

derek: i can still move my mouse and if i wait long enough i can see that it moves to that spot.

leo: oh okay. so the mouse you'll move it nothing will happen and then all of a sudden it'll get over there?

derek: yeah.

leo: or you'll watch it move in slow motion?

derek: ah it'll just appear and then it's --

leo: yeah that happens with windows too where the computer gets busy and it kind of ignores for you a while and then it does something. then it kind of ignores you for a while and then it does something.

derek: yeah.

leo: ah typing probably is the same kind of thing right?

derek: yeah.

leo: all right. um you know it's impossible for me to say exactly what's wrong. but i'll show you how you

can try to figure out what's wrong. now i'm not running linux here. i'm running os10 but it's got the terminal. it's very similar. in fact it's a unix, bsd unix but below the hood.

derek: okay.

leo: so you're gonna use the same terminal command on linux. so open a terminal window and the command you want is --

derek: i can't run linux either right now because it's not working properly.

leo: it's too slow? [both talking at once]

leo: well this is how you figure out what's going on with it. you type top. what top does will show you all the processes that are running and how much cpu time they're using. you see top itself is using 20% of my cpu right now. but you, you can figure out what's using your computer right now. how what's keeping it busy. now i suspect that that's what's going on is that i mean i can't guarantee that that's what's going on. but if all of a sudden the computer stops paying attention to you then it does, then it doesn't anymore then it does it's likely that something else is eating up those cpu cycles. so top is the command.

derek: yeah.

leo: did you erase the drive already or?

derek: i've tried reinstalling. i've tried making a new partition and nothing's ever fixed it.

leo: yeah it's something --

derek: -- happen on the login screen. [pop captions up]

leo: ah you can't even well eventually you could log in it's just you'd have to be very patient right?

derek: yeah.

leo: yeah. well boy that's, that's a puzzlement. i don't know. it sounds like it might be a bad driver. [pop captions down]

leo: what, what version of linux are you using?

derek: ah the ubuntu one.

leo: ubuntu 704, the latest feisty fawn?

derek: feisty yeah.

leo: ah you know and, and the hardware that you're running it on. is it pretty typical hardware? is it recent, late model?

derek: ah well overall i think my computer is fairly recent.

leo: and how much ram does it, does it have?

derek: ah about a gig and a half.

leo: oh it's got a lot.

derek: yeah.

leo: does it run windows okay? it runs other operating systems okay?

derek: yeah.

leo: yeah?

derek: i'm running on windows fine right now.

leo: it sounds to me like there is some incapability with ubuntu and your computer. the other thing you could try is try another linux. a lot of time --

derek: i think it might be some hardware problems.

leo: it could be a hardware problem. i mean windows isn't you know for some reason banging on that particular hardware. it's most likely a driver that's an issue, something like that. i mean if it's a default install of ubuntu right off the cd. does it happen here, here's a question. does it happen when you run ubuntu from the cd not from the hard drive?

derek: from the live cd? [pop captions up]

leo: yeah.

derek: no it doesn't.

leo: ah that's interesting.

derek: it runs fine from that.

leo: it runs fine from the live cd?

derek: yeah. [pop captions down]

leo: it's only when you install it? that sounds like it's a disk problem. ah that's very interesting so cause it's not gonna be something that ubuntu's running cause it's all running right now in the background. so if you have a live cd you press install and you install it and then it starts to slow down like that almost certainly is a hard drive error. and i'm not sure why it's not showing up in windows. possibly because windows just isn't accessing whatever area of, error of the, area of the hard drive is in trouble. if your hard drive is getting hard to read and linux happens to use that part of the hard drive what it's doing is it's, it's asking for the data again and again and again. the drive's checking and checking and checking it. finally getting that data. then the next time you want it, it checks, it checks, it checks. i think this is almost certainly since it's running fine as a live cd it's almost certainly a hard drive problem. so what you want to do is you know something like spinrite. run it on the drive. it might take overnight and really bang on that drive and see. but obviously there's something wrong with the hard drive that's in an area that linux uses but windows does not use.

derek: all right.

leo: i think that's almost certainly what's wrong. the, the final clue is that linux is that ubuntu runs fine as long as it's not installed on the hard drive.

derek: yeah.

leo: as soon as you install it on the hard drive it, it be so slow. and that's clearly what's the difference, the hard drive okay?

derek: all right.

leo: so derek you need a, a drive checking program. really the only one that's any good in my opinion for this kind of thing is spinrite. it's from grc.com. it's our friend steve gibson. it's not cheap. it's like 80 bucks. so you may not you know you can get a new drive for that price. so you may decide you don't want to, to buy it.

derek: yeah. [pop captions up]

leo: i, i use it because i do i work with drives enough that this comes up enough. that's pretty certainly what's wrong with it. if you could bring it to a shop where they have spinrite that's another place you could try it or just get a new drive.

derek: all right.

leo: all right derek. hey thanks for the call. i appreciate it. [pop captions down]

leo: that's how it works with troubleshooting. you kind of eliminate possibilities till you narrow in on it and it's fun, kind of like detective work. well you know you just it's logic. you add up all the clues until it all makes sense. all right coming up in just a bit alex oliver is gonna tell us is gonna show us some really fun stuff. [pop captions up]

leo: it's a free program from google called sketchup. it works with google earth to do some amazing things. we'll show you when "the lab" continues in just a bit. but right now it's time for our quick quiz question of the day. are you ready? here we go. youtube recently was sold. was it to -- [blank for boards]

leo: ytic.com? hmm i don't know do you? we'll talk about it when "the lab" continues. [music] [pop captions down] [commercial break] [music]

leo: welcome back to "the lab with leo". we are gonna talk a little bit about sketchup. a free program from google and how you can integrate it with another free program from google, google earth. with us right now alex oliver, he's the ceo and founder of a design firm called eglo, igloo studios and also does training in these subjects with his company school.

alex oliver: that's right.

leo: and i have your school dvd and it's a great way to learn this stuff.

alex oliver: yeah. [pop captions up]

alex oliver: we created the dvd just to make it simple for people to learn how to use sketchup.

leo: it turns out this is the kind of thing you can't read in a book. [pop captions down]

leo: you got to watch somebody do it and a dvd is really the best way to do it.

alex oliver: i think it's easier to learn when you can see it.

leo: absolutely, absolutely. so we've kind of covered this a little bit but just to recap, google sketchup is a free program. it's, it's a 3d modelling program.

alex oliver: right so it's a 3 --

leo: there's a payed version too.

alex oliver: right. the free program you can just download it, get going.

leo: yeah.

alex oliver: and it's very easy to use with the simple tools that are in there.

leo: right.

alex oliver: so you can create whatever little creation you want in just a few seconds. and then you can get more complex stuff with a little bit of time. it's actually very robust so.

leo: and, and of course once you've done it the next question is well now what do i do with it? and that's where google earth kind of makes this fun.

alex oliver: right and google also owns google earth so they implemented the both programs the interactivity between the two. so you can create a building and then stick it onto google earth and you can view it locally, send it to a friend or when you're building's good enough google will actually put it on google earth for everybody else to take a look at.

leo: there's quite a few on there now.

alex oliver: yeah.

leo: yeah.

alex oliver: they're getting a big community of people creating now.

leo: yeah. show us how this works.

alex oliver: okay so if you have google earth, which again is free and you can type in how to search or you can search for like los angeles for instance.

leo: right and you just go right there.

alex oliver: so when you zoom on into los angeles, i have it preloaded here just so that we can zoom in and it's kind of cool. [pop captions up]

alex oliver: a lot of people that have opened up google earth see this animation. they see how things you can play around. [both talking at once]

leo: this is where, this is where you get excited right there.

alex oliver: yeah.

leo: you go wow we're zooming into l.a.

alex oliver: just diving in.

leo: and now it's downloading this data from the internet so it does it's a little blurry right now. [pop captions down]

leo: and as it time goes by it gets it builds the image. but --

alex oliver: yeah exactly. and the way that it works is that it'll just kind of tile in those images.

leo: right.

alex oliver: but what you're seeing also is that turned on down in the layers palette there's a 3d buildings checkbox. and that 3d buildings checkbox is something that google is sending to us over their servers. and so you'll see that as the satellite images come in --

leo: oh my god.

alex oliver: you actually have 3d buildings. now --

leo: so is, is this typical if you turn this on in a lot of big cities you'll see a lot of predesigned buildings?

alex oliver: yeah a lot of the big cities google is already sending you some of these buildings. now in the upper right hand corner of the screen there's some navigation that just allows you to tilt the view so we can actually see that these are some 3d buildings.

leo: oh wow that's cool!

alex oliver: and in los angeles these buildings are not only created in sketchup but they're photo textured.

so somebody took a photo of this side of the building and mapped it right onto the side of this --

leo: and we're going to show you how you can do the same thing.

alex oliver: exactly. so let's just say that i wanted to fill in one of these missing buildings here.

leo: the last time we did this i noticed you picked l.a. this time. you picked new york last time and, and both of us i should have known better thought you were doing the museum was it the museum of modern art we were doing in there?

alex oliver: we actually set it correctly the first time and then they put the big moma on the bottom, but it was the met.

leo: it wasn't our fault.

alex oliver: it was the met. it wasn't our fault.

leo: we meant met they put moma. they put it on there okay good.

alex oliver: so --

leo: well we won't make that mistake now. we know l.a. okay.

alex oliver: so you navigate to some place that you want in google and that's about all you can do. then you switch over to sketchup. so i have sketchup opened already and sketchup just starts with this white palette that you can model in.

leo: this is where people often get scared and that's why you should get the school dvd. [laughs]

alex oliver: yes.

leo: because what do i do now?

alex oliver: well because it's owned by google they've made it very simple and they say get current view. it's a nice little button here that you click.

leo: oh it actually starts importing earth. [both talking at once]

alex oliver: yeah.

leo: okay.

alex oliver: it'll start importing the satellite image right in as it plays school.

leo: oh that's very cool. oh that's very cool.

alex oliver: now it actually it shouldn't take very long. [pop captions up]

alex oliver: it starts out a little slow but it should cruise right on in.

leo: it's crunching through this data.

alex oliver: crunching through yeah.

leo: and the reason it takes so long to download it's a lot of data.

alex oliver: yeah.

leo: i mean when you zoom in you're seeing a lot of detail here.

alex oliver: yeah and you'll see that you get the same image and it's actually you can navigate around it --

leo: we've lost the other 3d buildings at this point yes?

alex oliver: yes. they don't bring in the other 3d buildings.

leo: okay.

alex oliver: so it's very simple in sketchup. [pop captions down]

alex oliver: it comes with a lot of very easy to use tools. all i'm doing is resetting the axis first. now with a simple tool like the rectangle tool i can draw over the footprint of this building then orbit into 3d and take something like the push pull tool. and in just a second i've got --

leo: whoa that was easy. [laughs]

alex oliver: a building shape.

leo: okay.

alex oliver: now let's just say i had all the building textures here, the photomatch on the side i can then as easily as i did that let's just that's the building we can click place model. it'll jump back into google earth and we'll see that we were missing that building and it'll pop up here as a white box in just a second.

leo: now it's there. look at that.

alex oliver: so it's really pretty simple to get started and, and do that. now i want to show you back in

sketchup though you can create something a lot better than a white box.

leo: yeah i mean that's a very easy building because it's just a white box. but most buildings are more complex than that.

alex oliver: yeah so we actually will create a lot of buildings as well beyond kind of teaching this we'll create some stuff for clients who want more complex buildings. so what i'm doing now is loading up the home depot centre. it's another building in los angeles. i'm loading it up in sketchup. it's gonna take it just a second to have that file switch over. but what we did for that is david beckham plays now for the los angeles galaxy.

leo: right.

alex oliver: so as a promotion they built the whole thing out in 3d. we took pictures of every billboard and as you --

leo: and you put david beckham on it.

alex oliver: we haven't put david beckham on there.

leo: okay. [laughs]

alex oliver: we need to shoot him on green screen running around. that'd be good.

leo: can you, can you do animations on this as well or no?

alex oliver: in both programs you can't currently do any sort of animation. but you can take them out create animations. [pop captions up]

leo: right.

alex oliver: there's, there's the ability to do that.

leo: right.

alex oliver: so here we are back in sketchup and we've created the home depot centre which when i orbit and zoom out i can -- [pop captions down]

leo: oh see that's a lot more than a rectangle.

alex oliver: yeah you'll see that's a lot more than a rectangle.

leo: wow it looks good.

alex oliver: and you're actually able to take the photographs of david himself.

leo: there he is.

alex oliver: and put them on the side.

leo: wow.

alex oliver: but what's great about this building is it really doesn't take that long to make, even something like this in sketchup. this is about a day's worth of work not the photo part.

leo: right.

alex oliver: but just the building part so long as you just use these simple tools in sketchup.

leo: that's really, really cool.

alex oliver: and you can jump back over and you -- [both talking at once]

leo: now what, what is home depot's interest in doing that? i mean do they distribute it or do they just put it on the map or?

alex oliver: home depot didn't ask us to do this one in particular.

leo: mmm-hmm.

alex oliver: this one in particular we can't say the client --

leo: yeah.

alex oliver: because you know we're under that sort of agreement. but they all they wanted to do was have something fun to kind of track what david beckham was doing.

leo: and have it on google earth?

alex oliver: yeah have it on google earth. so i preloaded it onto google earth here, if i just click on the home depot centre we'll fly away from los angeles and to it in google earth. the idea in google earth is there's little information tags that you can click on that will give you extra information about the building.

leo: ah okay.

alex oliver: or maybe the story of the, of the -- of that. [both talking at once]

leo: so they wanted a richer presentation when you clicked on that home depot centre.

alex oliver: yeah. it's kind of an interactive presentation in google earth.

leo: that makes, that makes sense.

alex oliver: and so we'll fly over there.

leo: now people do stuff with google sketchup and as you can see it's, it's fairly easy to do. can they, are there other programs they can export to or become a use this as part of? for instance something like second life, is, is it good for anything else?

alex oliver: yeah and a lot of people have been writing these plugins for things like second life or sketchup. [pop captions up]

alex oliver: it also works with maya the high end 3d program.

leo: mmm-hmm.

alex oliver: studio max, architects love it because it works with autocad they can bring it in and out.

leo: it's very architectural too yeah. it's a natural.

alex oliver: it, it started as, as that kind of a tool.

leo: right.

alex oliver: and it's evolved into game designers use it before --

leo: wow.

alex oliver: just in the, in the early stages of design. [pop captions down]

leo: it's a sketch.

alex oliver: right.

leo: it's a sketch.

alex oliver: right and i think a lot of people worry you know that it's not a robust enough tool. and what we can see is you can create some pretty exciting stuff. but it's great for those design phases when you're still trying to hash out the --

leo: no kidding, no kidding.

alex oliver: the home depot centre will load up and google streams these images in little by little but.

leo: if people go to l.a. on google earth and go to the home depot centre will they see this model? is that now part of the google collection?

alex oliver: not yet.

leo: not yet.

alex oliver: but it's going to be soon. this is kind of a sneak preview of this one.

leo: by the, by the time you see the show it might be. alex oliver is the founder and ceo of school, where you can learn all about google earth sketchup and google earth. are you doing other titles as well or?

alex oliver: yeah we do the sketchup stuff and we're about to start doing a google earth show by the time this --

leo: oh that's neat.

alex oliver: everybody sees this.

leo: that's great. what's the website address?

alex oliver: the website is go-dash-2-school.com.

leo: just like that. you'll see it on the screen. [blank for boards]

leo: it's magic. thank you so much for joining us alex.

alex oliver: thank you.

leo: we'll see you, we'll see you again real soon. ah more of your calls coming up as "the lab with leo" continues. stay right here. [music]

ten, nine, eight, black, seven, six, five, four, three, two, one. [music] [pop captions down] [commercial break] [music]

leo: welcome back to "the lab with leo". let's get another call in here. dr. tiki coming up in just a little bit. but first kate abraham who do you have on?

kate: we are heading all the way to western australia --

leo: oh cool.

kate: and we have david from perth.

leo: david from perth?

kate: yes. [pop captions up]

leo: hello david. how are you?

david: i'm fine leo and yourself?

leo: i'm wonderful. welcome to the show. we're so glad to have you on.

david: well thank you it's great to be here, great to be here. i have seen you and listen to you all the time and all very punched up that you do.

leo: oh thank you.

david: i'm really a --

leo: that's wonderful. [pop captions down]

leo: so what can i do for you today?

david: well i've kind of got an issue with windows home -- vista home -- on a laptop which i purchased recently.

leo: mmm-hmm.

david: the thing that i've noticed that it's doing if i allow the laptop to either hibernate or sleep when i, when it wakes from that state all the icons on the screen will be refiled and shuffled around and often then again i can put them back the way i will. now i've checked the feed and as far as i can see um i don't know all that much about getting under the, under the bottom of vista. but as far as i can see um it's set for -- 60 rather than 120.

leo: ah.

david: but it just re, just reshuffles everything.

leo: yeah that's, that would be my, my first instinct would be that you know when it, when it hibernates or sleeps it briefly displays a, a screen saying you know saving. ah sleeping i don't know if it does that. it does that with hibernating and i'm thinking that the resolution of that screen is different from the resolution of your computer screen. so what happens is windows resizes the screen displays this message and you know when windows resizes the screen it rearranges the icons and then it wakes up and everything's been rearranged.

david: yeah.

leo: it's back to the old resolution so everything looks funny again. so i think that, that, i think when you say dpi --

david: well but --

leo: you're kind of in the right ballpark. [pop captions up]

leo: you might want to did you internally change the dpi?

david: there's only well from what i can see there's only two settings. [pop captions down]

david: it's either 96 or 120.

leo: there's actually a manuals there, you can actually set it manually i believe. unfortunately let's see here, adjust font size dpi. oh yeah it looks like there are two choices aren't they? and oh no then you can click custom. there it is. then you can go to a custom dpi, which gives you actually any choice. you know you, you can, you can do this. you can make it big. dpi is the number of dots prints on the screen. [both talking at once]

leo: so what i would suggest --

david: -- i'm getting a little bit of a -- nothing useful happens on the front at all.

leo: yeah. i'm thinking that there's a couple of things to look at. first of all i would make sure that you have the display settings correctly set for your native display, for the native resolution of your laptop display. um so you know in all lcd displays have a native resolution. you know a one to one ratio between the number of pixels on the screen and the number of pixels in the resolution. so that you know when you turn on a

pixel it turns on one and only one pixel. it doesn't turn on one and a half or three-quarters. um you'll always get a much better display on a lcd if you operate the native resolutions. so you might want to check your computer manual and see what the native resolution is and make sure you're operating in the native resolution. the other thing you might want to do is make sure you've got the proper monitor set. now this is an old problem with windows. but it seems, seems to have you know returned with xp which is that it would sometimes incorrectly detect a monitor type. and i have a generic non-plug and play monitor. i don't know why it thinks that's what in there. but you might want to go in and make sure you have the right monitor set. and then finally i think, i think you hit the nail on the head when you said dpi. if you go to the you know right click on the desktop and select, select personalize you'll see on the left here among your tasks change the dpi. this is something that's changed considerably in vista. in windows xp you did only have those two settings. in, in vista you have more settings. you have an infinite number of settings and frankly um the ah, the it does a better job of it. it really makes it look a lot better. now the question is what dpi should you use? well i would select the, the slider that says 100% of normal size and, and make sure that, that's and on my system it's 96 pixels per inch. but that may vary on your system. so make sure you select 100% of normal size. that's in the custom dpi and i would stick with that.

david: okay.

leo: i think if you're using the default resolution for your monitor, the default dpi and you're using the proper monitor it shouldn't do that. does windows do stuff like that anyway? you betcha. you betcha. so i mean i that's what i would know to do. sean have you seen i mean i remember xp used to do this all the time. it would move, it would randomly move icons around, rearrange. you know my quicks, my quick launch bar would get sorted for absolutely no apparent reason. i'd get everything just the way i like it and all of a sudden it goes nah i think i'm gonna put it this way.

sean carruthers: yeah.

leo: and there seems to be no rhyme or reason.

sean carruthers: no there was once i think for sure that it would auto arrange things and you can turn that off but - -

leo: that's a setting right.

sean carruthers: yeah there's a setting but other times it'll just throw things around at random and i have no clue why.

leo: you'd think that, that would be one of the things they'd fix in vista cause it's a, it's a, it's a very common annoyance in windows xp. but maybe they have. so all i can say is try those things and if it still happens welcome to the wacky world of windows. i'm glad you're listening and watching in perth. it's wonderful. keep listening to the podcast. keep watching the tv show. we really appreciate our audience especially in western australia and one of these days i hope to get out your way. thanks a lot, take care. now let's walk on over here --

ryan yewell: hey leo.

leo: it's not a walk about exactly.

ryan yewell: no.

leo: it's a short, little shuffle.

ryan yewell: it's a journey to yewell's jewels.

leo: a journey to yewell's jewels. but you know what? this is gonna be a fun one. i want to do this. this is ryan's gonna show you how you can crossword puzzles in windows. [pop captions up]

ryan yewell: yeah so the wacky world of windows has some good points and one of them eclipsecrossword.

leo: eclipse.

ryan yewell: eclipsecrossword and they make it one word cause it's just like a crossword. [pop captions down]

ryan yewell: and so what you do its super simple. i'll just show you the most important step. let's put the word yewells in there and let's make the clue for that underscore jewels and let's just add that word. and you

just keep adding words and adding words. [pop captions up]

ryan yewell: you give the clue. you give the word.

leo: why did you underscore? was that to say --

ryan yewell: sean tells me that's the official way to show that there's a word before it.

leo: oh.

ryan yewell: so, so --

leo: blank jewels.

ryan yewell: yeah blank jewels.

leo: i get it. i get it.

ryan yewell: so, so you just keep adding words you read it and you need at least two of course. and it's really easy, you just hit next, next, next and of course you can print it out when it's done. [pop captions down]

ryan yewell: or what i think's really cool it actually will create an html with javascript and --

leo: this is really neat. so you could put this on a website.

ryan yewell: exactly.

leo: they don't need any particular software.

ryan yewell: so let's click on this one and it says host three letters.

leo: oh leo.

ryan yewell: i'll check it out. leo so let's go okay.

leo: okay.

ryan yewell: possible. and let's check puzzle and it says no errors were found. so we know that that's right you know.

leo: wow this is pretty slick.

ryan yewell: you click on --

leo: this is done in javascript?

ryan yewell: yeah and if we put too few it'll say no you need more letters or if you hit solve it tells you that's glenn and it's all just, so you can make --

leo: wow.

ryan yewell: your own cross, crossword.

leo: you know who love this? is teachers often use crossword puzzles --

ryan yewell: yeah.

leo: as a way to get kids to learn vocabulary.

ryan yewell: yeah and you just it's an html so you can email it to somebody. if they've got javascript they can use it.

leo: and it's free.

ryan yewell: it's free. it's absolutely free.

leo: eclipsecrossword.

ryan yewell: yeah.

leo: and we have a link on our -- [pop captions up]

ryan yewell: website. [blank for boards]

ryan yewell: the last i checked.

leo: i think it's still the same.

ryan yewell: yeah i think.

leo: i hope it hasn't changed.

ryan yewell: okay.

leo: and look under yewell's jewels there's lots of great programs there.

ryan yewell: yes lots.

leo: thank you ryan.

ryan yewell: more to come.

leo: more to come in just a bit. in fact dr. tiki is here. jeff macpherson, i just love tiki bar tv. if you've never seen it it's one of my favourite video podcasts. jeff's gonna show us how he gives it that distressed look. [laughs]

leo: a distressing segment coming up in just a bit. but right now more one chance to take our quick quiz question of the day. here you go. [blank for boards]

leo: it just got sold you know for what was it? 1.6 billion dollars! was it -- [blank for boards]

leo: that made the purchase? well stick around. we'll find out as "the lab" continues. [music] [pop captions down] [commercial break] [pop captions up] [music]

leo: dr. tiki. [laughs]

leo: welcome back to "the lab with leo". before the break we asked you - - [blank for boards]

leo: well just a couple of months ago youtube was sold for 1.6 billion dollars to google. [pop captions down]

leo: they certainly got the deep pockets to buy youtube and i hope they do something good with it. now ladies and gentlemen speaking of youtube, speaking of internet video stars my goodness look who's here. he's the elvis of internet video. its dr. tiki better known actually you're better known as dr. tiki -- [both talking at once]

jeff macpherson: actually yeah, yeah.

leo: lesser known as jeff macpherson who is the host, producer and editor of tiki bar tv, tikibartv.com.

jeff macpherson: that's right.

leo: which is a great video podcast, my favourite. i really love it. i enjoy it. maybe because it doesn't come out all that often. it takes about a month to get a tiki bar out right?

jeff macpherson: yeah it seems to take about that. [pop captions up]

jeff macpherson: we're working on getting it out which we've been saying for the last two years right. we'll get it out soon.

leo: it's only five minutes long.

jeff macpherson: yeah.

leo: how come it takes so long to get out? [pop captions down]

jeff macpherson: well you know i think every time it comes close to getting done quickly we look at it and say well me, mostly me i look at it and say okay well what can i do to make it different?

leo: you're a perfectionist. you just want to make it just a little bit better.

jeff macpherson: you're right. and one of the problems is we have so few people. there's usually like you know two of us working on it.

leo: right.

jeff macpherson: ah when, when you start obsessing over something you know it's your pet project you can just take forever.

leo: that's what happens though i think with, with computers. the same thing happens with writers and word processing and artists with photoshop is that you, you can continue to mess with it and continue. at some point you just have to say okay it's going out the door. i'm sure it's painful.

jeff macpherson: absolutely. yeah i think that's true for all, for all artists and, and craftspeople.

leo: yeah, yeah.

jeff macpherson: you just have to have it --

leo: but this makes it even easier to mess with. so you do all of your editing on tiki bar in finalcut pro?

jeff macpherson: yeah that's right yeah.

leo: okay. and do you it has a unique look. what are you doing to give it that kind of unique look?

jeff macpherson: well i think as we mentioned on the other show we do some really extreme colour correction or colour timing --

leo: right.

jeff macpherson: as they call it or i think now that it's on digital we just call it colouring.

leo: right.

jeff macpherson: and, and that's just adjusting the colours and contrast.

leo: you make them vivid and bright and hot.

jeff macpherson: yeah to make em vivid and give them some kind of personality as opposed to just realistic.

leo: right.

jeff macpherson: and we use various plugins for that.

leo: okay.

jeff macpherson: and lately what i've come here to talk to you today about is film damage or how to make your film look like it's old, it's abused and ah -- [pop captions up]

leo: which is funny cause you're shooting this on high quality digital video cameras that give you a perfect image and the very first thing you do is you muck it up.

jeff macpherson: i muck it up because its, its funny. i actually see --

leo: it is funny.

jeff macpherson: sort of mini punchlines in some of the things that i'm doing.

leo: oh really?

jeff macpherson: absolutely, well absolutely. just how can i wreck this image in a really creative way so that the audience is you know amused? [pop captions down]

leo: right.

jeff macpherson: amused by it.

leo: well for one thing it refers back to old video. the kinds of film we might have seen in school and so forth.

jeff macpherson: sure, definitely.

leo: this is a recent episode. i love this episode the bunny, bunny episode.

jeff macpherson: yeah this is --

leo: by the way immediately you'll see the colouring. you see how strong that colour is. um but also there's the damage, those lines, those dots.

jeff macpherson: yeah. not every episode is this damaged. but this is actually downloaded off archive.org. it's public domain footage that black and white stuff you just saw.

leo: that's amazing.

jeff macpherson: and so we've got some illustrations from friends. that's an illustration. we've got some live action footage.

leo: look you've even got a hare in the cape.

jeff macpherson: yeah.

leo: but that's not real though, right? [both talking at once]

jeff macpherson: that's real, that's --

leo: that's all, that's all done digitally.

jeff macpherson: that's all fake and also this colouring, which is a free download. all this stuff that you see here i'm gonna show you how to do it and how to get these plugins for free.

leo: cause normally they're hundreds of dollars, very expensive.

jeff macpherson: yeah some of them are 500, 700 bucks.

leo: magicbullet the one you use is like how much?

jeff macpherson: yeah i think it's --

leo: a thousand? it's very expensive.

jeff macpherson: it depends. it's got various, you know various different sizes of -- [both talking at once]

leo: but this stuff is free stuff?

jeff macpherson: this stuff that i'm using here all this stuff is free yeah.

leo: you were saying that you needed, you had a project you had to do. you were on the road. you didn't have access to your tools.

jeff macpherson: it was, it was actually this one.

leo: ah.

jeff macpherson: normally i would use magicbullet cause that's the software that i own.

leo: right.

jeff macpherson: but i was on the road and i couldn't get my actual license version, here --

leo: right.

jeff macpherson: i had the show all edited. but i knew that i wanted to create a very aged look to it. so i started scrounging around on the web and i found some really tasty goodies.

leo: oh let's see, let's see.

jeff macpherson: and let's have a look at those right now while we're ah, while we're ah buying time i will fire up finalcut pro.

leo: ladies and gentlemen finalcut pro. are you gonna upgrade to the other one finalcut studio 2?

jeff macpherson: yeah, yeah, yeah i will.

leo: yeah it's worth it for you probably.

jeff macpherson: yeah it's worth it.

leo: yeah.

jeff macpherson: um so the first thing you want to do is start with progressive footage. [pop captions up]

jeff macpherson: if you don't know the difference between interlace and progressive footage you know i was gonna get into that but i decided not to so. [leo laughing]

leo: it's higher quality.

jeff macpherson: you can google it. yeah it's higher quality and its closer to what film is.

leo: right.

jeff macpherson: you see interlace is essentially --

leo: nah, nah, nah, nah, nah.

jeff macpherson: forget it.

leo: yeah.

jeff macpherson: so here's some footage of alex holbrook from big nation of fame -- [pop captions down]

leo: now this is unprocessed. you can see how good it looks.

jeff macpherson: yeah it's still, it's still pretty rich.

leo: it doesn't look like a tiki bar production.

jeff macpherson: this is a rich, pretty rich coloured monitor here tv.

leo: right.

jeff macpherson: but we'll just run that and you can see that the camera and this is actually an outtake so the camera operating is already rough, which helps for our look.

leo: you actually want that.

jeff macpherson: yeah i actually want that.

leo: that handheld look.

jeff macpherson: yeah.

leo: yeah.

jeff macpherson: and then what i've done is these there we go.

leo: oh look at that. [both talking at once]

jeff macpherson: where did that go? where did that go?

leo: -- that past scene right there.

jeff macpherson: where did that go?

leo: that was good. i don't know. that was good.

jeff macpherson: there, there she is. so now i've thrown on this free downloadable clip, free downloadable plugin called aged film le by a company cgm. so cgm's aged film le -- [both talking at once]

leo: now do you give it parameters like how old do you want the film to be?

jeff macpherson: yeah, we'll, we'll -- [pop captions up]

leo: you can say i want it to be 100 years old?

jeff macpherson: right off the bat this looks too old to me.

leo: too --

jeff macpherson: that looks like 100 years old.

leo: you didn't want it so grainy and messed up.

jeff macpherson: yeah so looking at the default right here --

leo: oh look at all the settings. [pop captions down]

jeff macpherson: this is which one's the default?

leo: so there's grainy.

jeff macpherson: this is the default right here.

leo: yeah that's too old. its sepia toned, its green --

jeff macpherson: it's too old.

leo: yeah.

jeff macpherson: yeah so it doesn't work for tiki bar. so then what i'll do i'll show you how i adjust it. i have less grain over the bright areas. i have removed the brown tint which makes it look it's 1918.

leo: yeah.

jeff macpherson: and by then i want to have my special brand tiki bar colour. so just prior to that and the order in which these things show up is important.

leo: so these are, so these are all the plugins you're applying to this particular clip?

jeff macpherson: yeah.

leo: right.

jeff macpherson: well all of them, well no you'll see which ones i use. the first, the first thing -- [both talking at once]

jeff macpherson: you do is this is called two strip technicolour.

leo: it gives it that grindhouse look.

jeff macpherson: yeah this is apparently three strip technicolour, three strip technicolour was probably in hollywood up until 1952.

leo: uh-huh.

jeff macpherson: and i know this because i just did a wikipedia look for it. [leo laughing]

jeff macpherson: and there was only one feature film done with it. but for our purposes it's pretty cool. [pop captions up]

jeff macpherson: if you actually look at it it's only two colours and this reminds me of sort of those early hawaiian postcards. [pop captions down]

leo: very much so, yeah, yeah.

jeff macpherson: so i --

leo: you know what i find funny, i mean you're a comic.

jeff macpherson: yeah.

leo: and you're a comic actor but you're also using this medium to express comedy in ways that's very interesting. it's very interesting.

jeff macpherson: it well yeah i guess its kind of fun. i am, i am continuing to try and sort of perform with --

leo: yeah the performance continues with, performing with plugins next on "the lab with leo". that's really cool.

jeff macpherson: i'm adding vignetting which is, a vignette which is also in here. [both talking at once]

leo: okay so that's the black, we lost it here.

jeff macpherson: oh have we lost video?

leo: but we can see it on the screen.

jeff macpherson: okay.

leo: the black, it's like these black and that's just to make it so it doesn't look so much like it's a real spot right?

jeff macpherson: yeah there's some reason about that yeah. you, you can use it for a few different reasons. it makes it feels cozier first of all.

leo: right, right.

jeff macpherson: but it also to me does appear more like aged film.

leo: it cleans it up, yeah.

jeff macpherson: so among the other things that i've done you can see their settings within our cgm aged film that allow for grain and scratches. um looking along the timeline here i've actually zoomed in about 130% so we're getting some pixelation but i think that's --

leo: you wanted that.

jeff macpherson: well hidden by --

leo: mmm-hmm.

jeff macpherson: by the additional grain.

leo: right.

jeff macpherson: i've left gaps of black which is quite simple. and then i've just taken out little chunks so it's gonna jump. so let's have a look at all these different things together.

leo: you've taken out, taken out frames to make it jumpier.

jeff macpherson: i've taken out frames.

leo: look. see that jumping?

jeff macpherson: and then look over what i've done, that's fun.

leo: oh that's a fun one.

jeff macpherson: that was really fun.

leo: that's where it lost synch and two -- [both talking at once]

jeff macpherson: two and you can see two of them, they're just two --

leo: those little jumps like that. i love those.

jeff macpherson: yeah. they're two what do you, whatchamacall it? clips with one on top of the other and a little black bar in between.

leo: is this the same plugin as the film damage?

jeff macpherson: well this is the, this is the film damage plugin with a couple of extra goodies. so the two strip technicolour which can be downloaded for free.

leo: yeah.

jeff macpherson: i think we're gonna give a link to that.

leo: yeah.

jeff macpherson: and also rainierswiddle, or rainierswiddle, which allows us to shake stuff around. and then a bunch, you know the little, the little fun things like taking stuff out to make a jump. so we'll have one last look at this.

leo: let's take a look at the completely destroyed clip, much more interesting with the blicks and the i love that. [laughs] [both talking at once]

jeff macpherson: yeah that's just three seconds.

leo: that's just so much fun.

jeff macpherson: that's just three seconds where i darkened it.

leo: and now you know why it takes a month to get tiki bar out.

jeff macpherson: yeah.

leo: that's three seconds.

jeff macpherson: anyway so that's how to use your thing.

leo: wow all of those plugins are free.

jeff macpherson: yeah.

leo: and we, we're gonna put links in the shownotes at labwithleo.com.

jeff macpherson: yeah one of them's a freemium plugin will be aged film look which just means you can if you want to do more with it then you get the, you pay for it.

leo: so you're getting the le instead of the full version.

jeff macpherson: yeah.

leo: yeah.

jeff macpherson: but this is, this is the free version right here.

leo: is that what they call it freemium?

jeff macpherson: yeah, yeah freemium i've heard this. it's like it's free.

leo: yeah.

jeff macpherson: and it works fully functional without a burn in what do you call it? watercolour thing.

leo: right, watermark yeah.

jeff macpherson: but, but it teases you to get the pro one.

leo: the premium.

jeff macpherson: the premium one where you can --

leo: so it's freemium versus premium.

jeff macpherson: yeah i don't know where i read that.

leo: i like that. was it wikipedia?

jeff macpherson: probably.

leo: and by the way, oh i wasn't gonna shake your hand. [both talking at once]

jeff macpherson: -- for a handshake.

leo: i was gonna point to the shirt. this is actually from the bunny, bunny episode. you've got t-shirts.

jeff macpherson: yeah.

leo: this is the empty vessel, which is apparently something that happens in the game.

jeff macpherson: yes. it's a terrible offense to have an empty vessel. [leo laughing]

jeff macpherson: it's a t- shirt.

leo: i, i can't tell you what a fan i am of jeff macpherson and, and his great podcast tikibartv.com. [pop captions up]

leo: jeff thanks for joining us.

jeff macpherson: thank you. can we do a handshake now?

leo: yeah.

jeff macpherson: oh okay.

leo: and i wish you'd brought lala and johnny-johnny cause i'd love to party with them, maybe some day. we'll be back with a final word right after this. he just ran off. [pop captions down] [music] [commercial break] [music]

leo: well that was a lot of fun. i want to thank pat mcgee, alex oliver, jeff macpherson for joining us, dr. tiki. thanks to you too for being here. we really appreciate it. if you want to be on the show go to the website labwithleo.com fill out that form and we'll get you on the show.

kate: yes we will.

leo: and we'll have fun. wait a minute, i think is that, did jeff leave? cause that --

kate: i don't --

leo: cause it looks like he left, like he left something behind here. it looks like a mug or something.

kate: i don't think you want to touch that.

leo: it says don't touch.

kate: i wouldn't touch that.

sean carruthers: no, no, don't touch it. [both talking at once]

leo: no it's just, it's a tiki mug, what could it do?

sean carruthers: no, no leo. [all talking at once]

leo: really, you don't think so?

ooh baby baby ooh baby baby ooh baby baby tiki bar [pop captions up] [music]

ooh tiki tiki tik ooh tiki tiki tow

ooh tiki tiki tik ooh tiki tiki tow tiki bar [pop captions down] [music] [pop captions up quickly] closed

captioning performed by: broadcast captioning & consulting services inc. www.closedcaptioning.com [pop captions down]